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# A Reality Checklist for Multi-Device Systems in the Wild?

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**Abstract**

This position paper proposes the development of a reality checklist for multi-device systems in the wild. The checklist will help researchers evaluate designs, design ideas or design specifications for a system before it is deployed in the wild.

**Author Keywords**

Checklists, multi-device ecologies, in-the-wild

**ACM Classification Keywords**

H.5.m [Information interfaces and presentation (e.g., HCI)]:  
Miscellaneous

**Introduction**

In our research community we have a strong interest in understanding how technology can augment our everyday activities whether at home, at work, in the city, or in the local library. The technological advancement now allows us to explore systems or applications that span multiple devices both personal devices such as smartphones, tablets and laptops, and shared devices such as interactive wall or tabletop displays. We know from the literature that enticing people to interact with a system in a public or semi-public setting is challenging. It has been explored and discussed in work on tabletops [10, 7], public displays and interactive walls [8, 3], media architecture [4], and in combinations

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