# Demo Technical Supplement- Mensch und Computer

Please use this supplement to show how conference attendees will interact with your work at MuC. It is intended to give as rich a picture of your project and presentation requirements as possible. **This document is for the purposes of review only and will not be published.**

To explain how your project works, you can for example provide a short usage scenario, a storyboard sketch, screenshots, illustrations, and/or photos.

The supplement also includes suggestions on how to describe the various technical requirements such as preferred setting, space, power, networking, lighting, acoustical, and other special equipment. Please keep in mind that the reviewers will make their decisions not only depending on quality and novelty of your submitted demonstration, but also on space and other technical requirements we need to balance.

It is important to remember that the reviewers of Interactivity submissions can only make decisions based on the knowledge contained in this document, your extended abstract, and your video. Therefore, it is through this supplement that you have the opportunity to describe in detail how you envision MuC attendees interacting with your piece.[[1]](#footnote-1)

# CONTACT INFO

We are going to contact you only through ConfTool. Thus, please double check the information you provide in ConfTool.

# DESCRIPTION

# Title:

# Presentation history

# Envisioned interaction

# **TECHNICAL REQUIREMENTS**

|  |  |
| --- | --- |
| **Floor plan** |  |
| **Acoustical** |  |
| **Lighting** |  |
| **Timing** |  |
| **Computational equipment** |  |
| **Networking** |  |
| **Radio frequencies** |  |
| **Power** |  |
| **Safety** |  |
| **Logistics** |  |

# PRESENTATION HISTORY

Here you can list previous public presentations of this work and work related to it, such as conference papers, exhibitions, demonstrations, etc. (if any).

Please explain briefly how the proposed exhibit expands on these presentations.

Alternatively, briefly motivate why you believe the demo is worthwhile for the MuC attendees even if it has been presented in the same form somewhere else.

# ENVISIONED INTERACTION

Here, you could describe how visitors will interact with your work. This section is important to give the reviewers a “feel” for how well your demo will work when you present it at the conference. This is the most important part of the supplement for the reviewers, because it is the only way for you to communicate what the demo experience will actually be like.

*Example questions:*

* How do you plan to get the main points across?
* How will you create a flow of people through the demo?
* What do you do if too many people crowd your demo at the same time?
* What is the optimum time to spend at the demo?

Please illustrate the envisioned interaction in any way you can – photos, sketches, etc.

# TECHNICAL REQUIREMENTS

In this section, we would like to learn about the requirements of your submission. We include several categories and questions below. These questions are examples of the types of information you might like to give us. It is not necessary to answer questions that do not apply to you. Please feel free to add additional requirement information as needed.

While we cannot make guarantees about what we will be able to provide, we want to work with every accepted author to bring their envisioned interaction to all conference attendees. However, please note that it is your responsibility to provide all necessary technical equipment for the demo. The MuC conference is a volunteer-run non-profit event and has only very limited resources to support exhibits. We can provide you with seats tables, plugs and cables, but not with computer hardware.

# Floor Plan

Please provide a sketch of a floor plan with metric measurements that shows how you would best like your demo to be laid out at the conference. Be realistic and include all the important components that will affect the success of your exhibit – power sources, projectors, availability of walls or other surfaces, furniture, etc. As space is limited, please provide your best-case scenario as well as your minimal requirements. We will try to accom-modate your best-case scenario as much as possible. For preliminary planning, we assume a standard requirement of a single table (~180 x 90 cm) and two chairs for each demonstration.

*Example questions:*

* How much space will your exhibit require (length/height/width)?
* Should it operate in two separate locations? Should it be presented against a wall? In a doorway? At a table? Any other location?
* Do you want to present a poster in addition to your Demo and need a suitable space to place it?
* Does your exhibit need a special table, chair, carpet, sandbox, etc.?
* What is your minimum space requirement that would still provide a good interactivity experience?
* Do you have special requirements for when/how to set up and take down your exhibit?

# Acoustical

*Example questions:*

* Are there special acoustical needs?
* Does the exhibit need a quiet space?

# Lighting

*Example questions:*

* Does the demo require special lighting?
* Does it require a dark area?
* Are there issues with sunlight?

# Timing

*Example questions:*

* Does your exhibit work best with a single person at a time? A group?
* Does the exhibit evolve over the course of the conference or is it self-contained, for example, within a 30 sec interaction?

# Computational Equipment

Note: Please bring your own hardware and test your complete demo with the exact same hardware before leaving for MuC. Bring replacement parts such as batteries and anything else that might break, and bring Kensington locks to secure your equipment.

*Example questions:*

* Will you be using PCs? How many?
* Will you use a projector? A monitor? Do you require front- or rear projection, if any?
* What other equipment is needed?
* What equipment will you be bringing to the conference yourself?
* Is there any technical equipment that you would expect MuC to provide?
* Is there any equipment you intend to rent locally during the conference?

# Networking

*Example questions:*

* Do you need to be connected to the Internet? Wired? Wireless?
* How many connections will you need?
* What is your demonstration’s typical bandwidth usage?
* Latency issues?

# Radio Frequencies

*Example questions:*

* Does your demonstration use, produce, or require any radio frequencies?
* Does it use wireless cameras, microphones?

# Power

*Example questions:*

* How many power sockets will you need, for what kind of devices?
* Do you have the necessary power converters and plug adapters?

# Safety

*Example questions:*

* Are there any safety hazards for participants interacting with your demo?
* How are you making sure that no one can get hurt by your system?

# Logistics

*Example questions:*

* How large are the cases the demo is being transported in? What will they weigh?
* How will the demo be transported to and from the conference?
* Will you be transporting it yourself or will a logistics company be doing the work?

If you won’t be transporting it on-site yourself: Please indicate when you expect the demo to arrive and on what date it will be picked up.

1. This document borrows large parts from the CHI 2012 Interactivity supplement. Thanks for the excellent template! [↑](#footnote-ref-1)