Interaction and Engagement for Information Research and Learning with Lifelogging Devices

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Abstract
iSchools have their roots in the collection, storage, analysis, and dissemination of recorded materials of human activities. We foresee that sensing data via lifelogging devices (or Internet of Things at large) is taking over its significant part in the coming years. This session for interaction and engagement (SIE) is to create a living lab environment where participants can experience various lifelogging devices such as wearable video recorders, wearable cameras, or audio recorders. The intended audience includes information behavioural researchers (both qualitative and quantitative), multimedia and/or UI developers, students who want to improve their work/life experience, and educators who explores the ways to develop reflective learning programs using lifelogging data. In addition to paper presentations, we will have a round-table session to identify some of the core research directions regarding the development and use of lifelog devices in Information Research and Learning.

1 Purpose and Intended Audience

Wearable devices and mobile devices have become commodity, and collecting a massive amount of personal lifelog data has become much easier than before. This creates many opportunities for iSchool researchers, developers, learners, and educators. For example, information seeking research has traditionally relied on questionnaire or interview data to understand the contextual factor in depth, yet showed limited quantitative verification of their theories. Wearable devices can provide a strong evidence to support mixed-design studies. Learning analytics have also been a popular subject, and many applications have been developed using MOOC data. However, we do not have much insights from students' lifelogging activities. Therefore, there are still many gaps to bridge among researchers, developers, learners, and educators, to fully leverage the power of lifelogging devices and their data.

This session for interaction and engagement (SIE) is to create a living lab environment where participants can experience various lifelogging devices such as wearable video recorders, wearable cameras, or audio recorders. They can play with the wearable devices to see what kind of data can be collected, analysed, and visualized. The intended audience includes information behavioural researchers (both qualitative and quantitative), multimedia and/or UI developers, students who want to improve their work/life experience, and educators who explores the ways to develop reflective learning programs using lifelogging data.

2 Agenda

The SIE will be a full-day program at iConference 2016 (See Table 1. for the tentative schedule). We plan to create a closed space where participants can safely enjoy the lifelogging experience with our SIE participants, while minimizing recording of other conference participants. Such a living lab experience will be our central piece of installment. We expect to have interactive presentations where participants will show a demo system, early research outcomes, or crazy ideas about how to use lifelog data. The presentation will be much more informal than usual presentations, where other participants are encouraged to express their ideas and opinions. Finally, we will have a round-table session to identify some of the core research directions regarding the development and use of lifelog devices in Information Research and Learning.

Participants are asked to submit a two-page position paper that describes their system, study showcase, or interesting ideas about lifelogging devices or lifelog data. The submitted papers are reviewed by the organisers and PC members.

Time	Agenda	
10:00-12:00	Lifelogging Experience	
12:00-13:00	Lunch	
13:00-14:30	Interactive Presentation 1	Living Lab
14:30-15:00	Break	
15:00-16:30	Interactive Presentation 2	
16:30-17:00	Round-table Session	

Table 1. Tentative schedule (Subject to change)

3   Relevance to the Conference/Significance to the Field

iSchools have its roots in the collection, storage, analysis, and dissemination of the recorded material of human activities. It used to be books and libraries for a couple of thousand years. Web contents on The Internet took over many parts of the place in the last two decades. Sensing data via lifelogging devices (or Internet of Things at large) will take over the significant part of human archiving in the near future. Our SIE proposal will look into such core issues of Information Research. It also offers an opportunity to familiase various lifelogging devices and obtained data to the iSchool community.

4   Indicate the length of your event

This SIE is a full-day event.

5   PC Members

- Cathal Gurrin, Dublin City University, Ireland
- Graham Healy, Dublin City University, Ireland
- Frank Hopfgartner, University of Glasgow, UK
- Havard Johansen, UiT - The Arctic University of Norway, Norway
- Na Li, Dublin City University, Ireland
- Mamiko Matsubayashi, University of Tsukuba, Japan
- Atsushi Matsumura, University of Tsukuba, Japan
- Michael O'Mahony, University College Dublin, Ireland
- Amon Rapp, University of Torino, Italy
- Tetsuji Satoh, University of Tsukuba, Japan
- Yohei Seki, University of Tsukuba, Japan
- Masao Takaku, University of Tsukuba, Japan
- Taro Tezuka, University of Tsukuba, Japan
- Robert Villa, University of Edinburgh, UK
- Jiang Zhou, Dublin City University, Ireland