

THE **STICK**

Beant Dhillon | Ioannis Politis | Jorge Peregrín Empanza
Multimodal interaction | USI program 2009 | TU/e

THE **STICK**

Overview

ReDesign

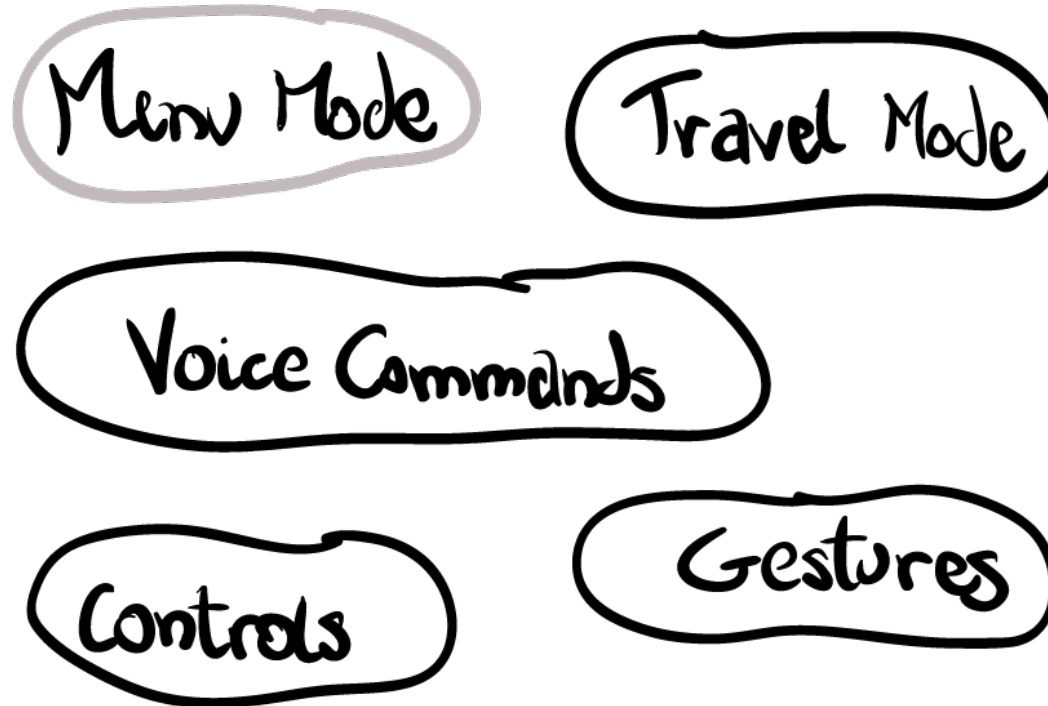
Input | Output

Task Analysis

QOC

Evaluation

Discussion



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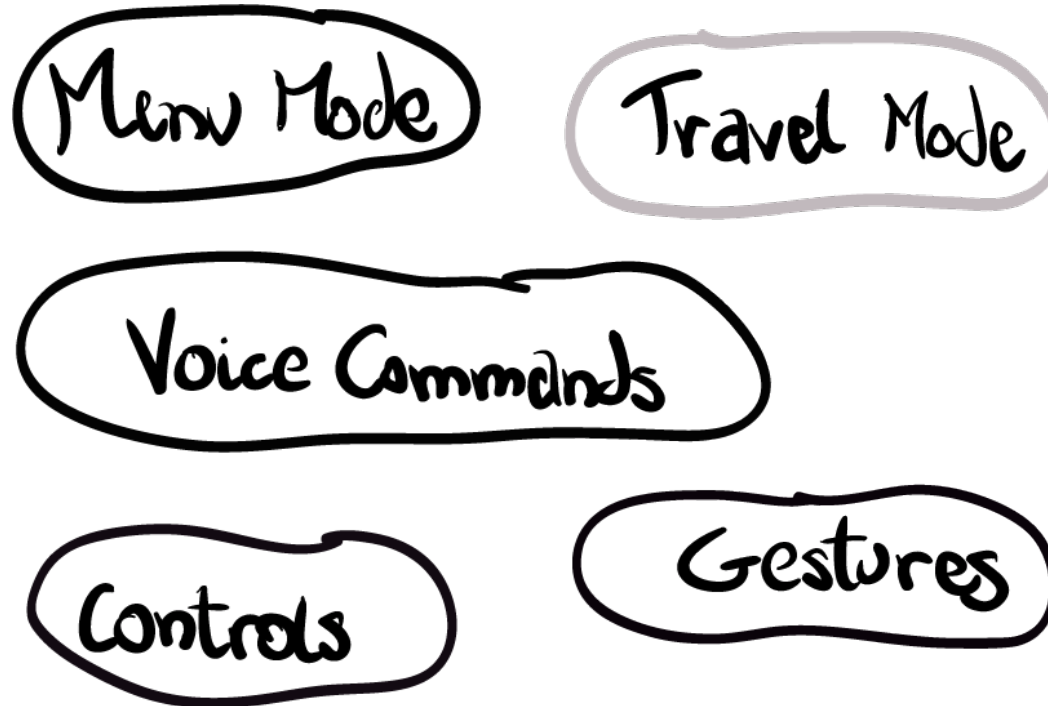
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Menu Mode

Travel Mode

Voice Commands

Controls

Gestures



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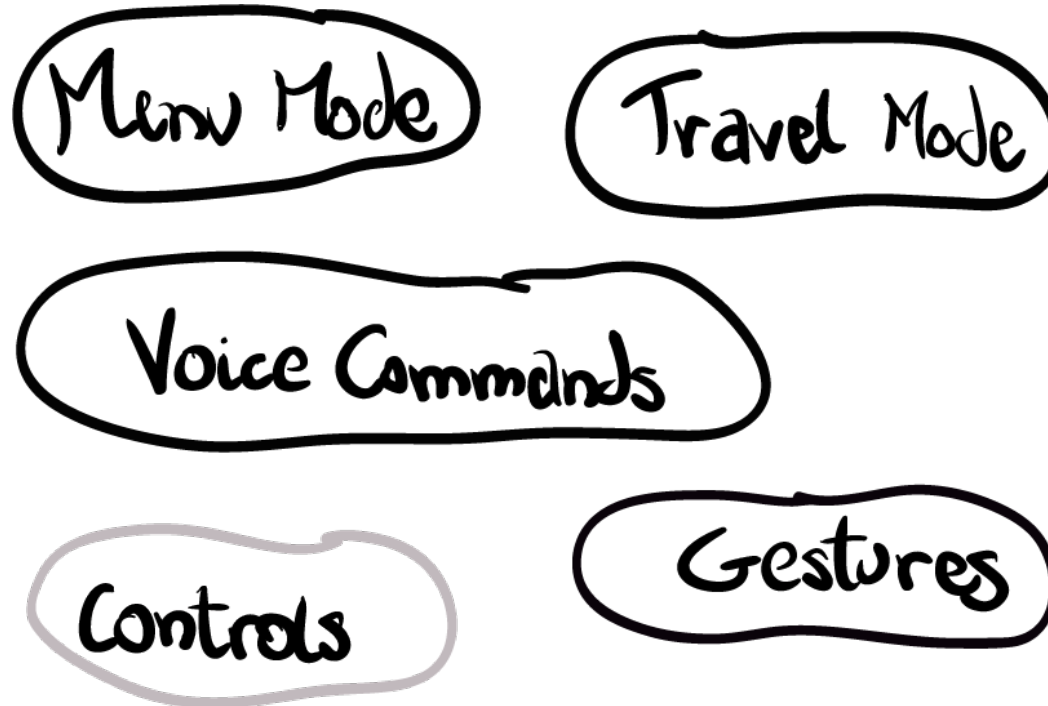
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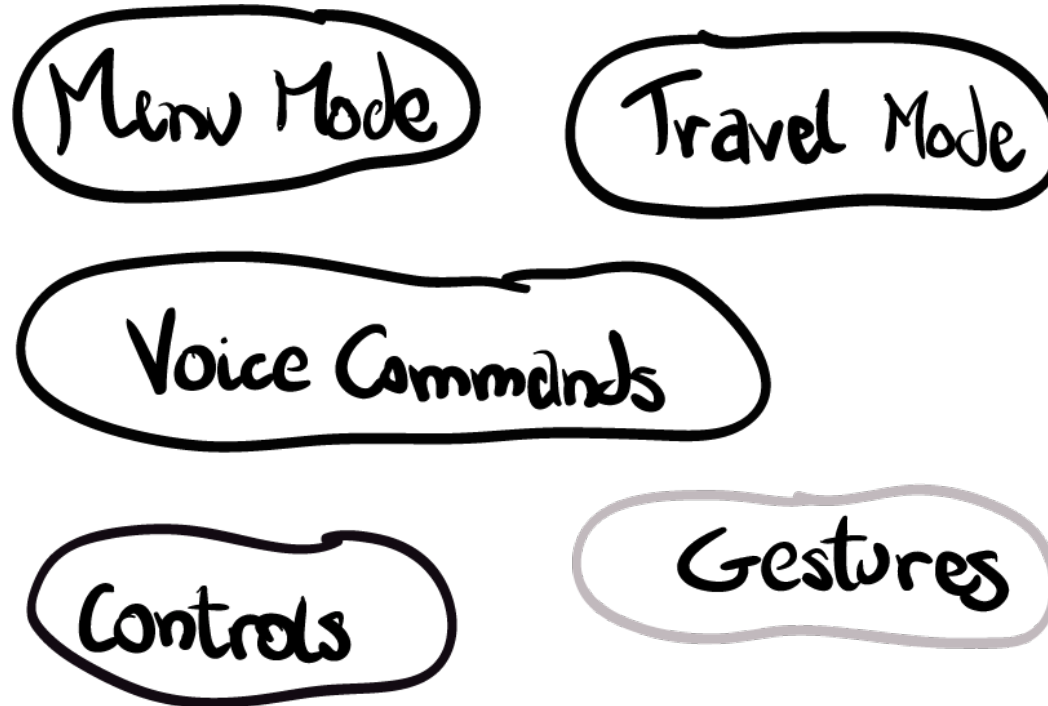
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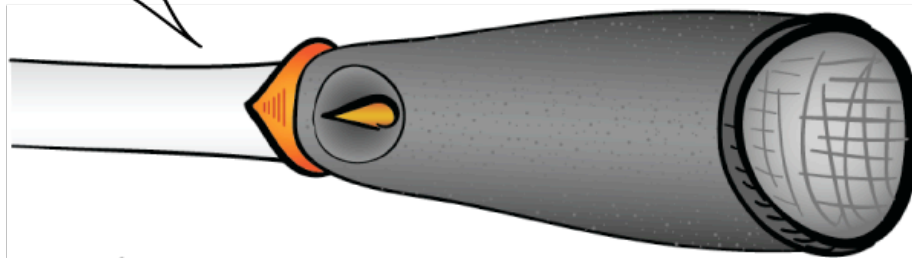
Navigation

Insert/ modify destination

Choose a destination by speaking it or by inserting it through google maps.

Preset destinations

Choose between six preset destinations by speaking them or by tapping.



Provide present location at any time.

Present destination

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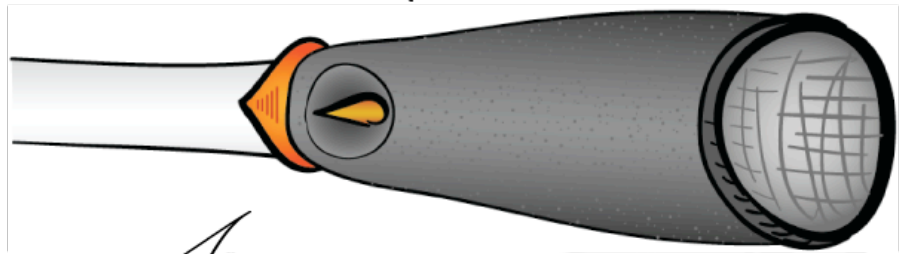
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Notifications

Points of Interest
Receive notifications about memorable places and touristic points of interest.



Receive notifications about transportation, health and general points of interest.
Navigational Alerts

Receive notifications about weather phenomena and route anomalies.
Alerts

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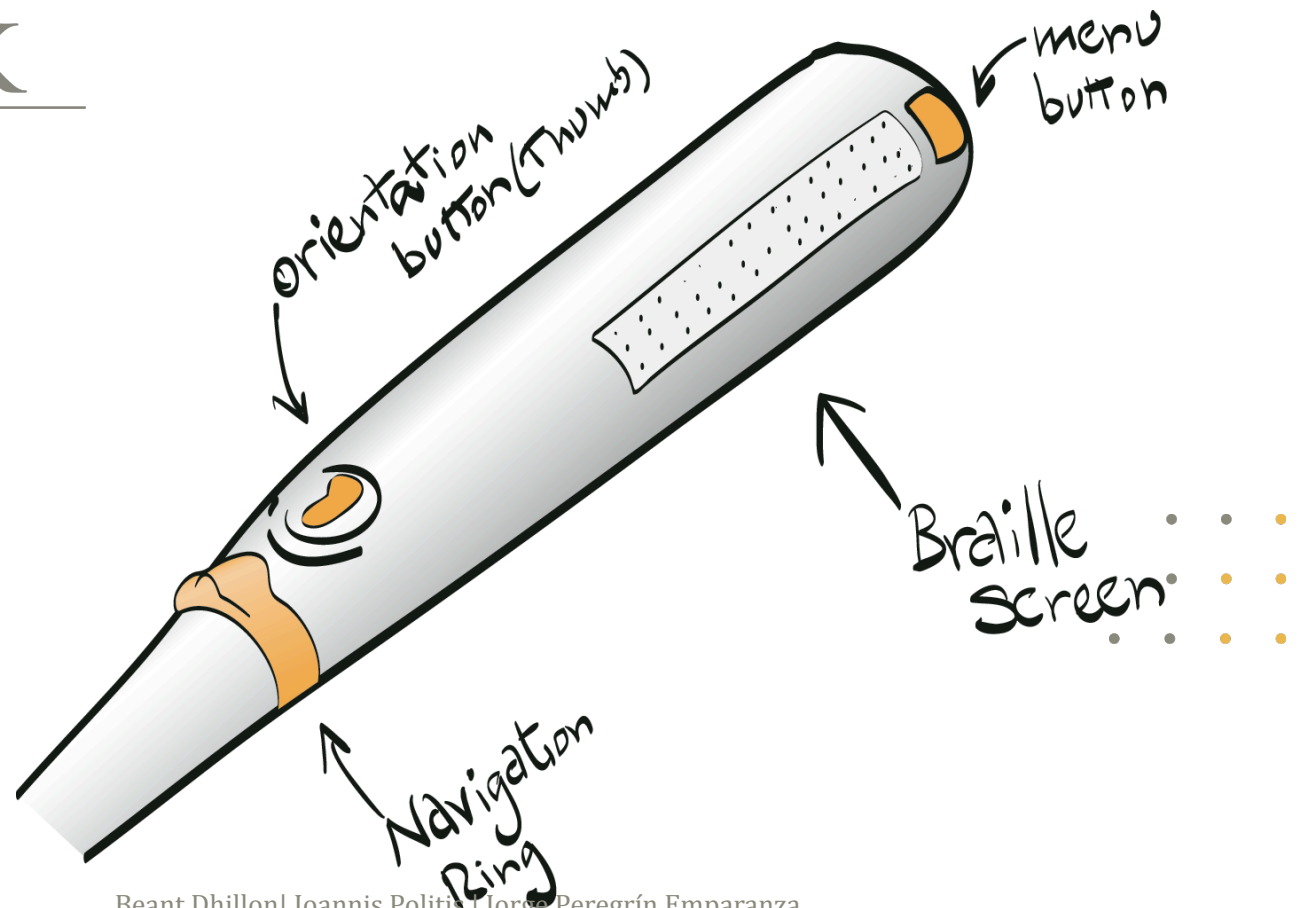
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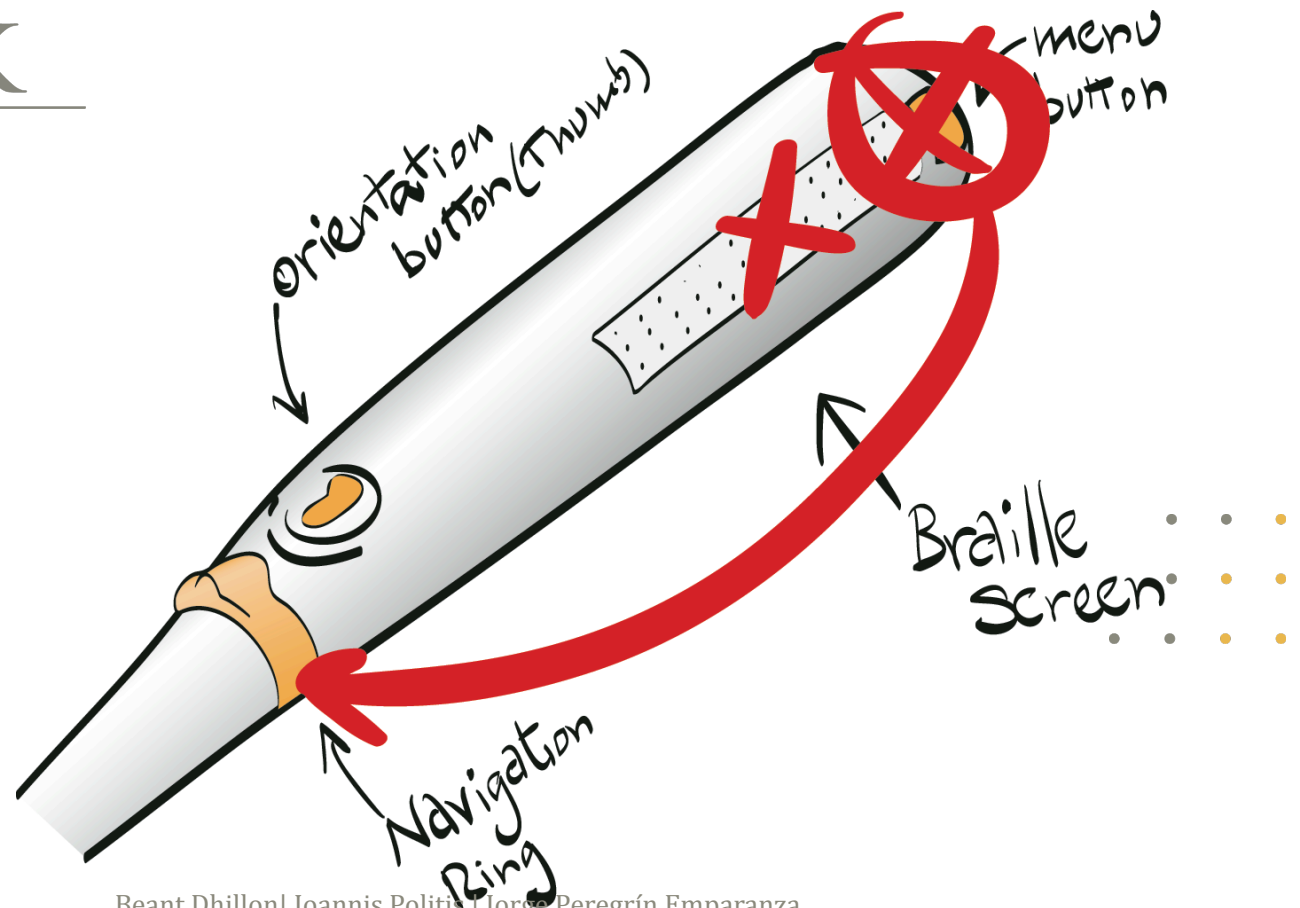
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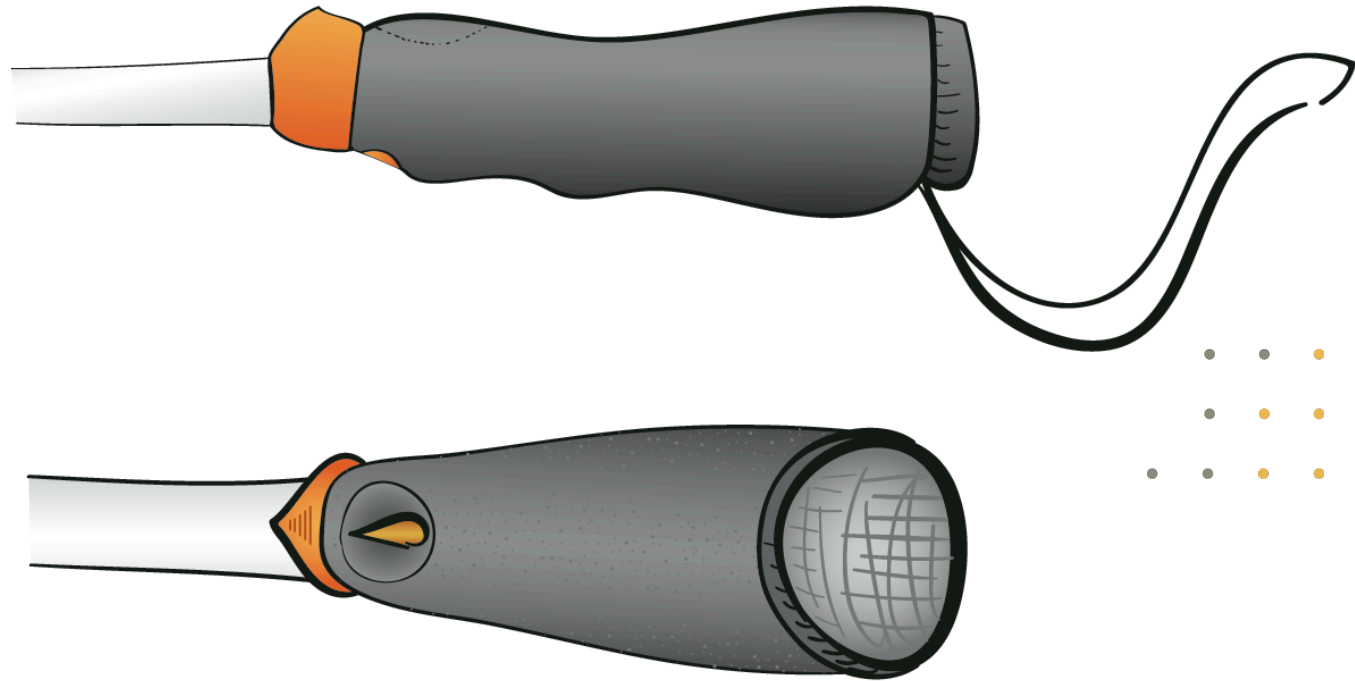
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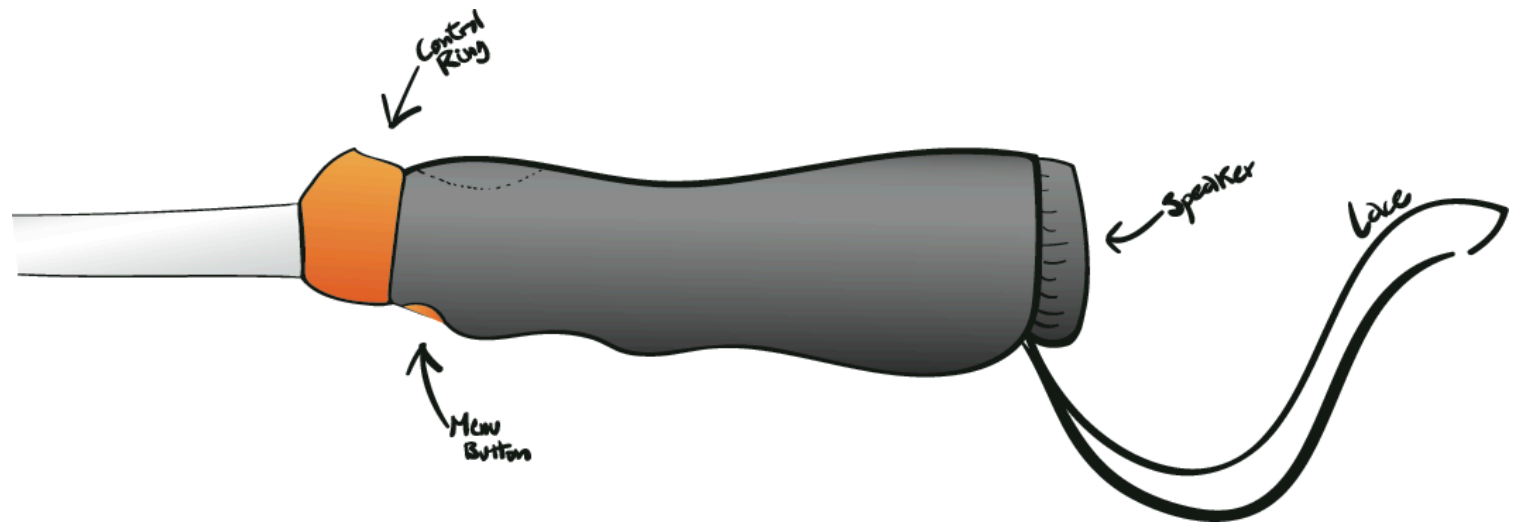
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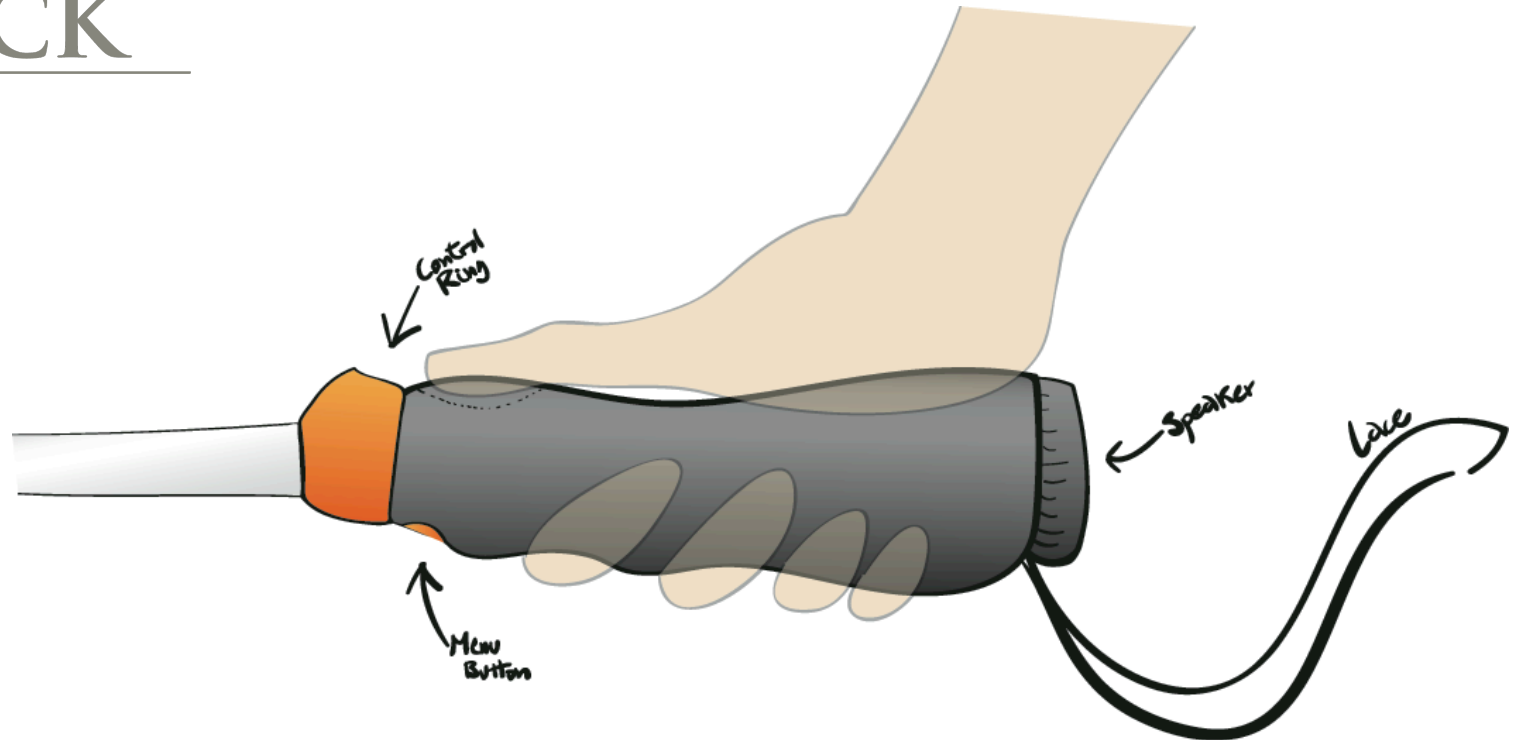
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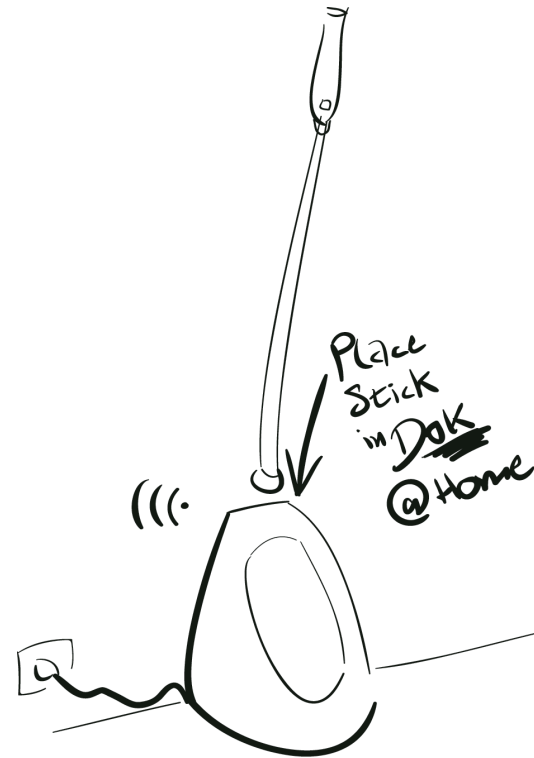
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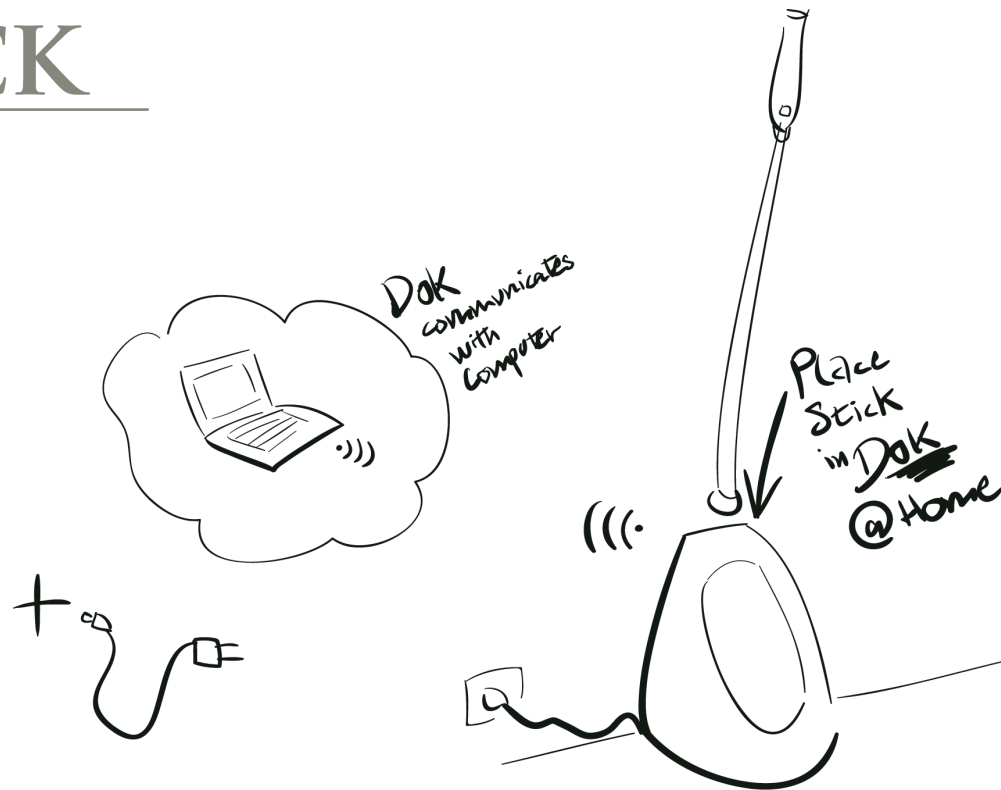
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INPUTS

Microphone- Speech

Menu button

Gestures (tap in floor and shake)

Ring for menu choices

Back/Previous | Forward/Next

Cancel | Confirm | Play

OUTPUTS

Speaker – Audio

Tactile Output

Direction Arrow | Vibration

Braille Display(Peripheral)



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MODALITIES

ACTIVE

Ring (arbitrary)

Menu button (arbitrary)

Audio feedback (analogue)

PASSIVE

Arrow-compass (analogue)

Vibration (analogue)

Speech detection (analogue)



PRIVATE – PUBLIC ...

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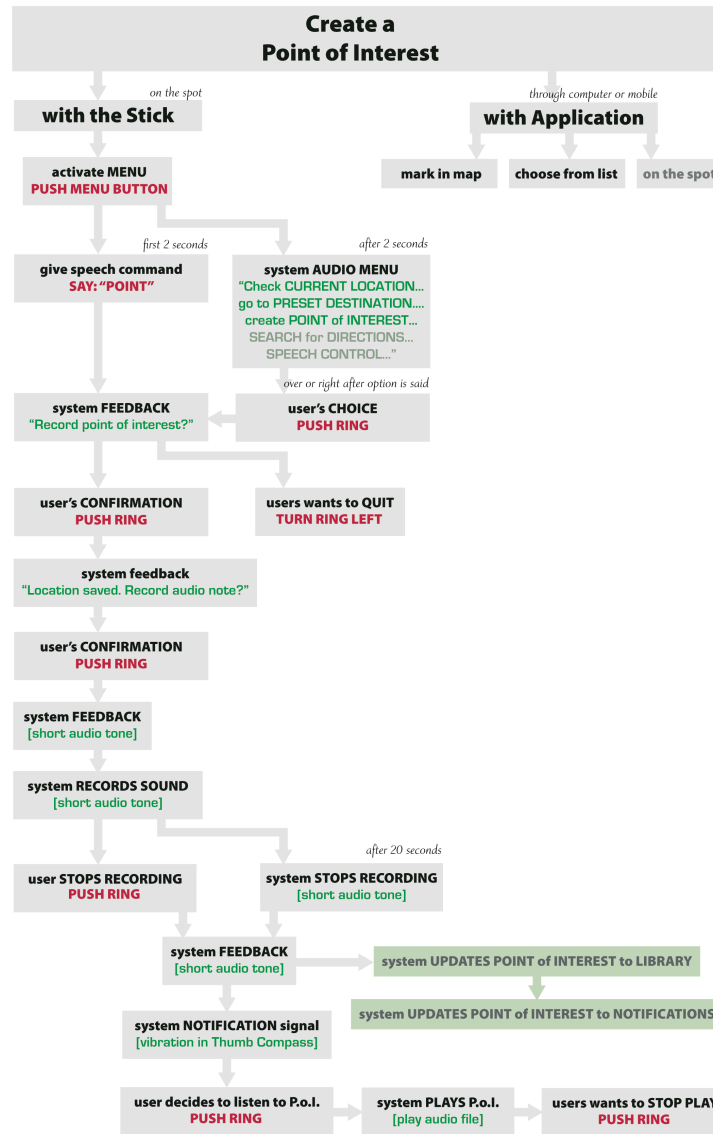
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QOC Approach – Example 1

Question

Braille Display

Options

- On the stick
- In hand-held device

- **As a peripheral**

Criterion

- Stick should be simple
- 12% of blind students in US braille literate

(BrailleInstitute.org)

- Those who use it adamant to have it

(Coverstone et al, 2007)

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QOC Approach - Example 2

Question

-How does the user access a current alert while accessing Menu?

Options

- Store the alert for later.
- **Switch to Navigation and Mode access the alert, switch back to resume Menu**

Criterion

- Alerts are priority (Simonov et al)
- Shouldn't lose current position in menu

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QOC Approach – Example 3 (semi-resolved!!)

Question

How does the user charge the battery?

Options

- A dock + a plug-in charger *(for travelling)*
- A plug-in charger
- Detachable handle can be plugged-in via USB or electrical socket

Criterion

- Easy to locate
- Easy to plug-in
- Portable
- Requires minimal assembly
- Requires minimal number of devices

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USABILITY TESTING

- 3 Subjects **blindfolded**
- A **low-fi** prototype used
- Subjects didn't see stick before being blind-folded
- Simulated using **Wizard-of-Oz** approach

Example Task:

You received an alert. Do you feel it? How will you listen to it? How will you repeat it?



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RESULTS

-The subjects felt the functions of the stick were **intuitive and easy-to-learn.**

- Subject 3: “The stick ‘feels’ more hi-fi than it is”

POINT OF IMPROVEMENT

Click the Ring button to confirm instead of push forward to confirm



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Social implications
Network of PoIs?

Stigma?
Too much assistance?
Audio?

Evaluation limitations



REFERENCES

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