#### Authoring Sensor-Based Interactions by Demonstration with Direct Manipulation and Pattern Recognition

Björn Hartmann, Leith Abdulla Manas Mittal, Scott R. Klemmer



#### How would you prototype...



#### ...a workout monitoring system?

[Apple, Nike]

#### How would you explore...



#### ...motion-based game controllers?

[Nintendo]

#### How would you build...

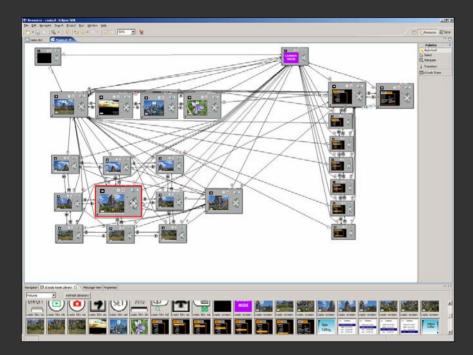


#### ...a proximity-aware whiteboard?

[Ju, Lee, Akers]

# Sensor-based Interaction Design





[Hartmann et al., UIST '06]



# d.Tools Student Project

Demce

Bounte

main menu

view lists

scan item

PRESS OFOR TUTORIAL

shake OK to select a menu item



#### **Designing Sensor-based Interactions**



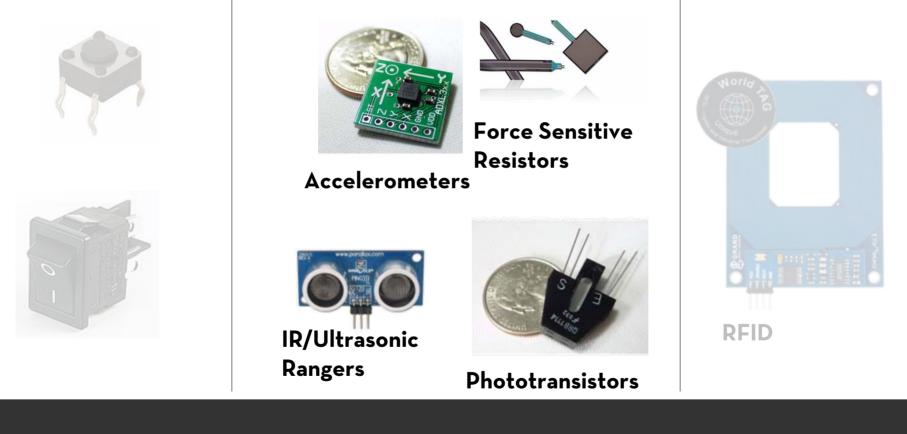


SPECIFY RELATIONSHIP BETWEEN SENSOR DATA AND APPLICATION LOGIC

PROVIDE SOFTWARE ABSTRACTION FOR HARDWARE



## **Types of Sensors**



Discrete

#### Continuous

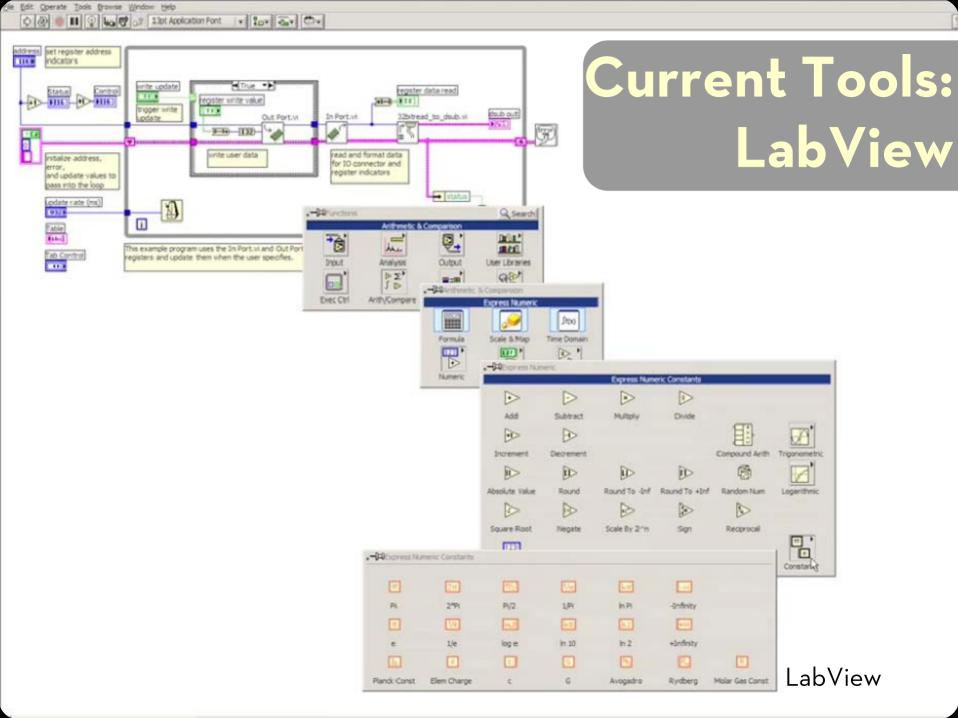
Categorical

# Current Tools: Oscilloscopes

OX 520 B

metrix.

[CC image by Timo Arnall]



#### **Representation Matters**

#### Accelerometer X axis



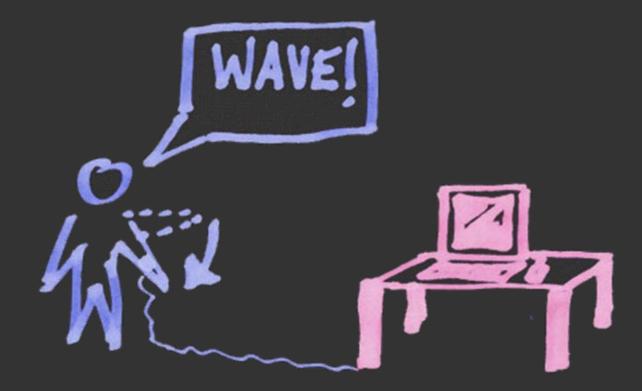
#### Accelerometer Y axis



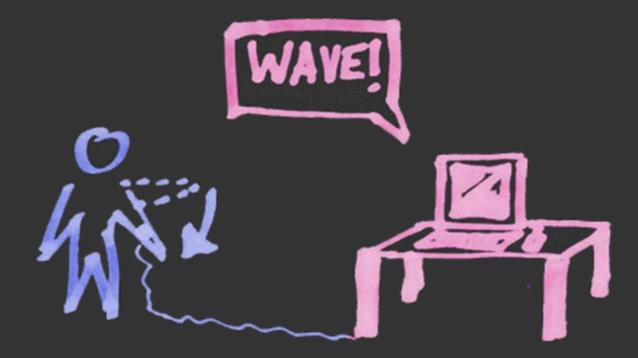
//detect accelerometer peaks

//read data sample
xVal[t++]=readA2DValue(xPin);

#### Idea: Programming by Demonstration



#### Idea: Programming by Demonstration



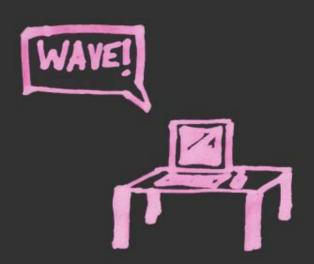
## Tacit Knowledge

STANFORD

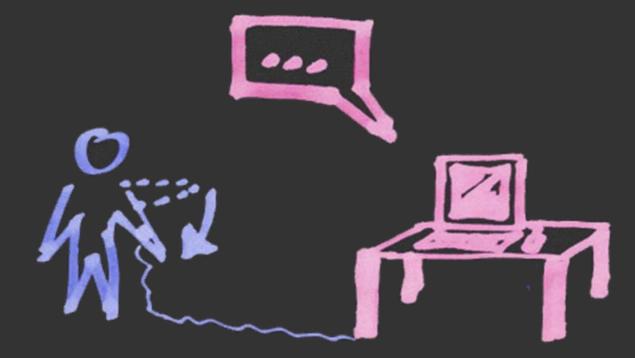
#### **Crux: Generalization**

With With 

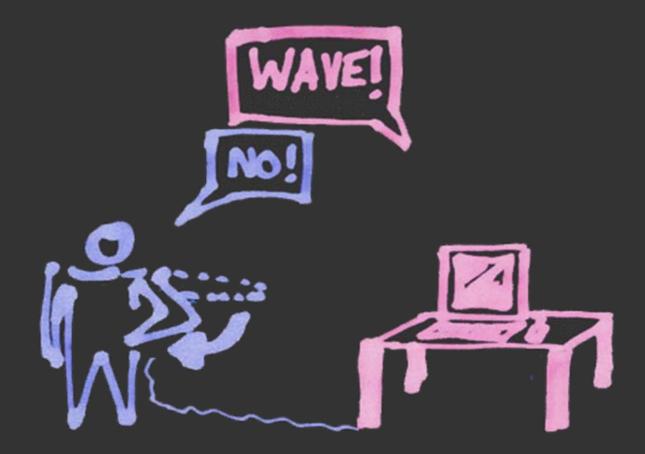




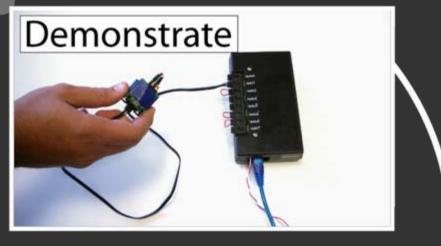
#### **Crux: Generalization**

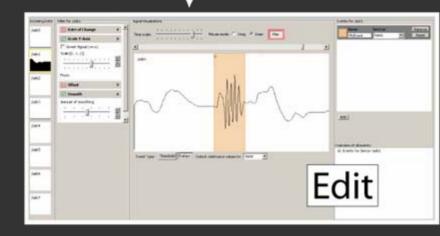


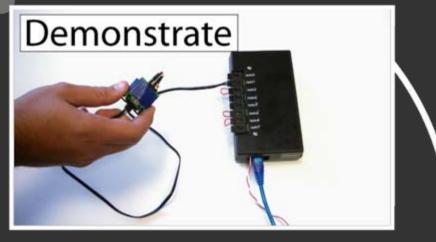
#### **Crux: Generalization**

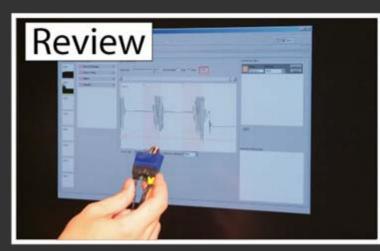


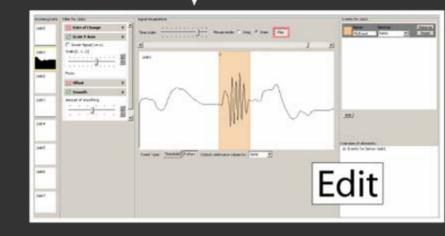






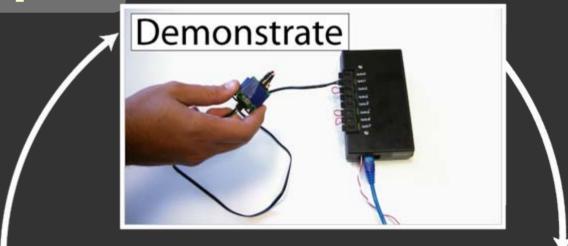




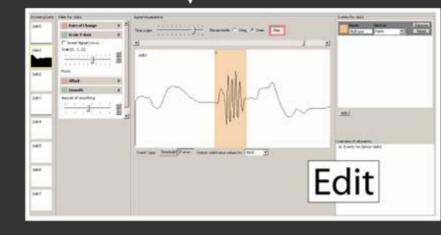




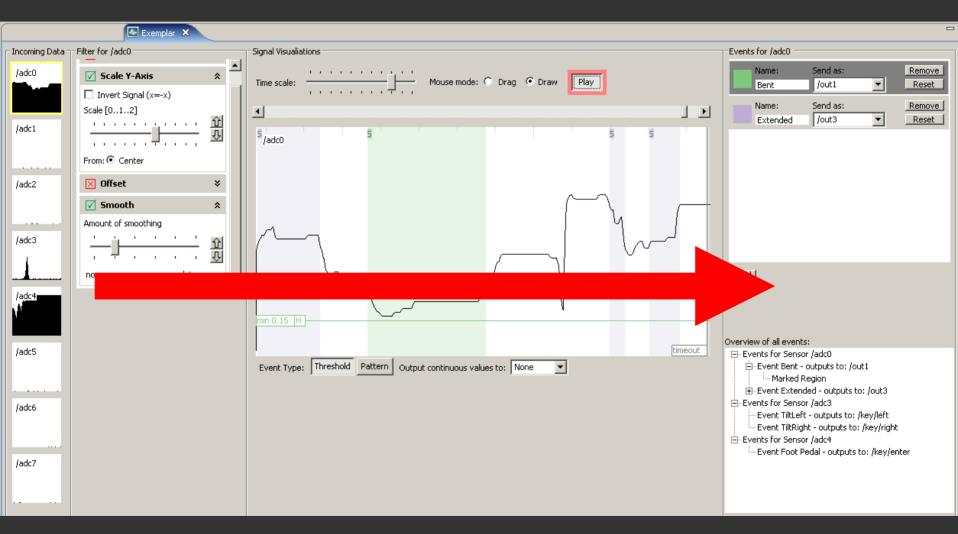
Export

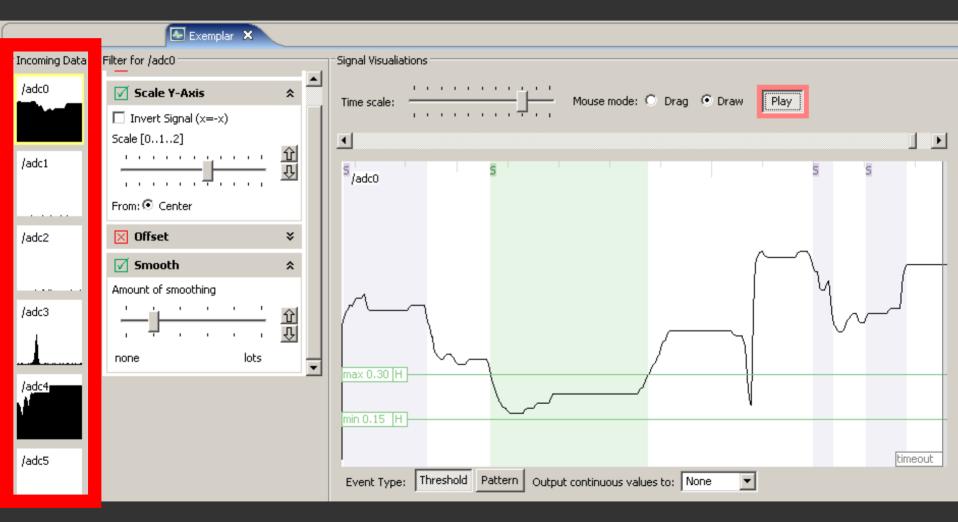


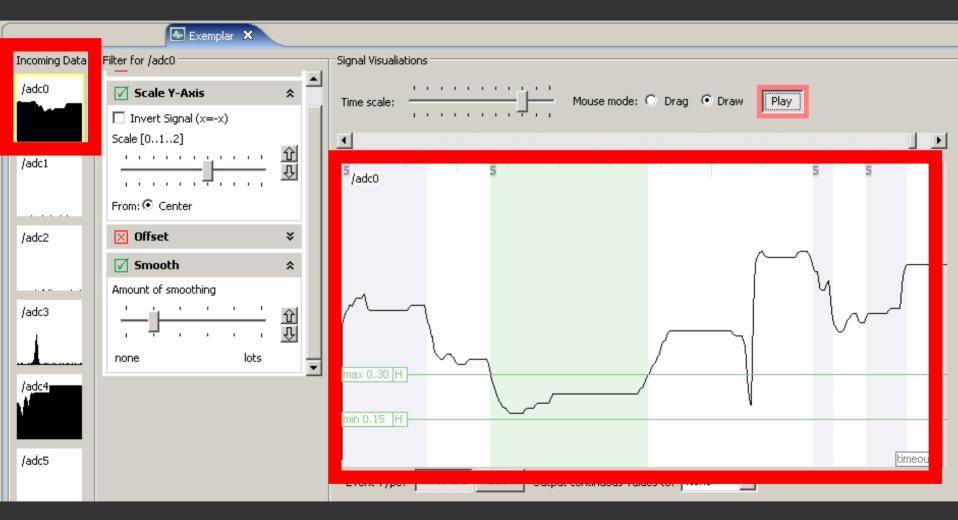




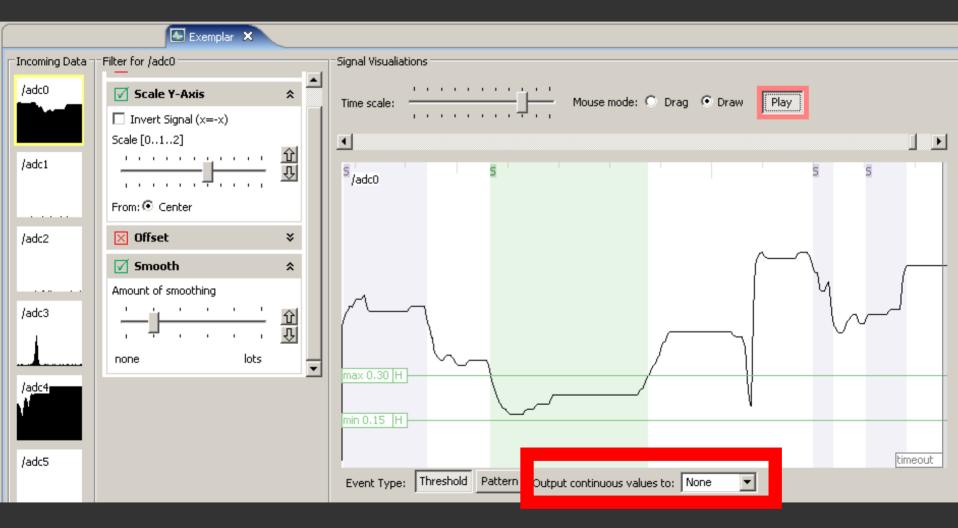


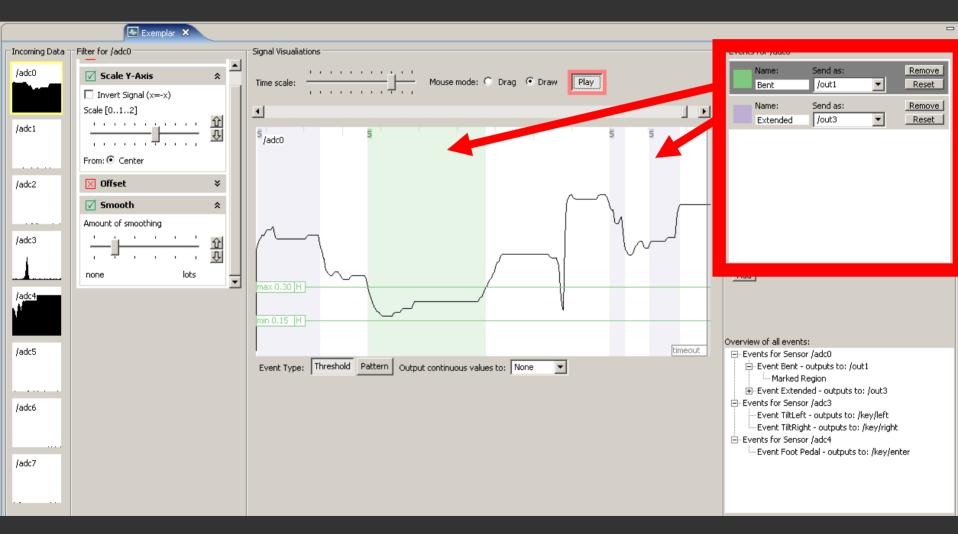


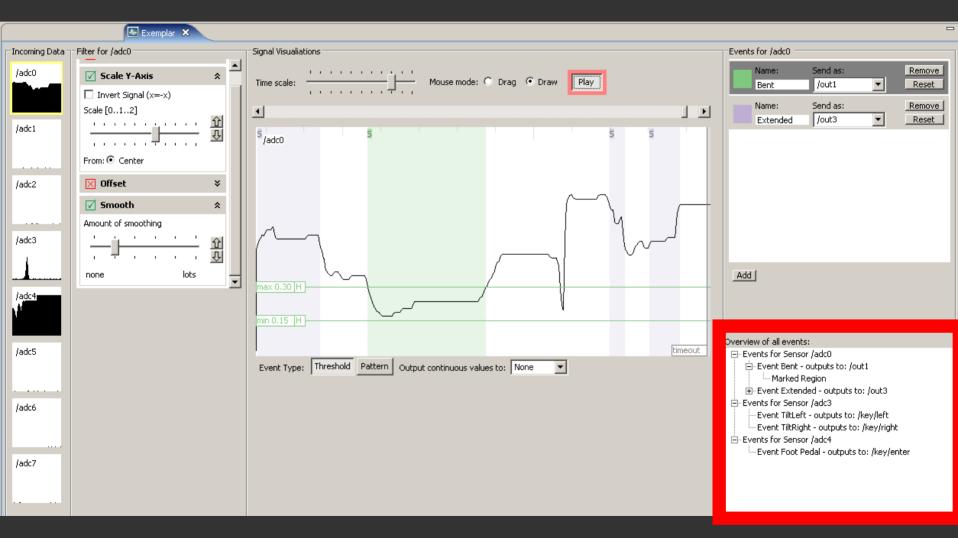




	Exemplar X	
- Incoming Data	Filter for /adc0	Signal Visualiations
/adc0	🗹 Scale Y-Axis 🔹 🔺	Time scale: Mouse mode: O Drag O Draw Play
	☐ Invert Signal (x=-x) Scale [012]	
/adc1		S/adc0
	From:  Center	
/adc2	🔀 Offset 🛛 🕹	
	🗹 Smooth 🛛 🛠	
	Amount of smoothing	
/adc3		
	none lots	
/adc4		max 0.30 H min 0.15 H
/adc5		timeout
		Event Type: Threshold Pattern Output continuous values to: None

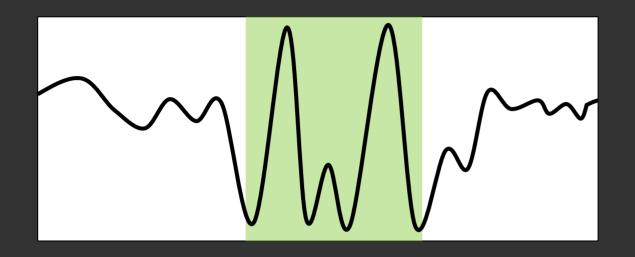




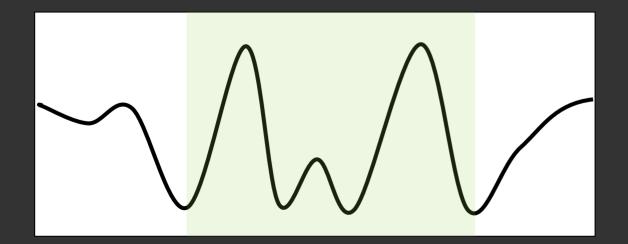


[Flash animations from the talk are not included in this presentation]

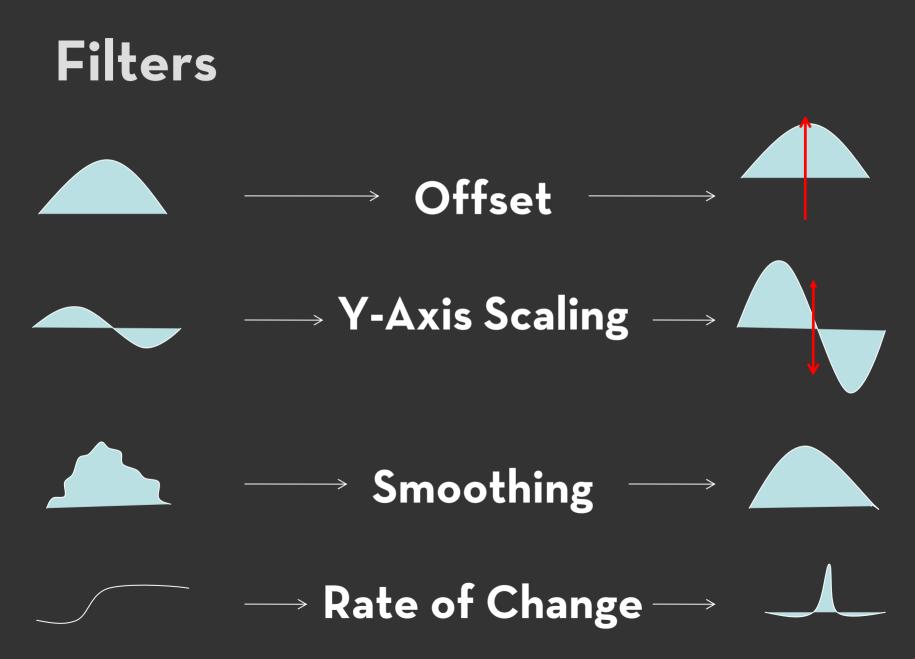
## **Dynamic Time Warping**



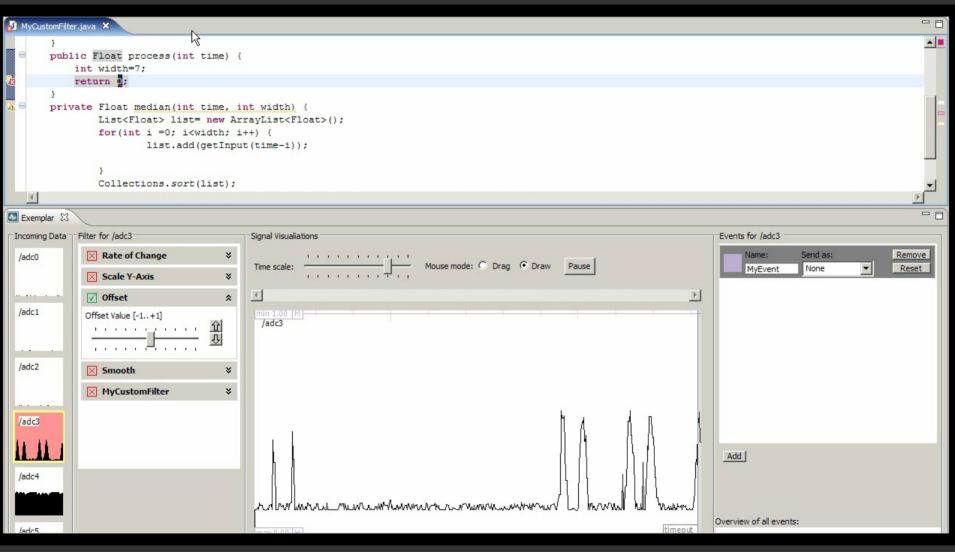
**Demonstration Signal** 



Matching Input Signal



#### **Extensible Filter Set**



#### Understanding the Exemplar Approach

What?

Cognitive Dimensions of Notation (CDN) Inspection

First-Use Laboratory Study

**Class Deployment** 

**Used as Design Tools for** "Building Upon Everyday Play" **CHI Interactivity Exhibit** 

#### Why?

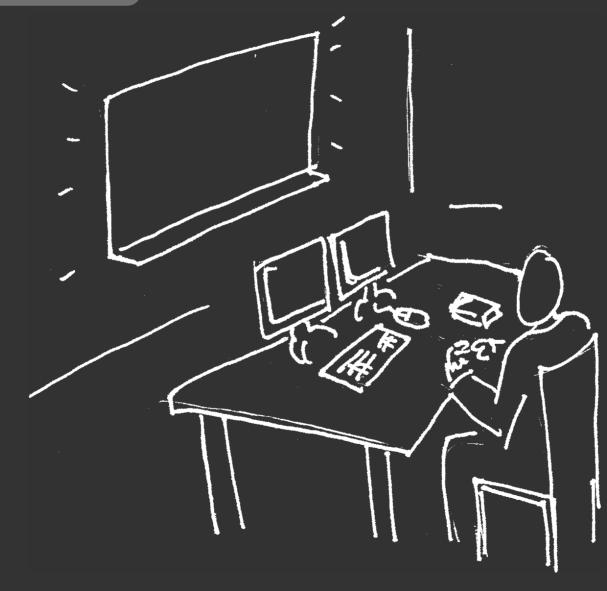
Analysis of Exemplar as a visual authoring environment

#### Threshold and usability

Real-world stress test

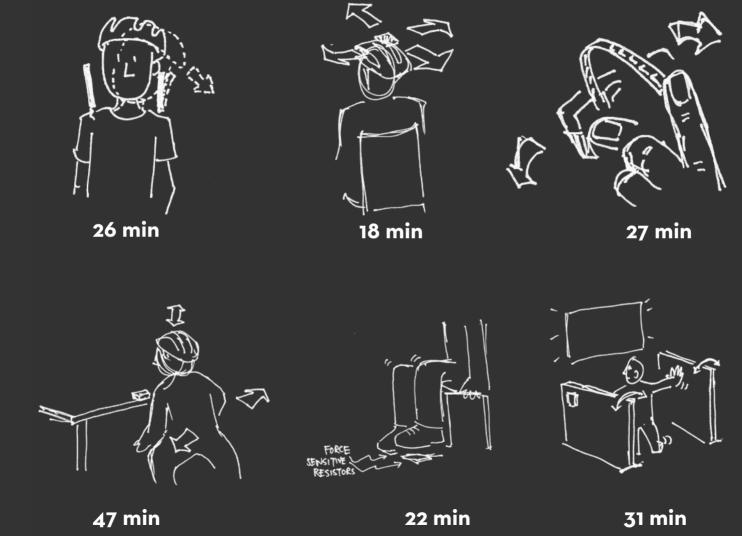
Complexity ceiling for knowledgeable users





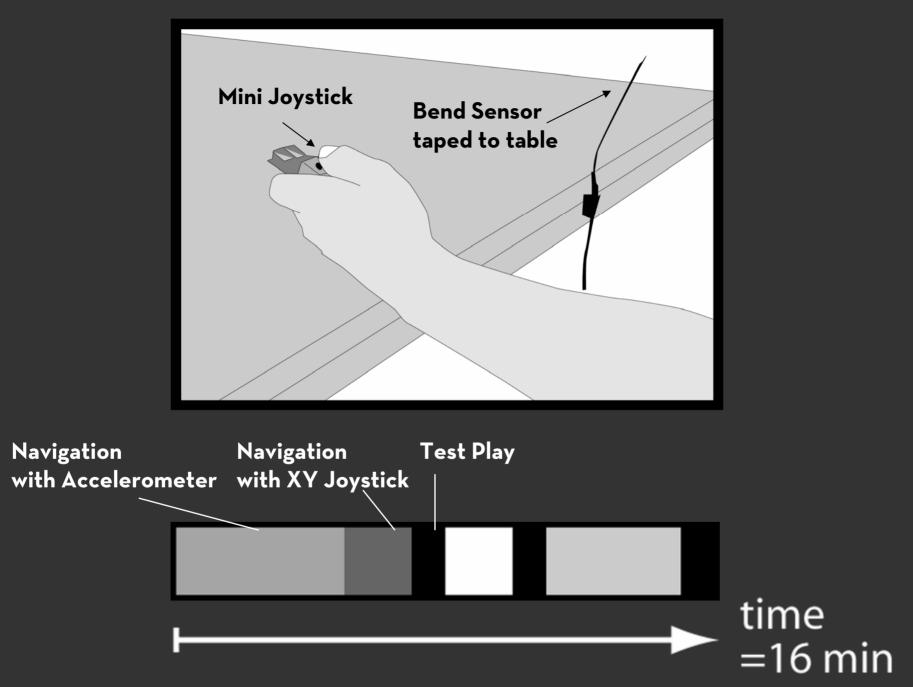
[sketches by Wendy Ju] 36

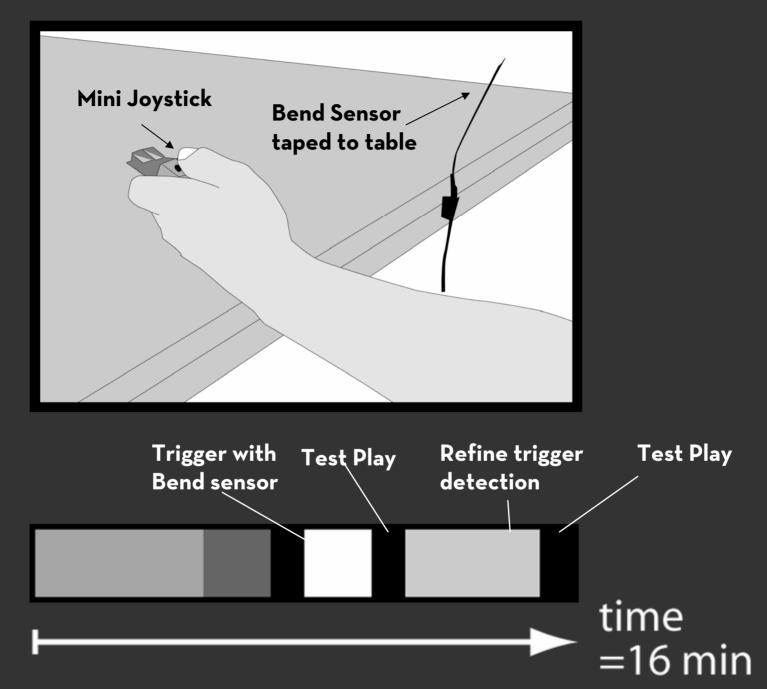




[sketches by Wendy Ju]

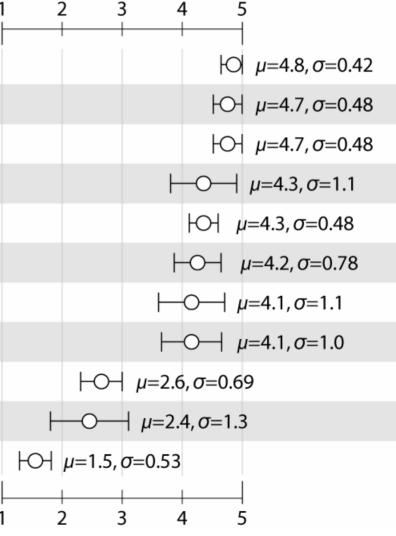






## **Post-Test Questionnaire**

	Decreases time to build prototypes	
	Makes me experiment more	
$\rightarrow$	Facilitates rapid modifcation	
	Teaches me how a sensor works	
Helps to understand user experience		
Helps me conduct usability tests		
Encourages more clever designs		
Decreases time to test prototypes		
Distracts from focus on design details		
I would build fewer prototypes		
Lengthens time required to program sensors		
		F
	Likert scale ratings:	1



## **Post-Test Questionnaire**

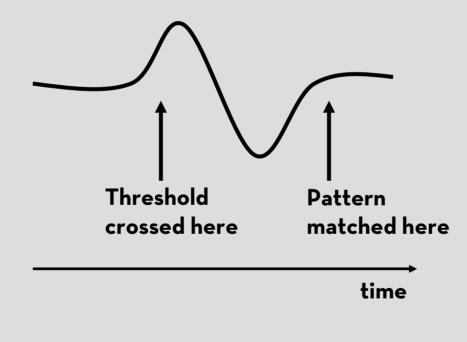
Decreases time to build prototypes	Ο  μ=4.8, σ=0.42
Makes me experiment more	⊢O⊣ μ=4.7, σ=0.48
Facilitates rapid modifcation	⊢O⊣ μ=4.7, σ=0.48
Teaches me how a sensor works	⊢−O−−−  μ=4.3, σ=1.1
Helps to understand user experience	⊢O⊢ μ=4.3, σ=0.48
Helps me conduct usability tests	⊢O⊢ μ=4.2, σ=0.78
Encourages more clever designs	⊢−Ο−−−  <i>μ</i> =4.1, <i>σ</i> =1.1
Decreases time to test prototypes	$\vdash \bigcirc  \mu=4.1, \sigma=1.0$
Distracts from focus on design details	⊢O⊢ <i>μ</i> =2.6, <i>σ</i> =0.69
I would build fewer prototypes	Ο  μ=2.4, σ=1.3
Lengthens time required to program sensors	⊢O⊣ μ=1.5, σ=0.53
Likert scale ratings:	

### **CHI Interactivity**

[Control Freaks by Haiyan Zhang]



# Compulsory latency of pattern matching precludes use for fast-paced actions





[Control Freaks by Haiyan Zhang]

# **Related Work**

#### PBD TOOLS FOR UBICOMP

#### a Capella [Dey et al., CHI 04]

Crayons [Fails & Olsen, CHI 03]

Monet [Li, Landay, UIST 05]

Papier-Mâché [Klemmer et al., CHI 04]

#### MUSICAL CONTROLLER DESIGN TOOLS

HID Toolkit [Steiner, NIME 05]

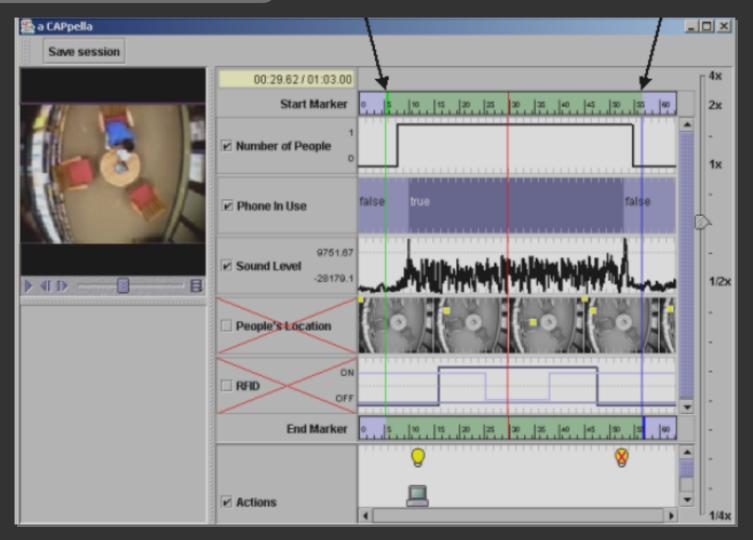
MnM [Bevilacqua et al., NIME 05]

FlexiGesture [Merrill & Paradiso, CHI 05]

#### COMMERCIAL DSP SOFTWARE

LabView/ Lego Mindstorms NXT

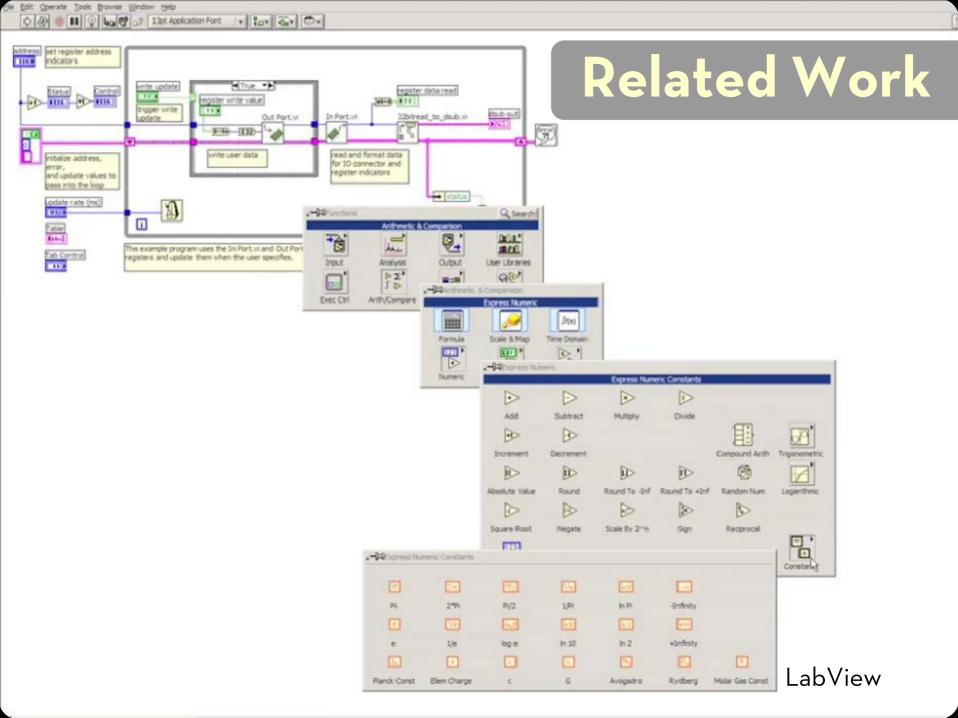
# **Related Work**



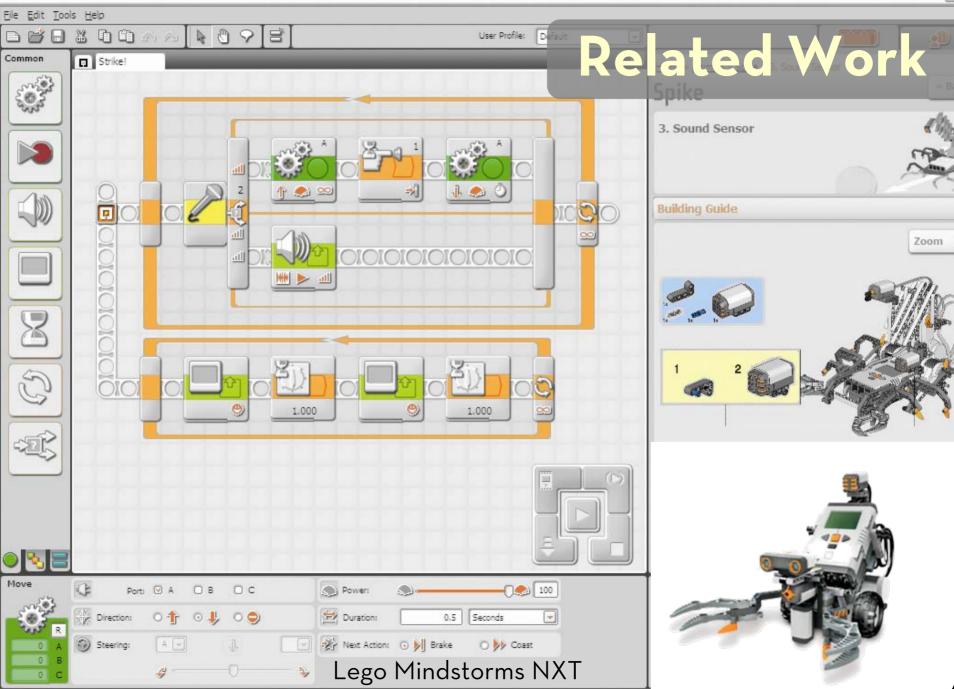
A CAPella (Dey et al., CHI 04)

### **Related Work**

FlexiGesture (Merrill CHI05)



LEGO MINDSTORMS NXT



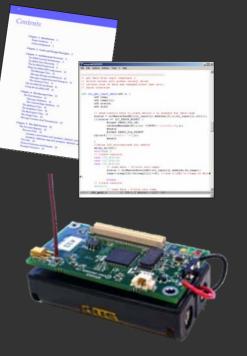
### **Future Directions**

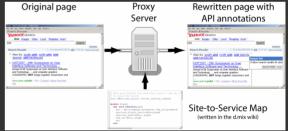
Export: Generate code + specifications

Programming sensor networks by demonstration

d.mix: Programming by A Sample for Web Service APIs

Integration of direct manipulation environments with textual programming







# Acknowledgments

We thank **MediaX/DNP** for funding, **Intel** for equipment donation, **Wendy Ju** for illustrations, **David Merrill & Timo Arnall** for photos.

### Download Exemplar: http://**hci.stanford.edu**/exemplar

### CHI Interactivity "Building Upon Everyday Play" Talk tomorrow, 11:30am, Room C2

