Making Computers More Natural to Use

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Abstract

The computing mouse has achieved a great deal for a device that's conceptually over four decades old. Indeed it is mainly because of this device that we have the Graphical User Interface (GUI), comprising windows, icons, menus, and pointer (WIMP). The mouse and WIMP are an integral part of our daily interactions with computers, but what's next? In this talk, I will give examples of novel computing devices being built at Microsoft Research, which allow users to shift away from the traditional mouse and WIMP-based interactions. Like other researchers, we are interested in enabling more natural interactions with computers, replacing the mouse with our hands, and making the user interface "come to life" in more tangible ways. Future interactions with computers are likely to become more hands-on, more playful, and more aligned with our real-world interactions.

Short Bio

SHAHRAM IZADI works at Microsoft Research UK, joining the company over 5 years ago. His research focuses on creating novel technologies that push the boundaries of how people interact with computers. In recent years, his research has focused on developing novel touch and gesture-based devices and interactive software. Thanks to his diverse computer science skills, he enjoys engaging in all areas of research, from the development of new hardware platforms right through to the design, implementation, and evaluation of the user interaction techniques. He has worked as a researcher at PARC, and was a research fellow on the Equator UK project, working at Nottingham University, University College London (UCL), and the Royal College of Art. He holds a PhD, masters and a degree (all with Honours) in Computer Science. His research has led to more than 50 patents and over 50 academic papers, including papers at UIST, CHI, and Ubicomp. He was awarded a best paper award for three consecutive years at UIST, and also holds paper awards at CHI, CSCW and Ubicomp. He has organized two international conferences and numerous workshops, and served as technical program chair and on various conference committees. He is currently engaged with various NUI-based tech-transfers within Microsoft. He was recently listed on the TR35, a list of 35 innovators, under the age of 35 who have made significant contribution to technology and the sciences.