

## Editorial: ambient media as metaphor for creating new experiences and user interfaces

Artur Lugmayr · Bjoern Stockleben · Thomas Risse ·  
Estefania Serral · Emilija Stojmenova

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“Ambient Media” are a fundamentally new way how to define media in the ubiquitous era, and are contribute to the field of human-computer-interaction (HCI), computer science, experience design, media management, and media studies. Ambient Media have been defined, explored, and conceptualized in [2–5, 10]. This special issue devotes to the exploration of phenomena of ambient media, in particular on aspects of search and retrieval, interactive interfaces, designing experiences, applying new interaction concepts, the design of experiences, educational issues, and the future prospective of this novel media form. For this special issue, we accepted six papers exploring these issues.

A very special feature of this special issue is, that the contributing authors collaboratively worked on the analysis of the containing articles. This article shall give a holistic overview of the current status of Ambient Media, and outlines its potential future till 2020. The paper contributed by A. Scherp contributes with the aspect of search of open social media data via mobile phones. Interactive user interfaces are explored by M. Golja in his work, and particularly addresses the design of interfaces for digital interactive TV and their limitations. New learning strategies, and especially how libraries transform from their analogue to their digital counterpart has been explored by M. Bilandzic. Experience as a phenomena in social living contexts as e.g. at home, has been explored by D. Obal, who devoted his research to the

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A. Lugmayr (✉)  
EMMi Laboratory, Tampere University of Technology (TUT), Tampere, Finland  
e-mail: lartur@acm.org

B. Stockleben  
University of Applied Sciences Magdeburg, Magdeburg, Germany  
e-mail: bjoern.stockleben@gmx.de

T. Risse  
L3S Research Center, Hannover, Germany  
e-mail: risse@l3s.de

E. Serral  
KU Leuven, Leuven, Belgium  
e-mail: estefania.serralasensio@kuleuven.be

E. Stojmenova  
University of Ljubljana, Ljubljana, Slovenia  
e-mail: Emilija.Stojmenova@ltfe.org

exploration of how to design these in a kitchen environment. “Design Thinking” as method for educating students has been explored in the contribution by A. Lugmayr, who discusses the applicability of this method in media education. Ambient media in the context of personalized services in a ubiquitous environment have been contributed by E. Serral-Asensio, and enrich the special issue by a more practical and service viewpoint. Last but not least, J. Guna contributed with a novel interaction methodology based on user identification on gestures. The range of the articles within this special issue is rather wide, but covers a wide range of aspects of ambient media which will interest a wide reader audience.

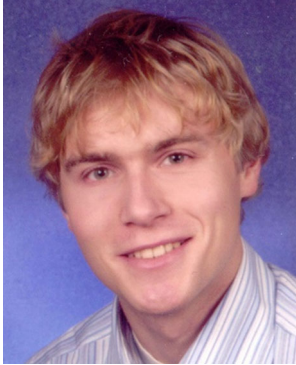
We would like to pinpoint the reader to other relevant resources, as e.g. undertaken by the International Ambient Media Association (iAMEA) [1] and their open access online series entitled “International Series on Information Systems and Management in Creative eMedia” on [3, 4]. We also would like to emphasize our workshop series, the Semantic Ambient Media Series (SAME) (see e.g. [9] or [7]) and the Nokia Ubimedia MindTrek Award (see <http://www.mindtrek.org/ubimedia>). We hope to give the reader new perspectives on this newly emerging field.

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**Artur Lugmayr** Prof. Dr. Artur Lugmayr describes himself as a creative thinker of future media environments, and his scientific work is situated between art and science. He has over 15 years experience in the wider field of digital media from a business, technological, and content creation perspective. His experience extends towards digital television, digital film making, virtual reality, media business information management, business consultancy, social media, ambient media, and creative media designs. His vision is to *create innovative media experiences with emerging media platforms tagged with solid business models and processes*. Starting from July 2009 he is full professor for entertainment and media production management at the *Department of Business Information Management and Logistics* at the *Tampere University of Technology (TUT)* and founded the *EMMi – Entertainment and Media Production Management Lab*. He was the head and founder of the *New Ambient Multimedia (NAMU)* research group at the Tampere University of Technology (TUT), Finland, which was part of the Finnish Academy Centre of Excellence of Signal Processing from 2006 to 2011. He is holding a Dr.-Techn. degree from the Tampere University of Technology (TUT), Finland, and is currently engaged in Dr.-Arts studies at the School of Motion Pictures, TV and Production Design (Aalto Univ.), Helsinki, Finland. He managed and coordinated numerous large scale scientific projects on national and international level; was guest scientist at several universities and/or hold guest lectures/talks (e.g. Harvard Medical School/USA, QUT/Australia, KTH/Sweden, UFAM/Brasil, Univ. of Neuchatel/Switzerland); founded and chairs the Association for Information Systems (AIS) Special Interest Group “Information Systems & Management in Creative eMedia Industries”; chaired the ISO/IEC ad-hoc group “MPEG-21 in broadcasting”; won the NOKIA Award of 2003 with the text book “Digital interactive TV and Metadata” published by Springer-Verlag in 2004; representative of the Swan Lake Moving Image & Music Award; board member of MindTrek Association; EU project proposal reviewer; invited key-note speaker for several conferences; founder of the Ambient Media Association (AMEA); supervised over 30 thesis works; general chair of several conferences (e.g. EuroITV, Academic MindTrek); organized over 20 workshops (e.g. SAME workshop series); established several competition situated between art and technology (e.g. Nokia Ubimedia MindTrek Award, EuroITV Grand Challenge); held over 10 scientific conference tutorials (e.g. ICME, EuroITV, uxTV, ACM Multimedia); is editorial board member of several journals and publishers (e.g. Springer-Verlag, SERSC Press, IGI, ACM Computers in Entertainment); acted as review/programme committee member of over 30 conferences; contributed numerous books, book chapters, and wrote over 50 scientific publications. He founded the production company LugYmedia Inc. and is in the process to establish new startup companies. More about him on [www.tut.fi/emmi](http://www.tut.fi/emmi), and [www.ambientmediaassociation.org](http://www.ambientmediaassociation.org).



**Björn Stockleben** was awarded his master's degree in Media Sciences, Media Technology and Computer Sciences from Technical University of Brunswick and Brunswick School of Arts in 2003. For Rundfunk-Berlin Brandenburg he has been acting as technical manager in EC- and ESA-funded research projects such as IST-INSTINCT, ISTENTHRONE and ARTES-COTV. He is an expert in participative media, interactive service authoring and non-linear AV media. Currently he works as scientific coordinator for the new master program "Cross Media", which combines management, journalism and interaction design at University of Applied Sciences Magdeburg-Stendal. He lectures in media theory at University of Applied Sciences Bremen and human-machine interaction at Technical University Brunswick.



**Thomas Risse** is the deputy managing director of the L3S Research Center in Hanover. He received a PhD in Computer Science from the Darmstadt University of Technology, Germany in 2006. Before he joined the L3S Research Center in 2007 he lead a research group about intelligent information environments at Fraunhofer IPSI, Darmstadt. Currently he is the scientific and technical director of the FP7 ARCOMEM project on Web archiving using social media information. Thomas Risse's research interests are semantic evolution, data management in distributed systems, and self-organizing systems. He serves regularly as program committee member or project reviewer. He published several papers at the relevant international conferences.



**Estefania Serral** is a postdoc researcher and lecturer in the Christian Doppler Laboratory “Software Engineering Integration for Flexible Automation Systems” at Technical University of Vienna (TUW). Her research and teaching in the CDL-Flex is focused on the area of “Semantic Integration”. She received her master and PhD degrees in computer science at the Universitat Politècnica de València (UPV) where was working as a senior researcher in the PROS Research Center until 2012. Her main research areas are conceptual modeling, model-driven development (MDD), ambient intelligence, context-awareness, model evolution, task automation and semantic web technologies. She has published several contributions to well-known international conferences and scientific journals such as CAiSE, MOBIQUITOUS, ER, ERCIM, The Computer Journal, etc.



**Emilija Stojmenova** graduated in the field of electrical engineering at the Faculty of Electrical Engineering and Computer Science, University of Maribor, Slovenia in 2009. She joined Iskratel in 2009 as a young researcher from the industry and is responsible for the coordination of design and development following usercentered approaches. She has worked in the field of interactive TV and other telecommunication applications focusing on user-oriented development ranging from ethnographic studies to understand user needs to the development of new forms of user experience and usability evaluation. Her community engagement includes: WUD Slovenia 2010 and WUD Slovenia 2011 Conference Chair. Currently she is working on her PhD on user-centered design methodologies for applications for various devices used by specific user groups.