

Chapter 2.10

A Cooperative Framework for Information Browsing in Mobile Environment

Zhigang Hua

Chinese Academy of Sciences, China

Xing Xie

Microsoft Research Asia, China

Hanqing Lu

Chinese Academy of Sciences, China

Wei-Ying Ma

Microsoft Research Asia, China

INTRODUCTION

Through pervasive computing, users can access information and applications anytime, anywhere, using any device. But as mobile devices such as Personal Digital Assistant (PDA), SmartPhone, and consumer appliance continue to flourish, it becomes a significant challenge to provide more tailored and adaptable services for this diverse group. To make it easier for people to use mobile devices effectively, there exist many hurdles to be crossed. Among them is small display size, which is always a challenge.

Usually, applications and documents are mainly designed with desktop computers in mind. When browsing through mobile devices with small display areas, users' experiences will be greatly degraded (e.g., users have to continually scroll through a document to browse). However, as users acquire or gain access to an increasingly diverse range of portable devices (Coles, Deliot, & Melamed, 2003), the changes of the display area should not be limited to a single device any more, but extended to the display areas on all available devices.

As can be readily seen from practice, the simplest multi-device scenario is when a user

begins an interaction on a first access device, then ceases to use the first device and completes the interaction using another access device. This simple scenario illustrates a general concern about a multi-device browsing framework: the second device should be able to work cooperatively to help users finish browsing tasks.

In this article, we propose a cooperative framework to facilitate information browsing among devices in *mobile environment*. We set out to overcome the display constraint in a single device by utilizing the cooperation of multiple displays. Such a novel scheme is characterized as: (1) establishing a communication mechanism to maintain *cooperative browsing* across devices; and (2) designing a *distributed user interface* across devices to cooperatively present information and overcome the small display area limited by a single device.

BACKGROUND

To allow easy browsing of information on small devices, there is a need to develop efficient methods to support users. The problems that occur in information browsing on the small-form-factor devices include two aspects: (1) how to facilitate information browsing on small display areas; and (2) how to help user's access similar information on various devices.

For the first case, many methods have been proposed for adapting various media on small display areas. In Liu, Xie, Ma, and Zhang (2003), the author proposed to decompose an image into a set of spatial-temporal information elements and generate an automatic image browsing path to display every image element serially for a brief period of time. In Chen, Ma, and Zhang (2003), a novel approach is devised to adapt large Web pages for tailored display on mobile device, where a page is organized into a two-level hierarchy with a thumbnail representation at the top level for providing a global view and index to a set of

sub-pages at the bottom level for detail information. However, these methods have not considered utilizing multiple display areas in various devices to help information browsing.

For the second case, there exist a number of studies to search relevant information for various media. The traditional image retrieval techniques are mainly based on content analysis, such as those content-based image retrieval (CBIR) systems. In Dumais, Cutrell, Cadiz, Jancke, Sarin, and Robbins (2003), a desktop search tool called Stuff I've Seen (SIS) was developed to search desktop information including email, Web page, and documents (e.g., PDF, PS, MSDOC, etc.). However, these approaches have not yet taken into account the phase of information distribution in various devices. What's more, user interface needs further consideration such as to facilitate user's access to the information that distributes in various devices.

In this article, we propose a cooperative framework to facilitate user's information browsing in mobile environment. The details are to be discussed in the following sections.

OUR FRAMEWORK

Uniting Multiple Displays Together

Traditionally, the design of user interface for applications or documents mainly focus on desktop computers, which are commonly too large to display on small display areas of mobile devices. As a result, readability is greatly reduced, and users' interactions are heavily augmented such as continual scrolling and zooming.

However, as users acquire or gain access to an increasingly diverse range of the portable devices, the thing changes; the display area will not be limited to a single device any more, but extended to display areas on all available devices. According to existing studies, the user interface of future applications will exploit multiple coordinated

7 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage:

www.igi-global.com/chapter/cooperative-framework-information-browsing-mobile/26524

Related Content

Engineering Emergent Ecologies of Interacting Artefacts

Ioannis D. Zaharakis and Achilles D. Kameas (2008). *Handbook of Research on User Interface Design and Evaluation for Mobile Technology* (pp. 364-384).

www.irma-international.org/chapter/engineering-emergent-ecologies-interacting-artefacts/21842

Psychometric Assessment of Cardio-Respiratory Activity Using a Mobile Platform

Nicola Carbonaro, Pietro Cipresso, Alessandro Tognetti, Gaetano Anania, Danilo De Rossi, Federica Pallavicini, Andrea Gaggioli and Giuseppe Riva (2014). *International Journal of Handheld Computing Research* (pp. 13-29).

www.irma-international.org/article/psychometric-assessment-of-cardio-respiratory-activity-using-a-mobile-platform/111345

A Joint Power Harvesting and Communication Technology for Smartphone Centric Ubiquitous Sensing Applications

Ranjana Joshi and Hong Nie (2015). *International Journal of Handheld Computing Research* (pp. 34-44).

www.irma-international.org/article/a-joint-power-harvesting-and-communication-technology-for-smartphone-centric-ubiquitous-sensing-applications/142530

Developing Interactive Mobile Learning Experiences for Healthcare Professionals: Content and Community of Practice Recommendations

Hugh Kellam (2020). *International Journal of Mobile Human Computer Interaction* (pp. 40-52).

www.irma-international.org/article/developing-interactive-mobile-learning-experiences-for-healthcare-professionals/258951

The Use of Mobile Health Applications for Quality Control and Accredital Purposes in a Cytopathology Laboratory

Archondakis Stavros, Eleftherios Vavoulidis and Maria Nasioutziki (2016). *M-Health Innovations for Patient-Centered Care* (pp. 262-283).

www.irma-international.org/chapter/the-use-of-mobile-health-applications-for-quality-control-and-accredital-purposes-in-a-cytopathology-laboratory/145014