



# Hermes 2 - Door Plates

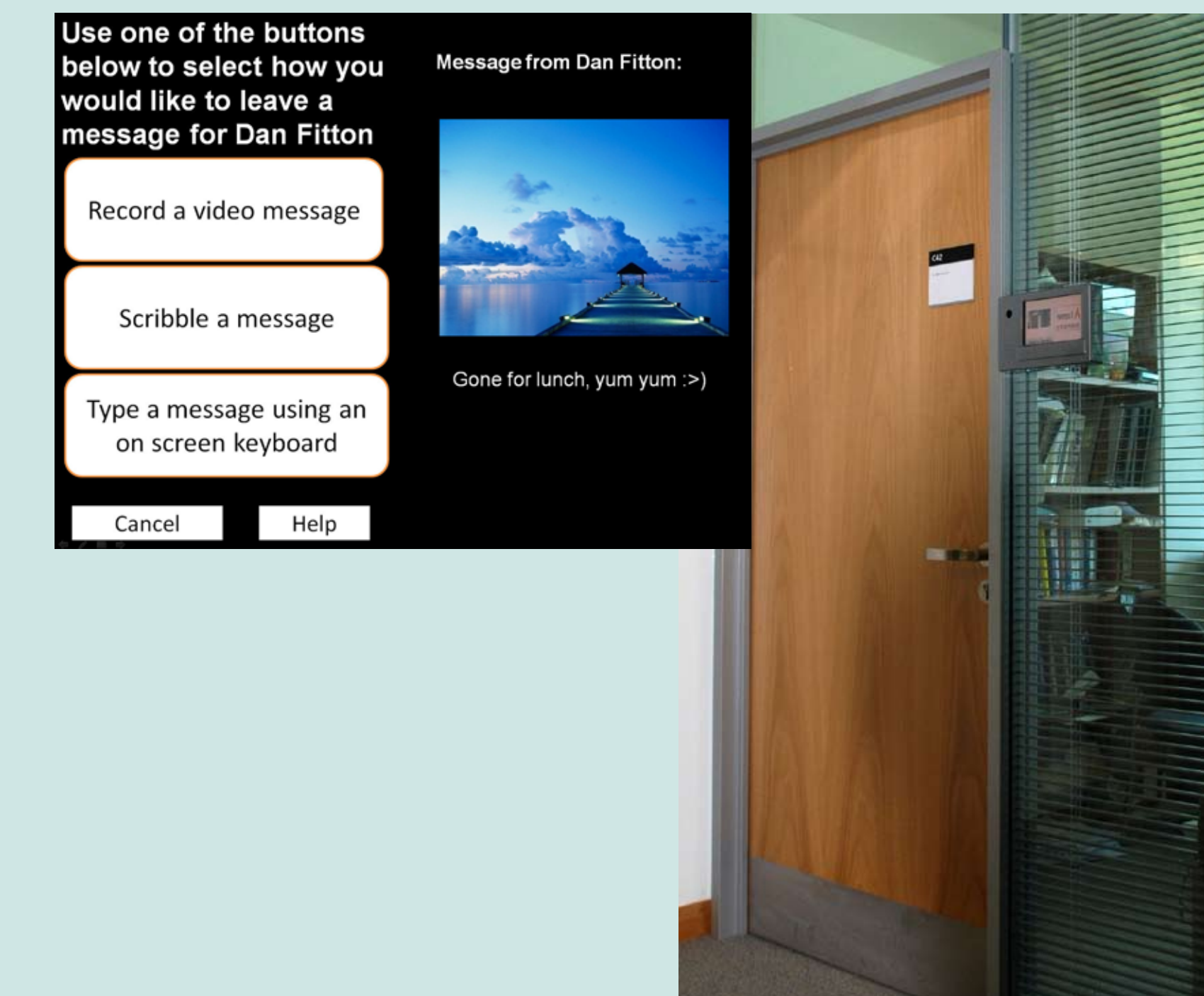
## Case Studies

A lecturer travelling to work by car is unexpectedly delayed by road works and will be late for a meeting intended to be held at his office. Realising this, he uses his mobile phone to send an SMS message to his office door display to inform visitors to his office that he will be thirty minutes late. When students arrive at his office for the meeting they read his message and, after discussion, decide the meeting would be best rescheduled for the following day. A member of the group uses the door display to leave a message to this effect.

Jane, a computing student, leaves a lecture and is concerned that she is falling behind in her understanding of the subject. She decides to visit her tutor and sets off to his office which is some distance away. After walking a short distance along the campus walkway she approaches an e-campus display embedded within one of the walkway's concrete supports. She decides that rather than risk walking all the way to the tutor's office only to find him away at some meeting or other it would be wise to use the e-campus display in order to remotely view the message currently displayed on the tutor's office door display. The message reads "In meeting - back in 20 mins". Jane decides to scribble a quick note using the touch sensitive e-campus display informing the tutor that she will visit in 20 mins. A few minutes later she bumps into a friend who wants to go for lunch. While in the cafe Jane realises that she will miss her appointment with the tutor and decides to let the tutor know that she will pop-by in 45 minutes instead. The interactive display in the cafeteria is being used by another student so Jane uses her Bluetooth phone to link to the networked display and modify her previous message.

## Project Objectives

The objects of this work are twofold, firstly to produce a production quality system or everyday use in the computing department at Lancaster to support awareness and coordination, and secondly to provide a testbed to enable research into ubiquitous display-based deployments.



## Practical Applications

Hermes 2 will support help awareness and coordination between staff working in InfoLab21, undergraduate/postgraduate students and visitors. Hermes 2 will provide a variety of interaction methods for visitors to an office to interact with door displays (Bluetooth, SMS, MMS, touchscreen, video, audio, etc.). It will also provide a wide variety of local and remote interaction methods for the occupant of an office to leave messages for visitors to his/her office and retrieve messages left for them by visitors (SMS, MMS, touchscreen, Instant Messenger, E-mail, video, audio, etc.).

The component-based middleware underpinning Hermes 2 will allow developers outside of the Hermes 2 project to develop and deploy their own software components. This will allow a wide variety of novel and potentially useful additional applications to be accessible on the door displays.

## About The Project

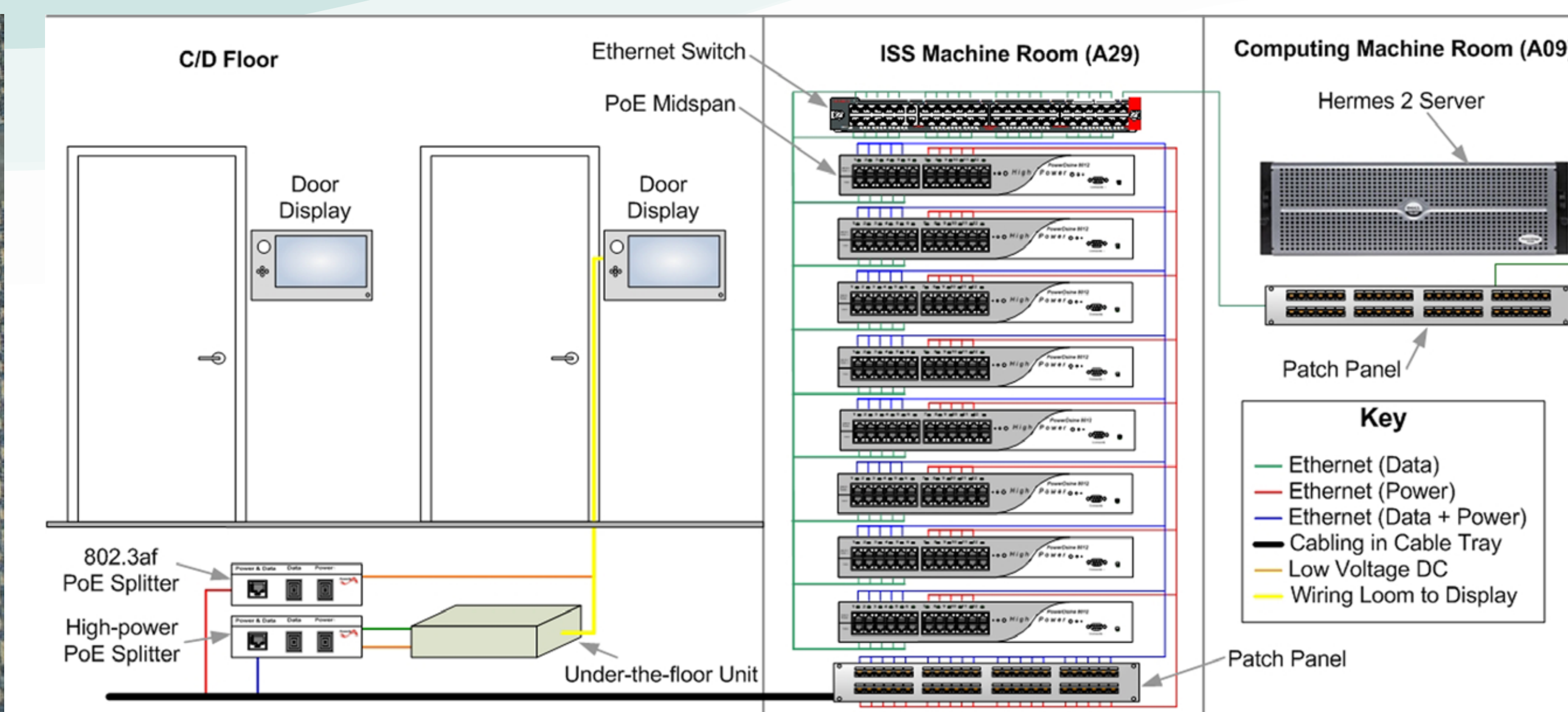
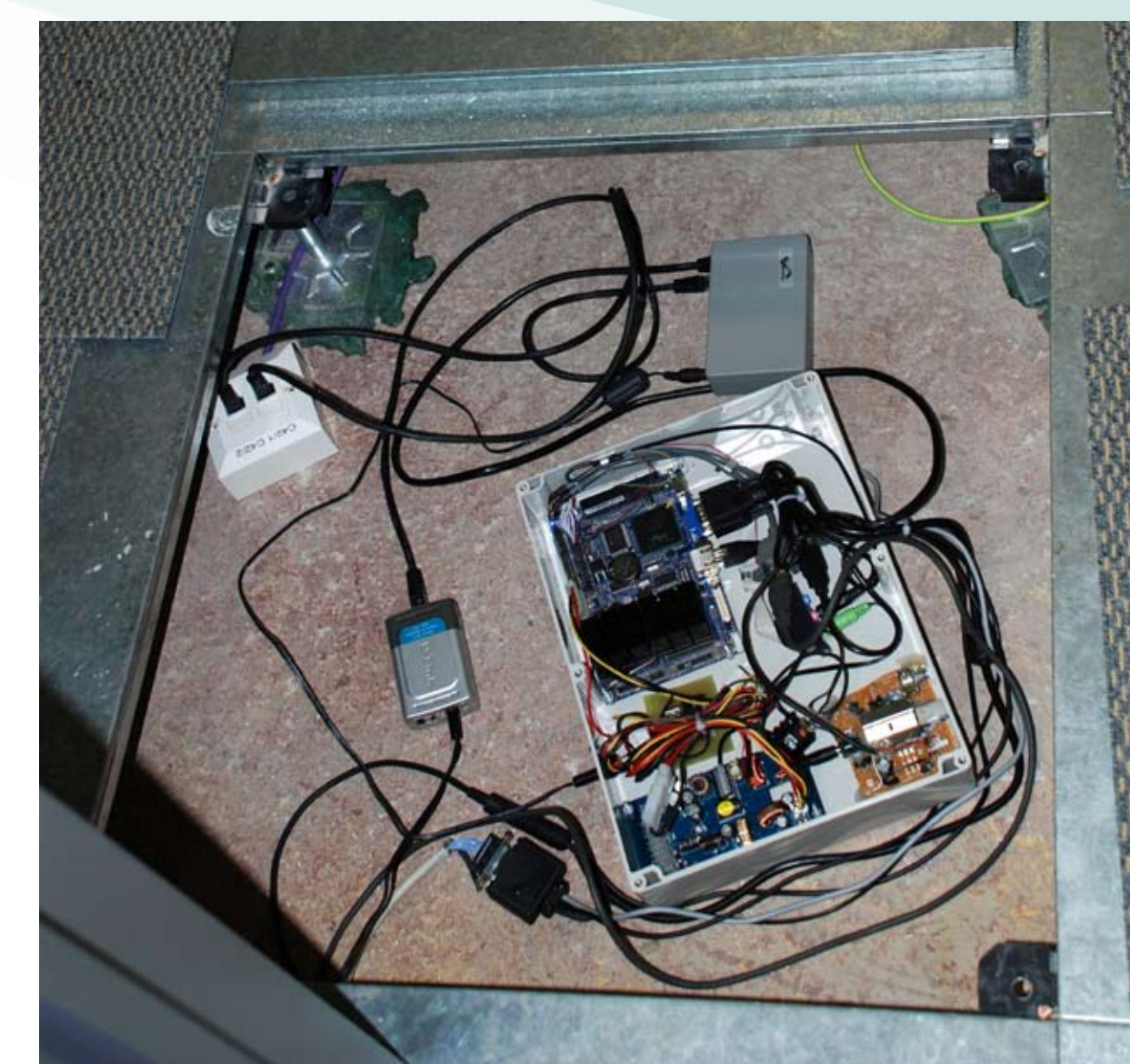
Hermes 2 (part of the CASIDE project) follows on from the successful Hermes 1 deployment (part of the EPSRC funded CASCO project) in which 10 PDA-based door display were deployed in the old computing building. The work on Hermes 2 has currently involved the design and deployment of 40 interactive office door displays on C and D floor in InfoLab21. The door displays are powered entirely using PoE (Power Over Ethernet) technology with an embedded PC below the floor and a 7" touchscreen with webcam, Bluetooth and mic/speaker in a custom-made housing above the floor. Initially the system will provide asynchronous messaging functionality allowing an absent office occupant to leave messages for visitors to his/her office and allowing visitors to an office to leave messages for its occupant.

The wider goal of the CASIDE project is to understand the way in which the physical placement and design of networked displays in semi-wild settings influences and facilitates coordination and community.

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