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

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How would you prototype...



...a workout monitoring system?

[Apple, Nike]

How would you explore...



...motion-based game controllers?

[Nintendo]

How would you build...

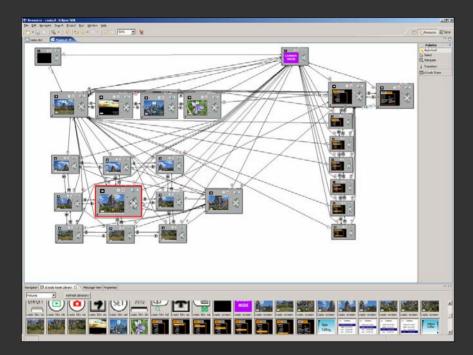


...a proximity-aware whiteboard?

[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



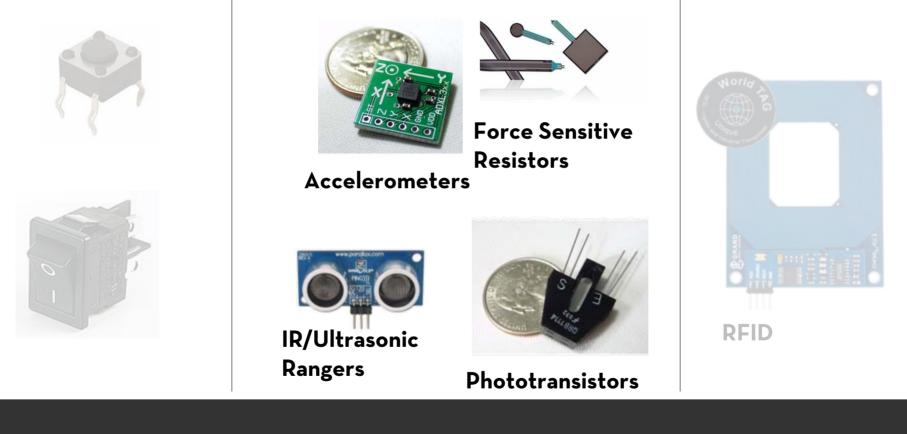


SPECIFY RELATIONSHIP BETWEEN SENSOR DATA AND APPLICATION LOGIC

PROVIDE SOFTWARE ABSTRACTION FOR HARDWARE



Types of Sensors



Discrete

Continuous

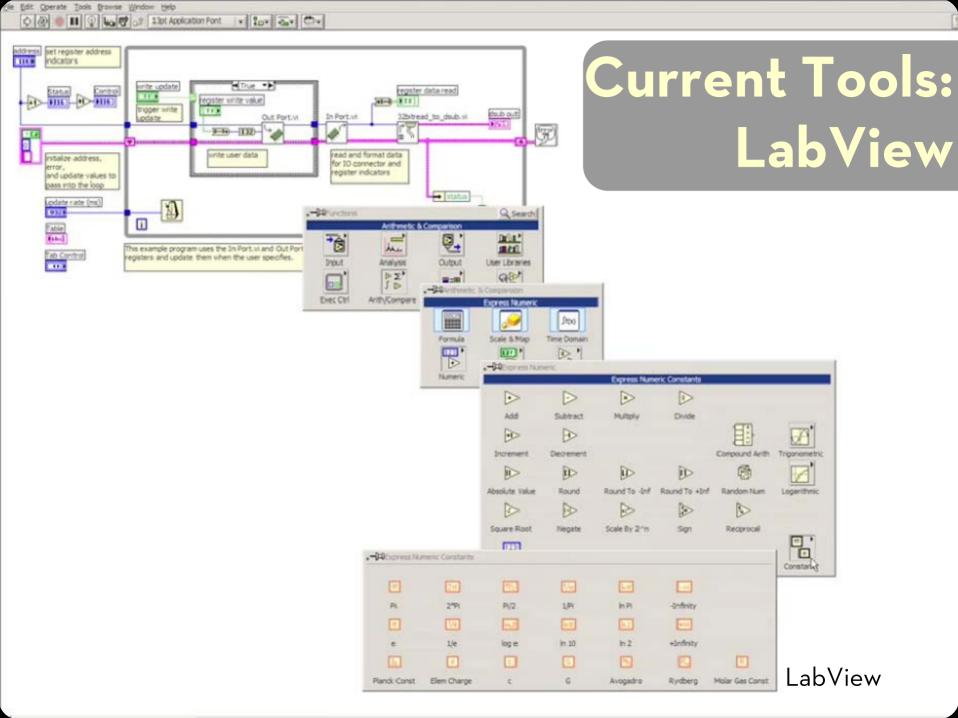
Categorical

Current Tools: Oscilloscopes

OX 520 B

metrix.

[CC image by Timo Arnall]



Representation Matters

Accelerometer X axis



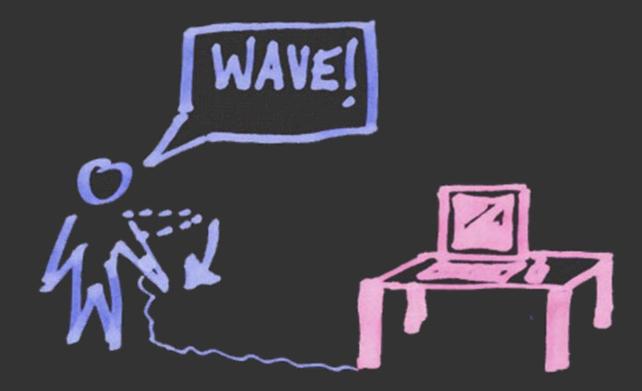
Accelerometer Y axis



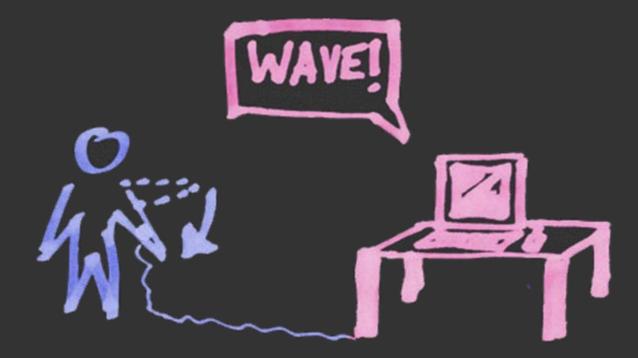
//detect accelerometer peaks

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

Idea: Programming by Demonstration



Idea: Programming by Demonstration



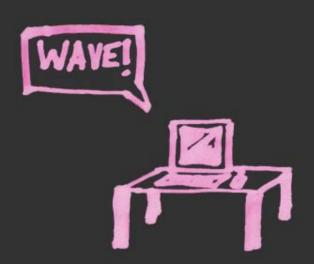
Tacit Knowledge

STANFORD

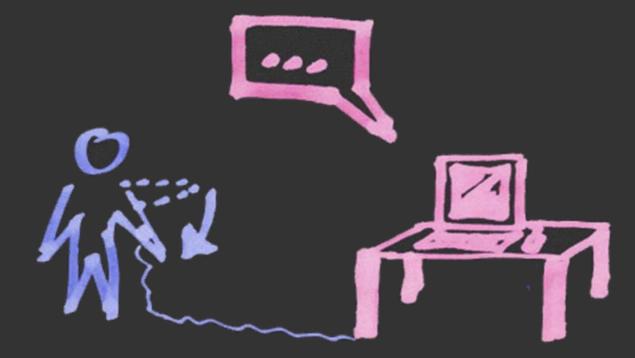
Crux: Generalization

With With

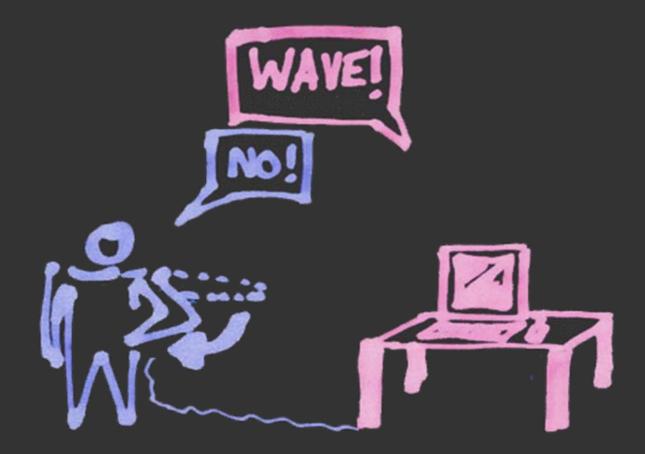


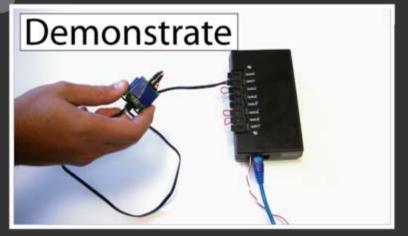


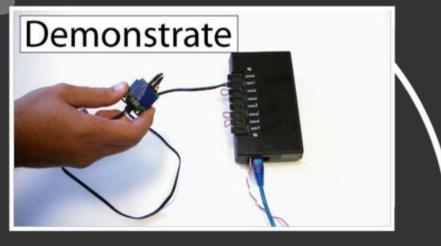
Crux: Generalization

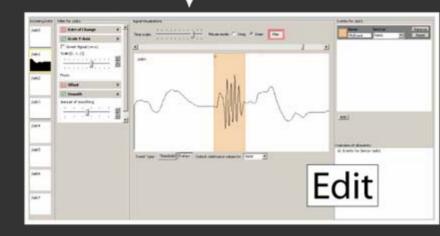


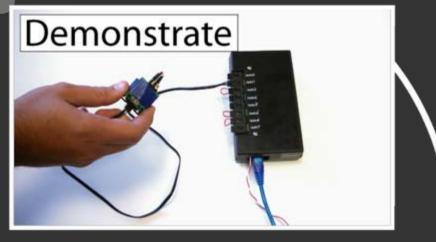
Crux: Generalization

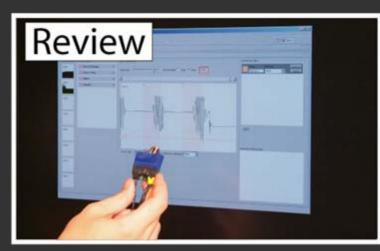


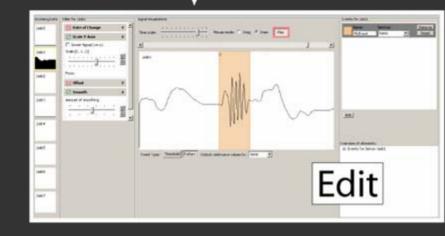






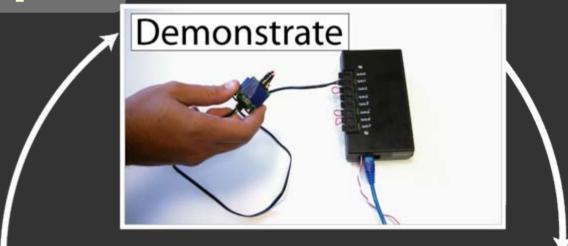




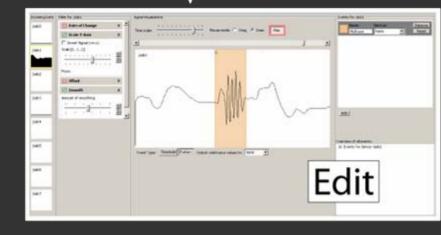




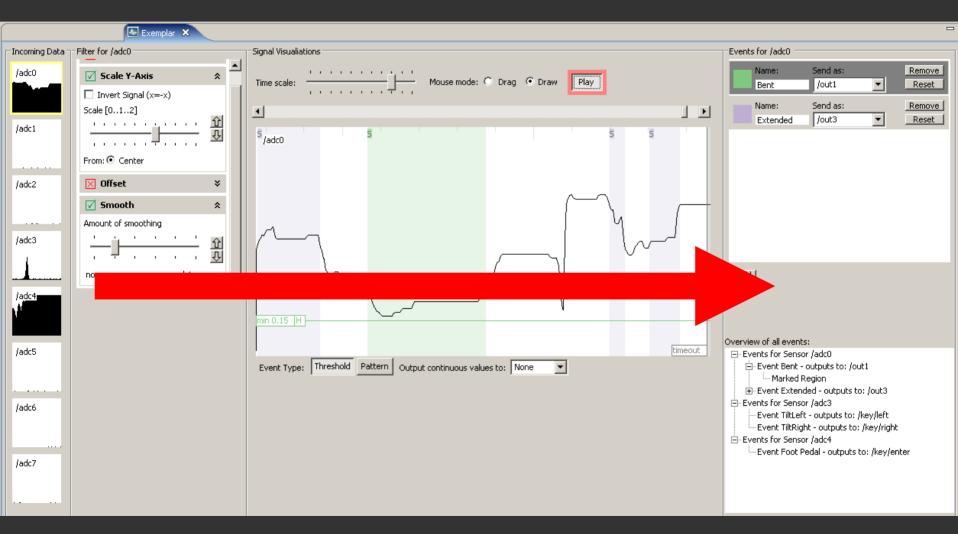
Export

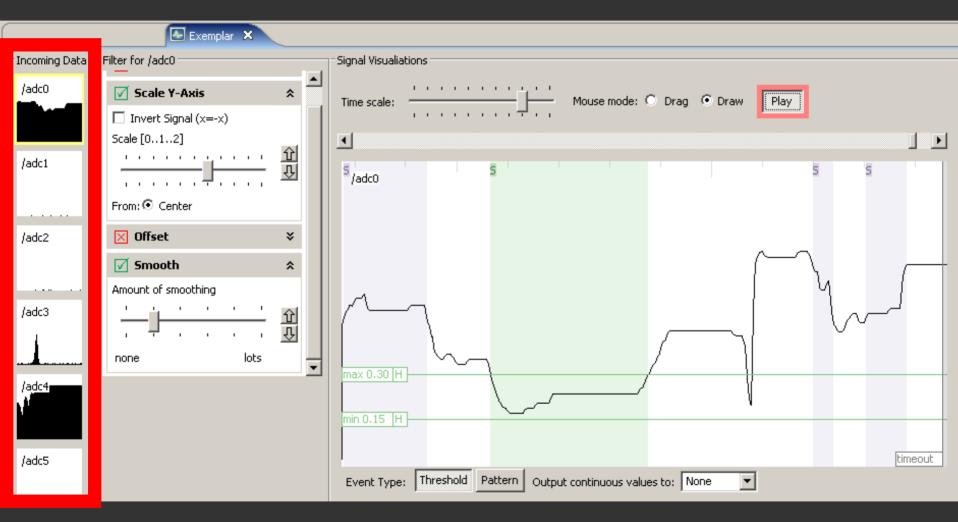


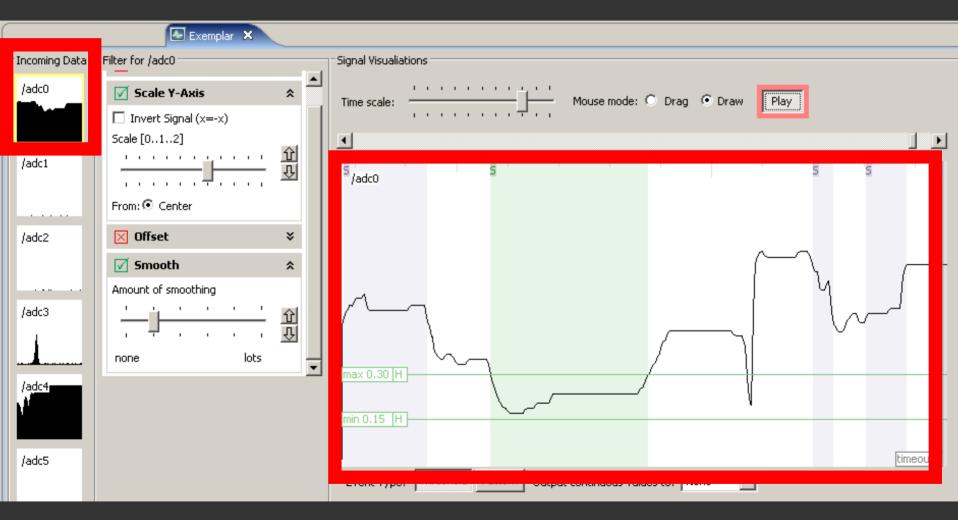




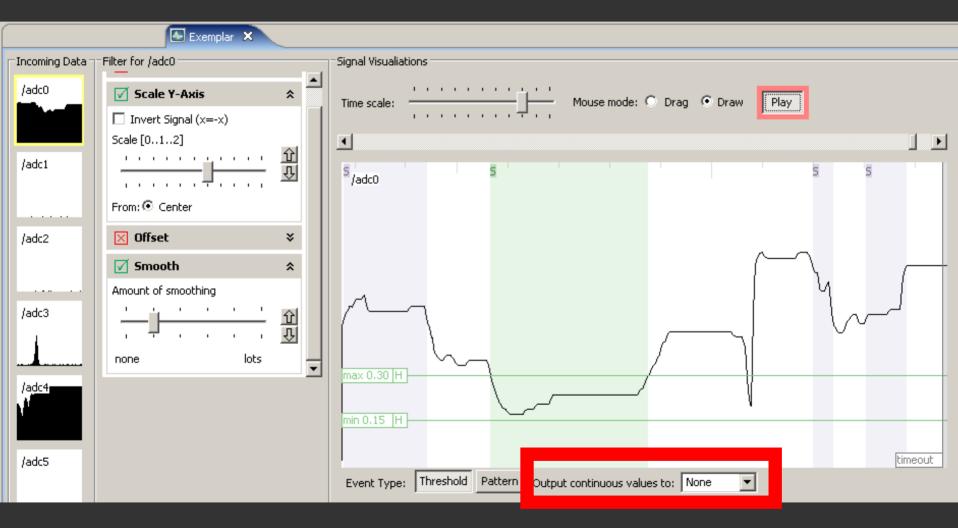


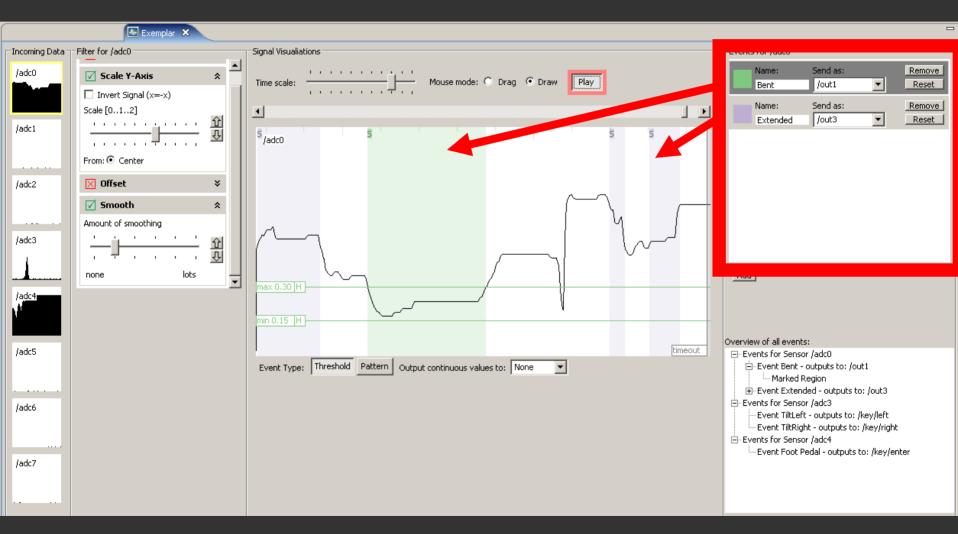


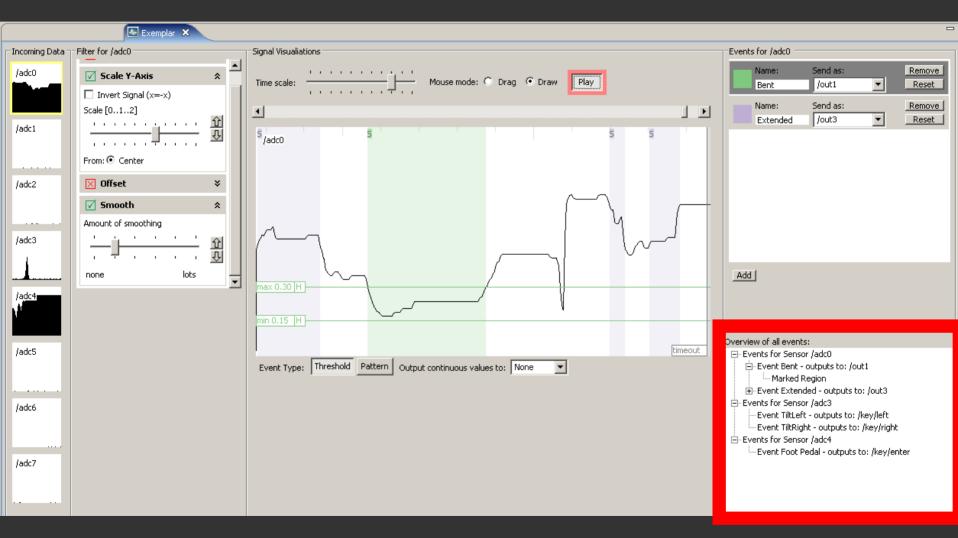




	Exemplar X	
- Incoming Data	Filter for /adc0	Signal Visualiations
/adc0	🗹 Scale Y-Axis 🔹 🔺	Time scale: Mouse mode: O Drag O Draw Play
	☐ Invert Signal (x=-x) Scale [012]	
/adc1		S/adc0
	From: Center	
/adc2	🔀 Offset 🛛 🕹	
	🗹 Smooth 🛛 🛠	
	Amount of smoothing	
/adc3		
	none lots	
/adc4		max 0.30 H min 0.15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

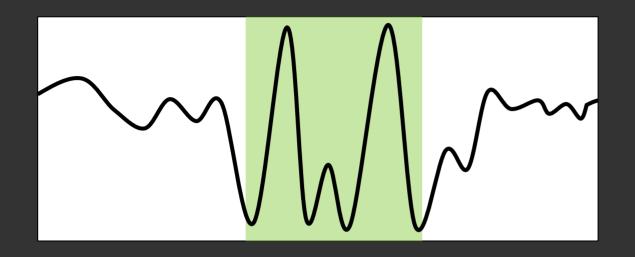




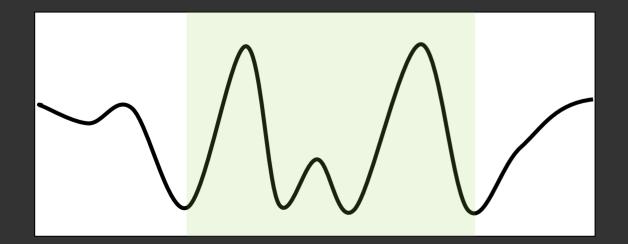


[Flash animations from the talk are not included in this presentation]

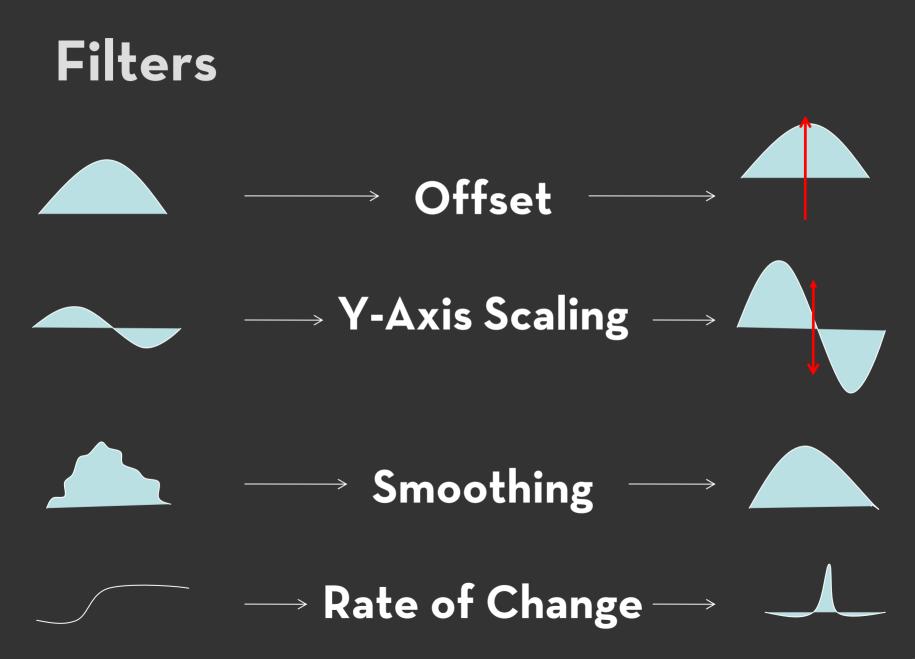
Dynamic Time Warping



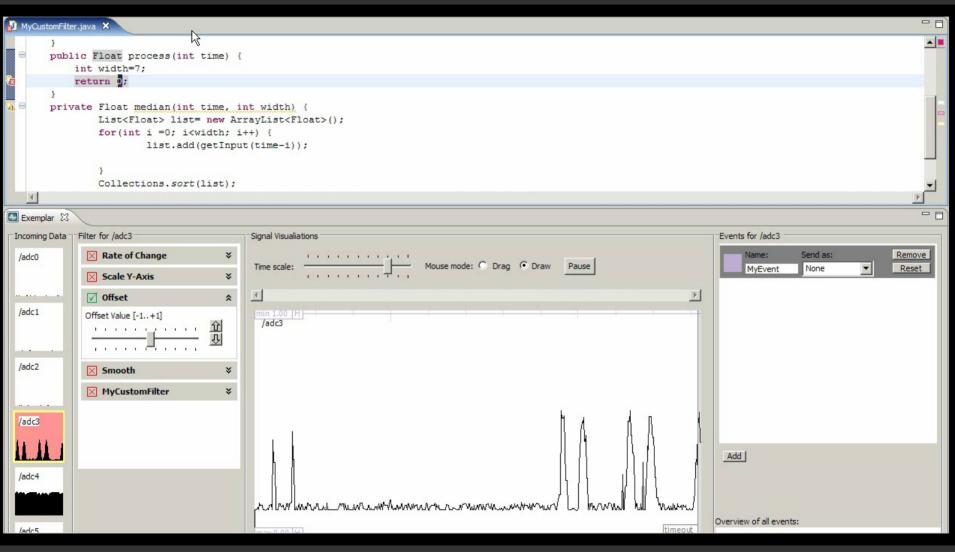
Demonstration Signal



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?

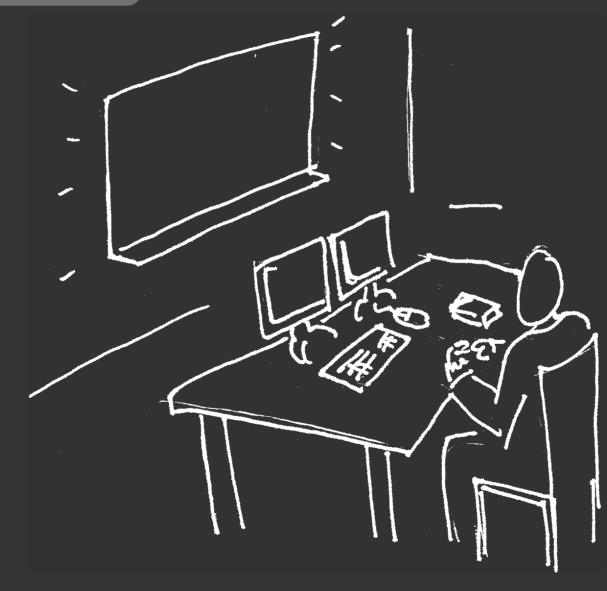
Analysis of Exemplar as a visual authoring environment

Threshold and usability

Real-world stress test

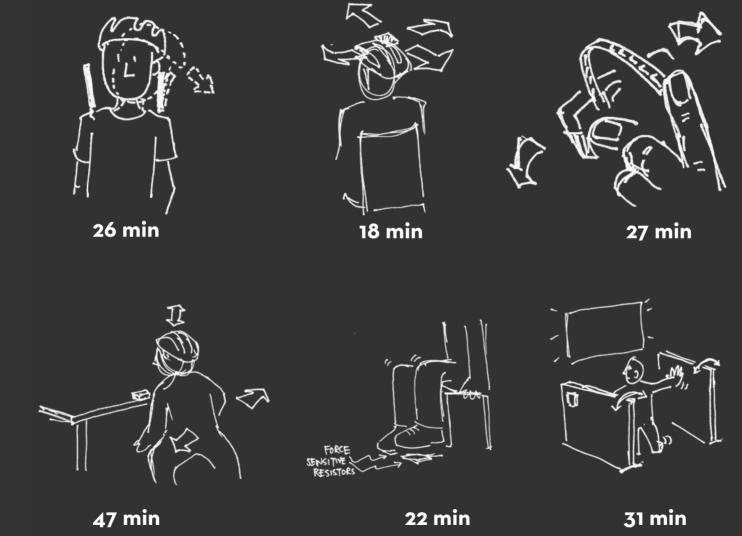
Complexity ceiling for knowledgeable users





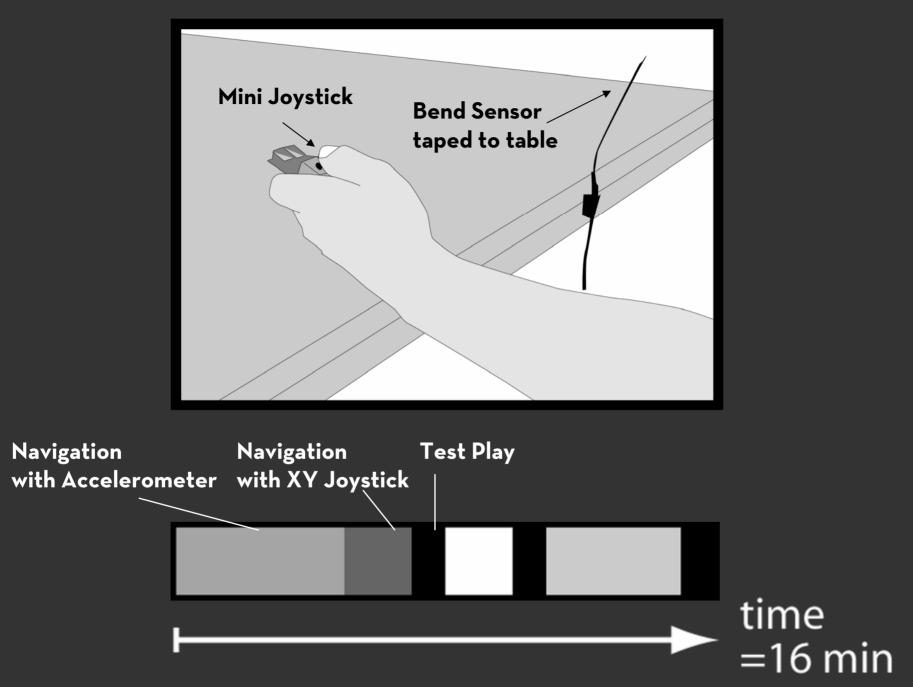
[sketches by Wendy Ju] 36

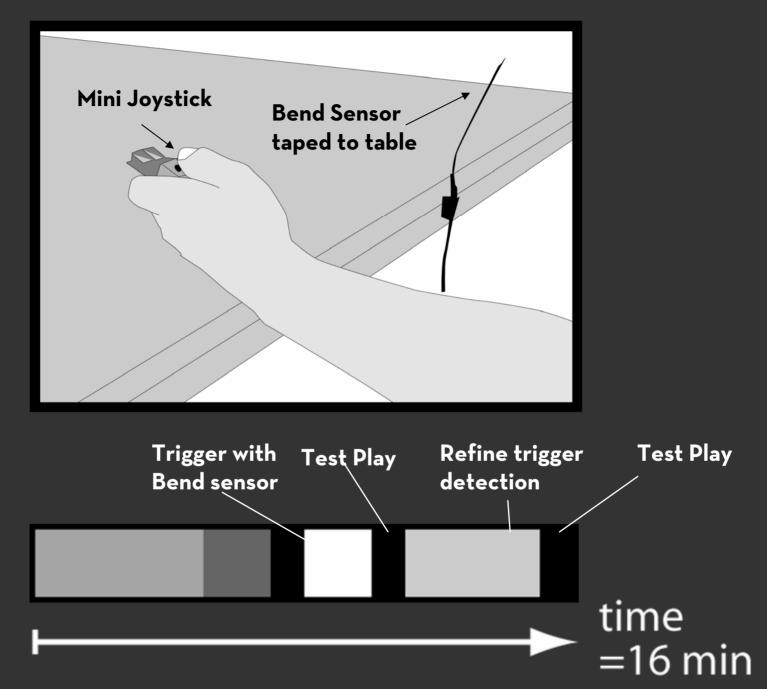




[sketches by Wendy Ju]

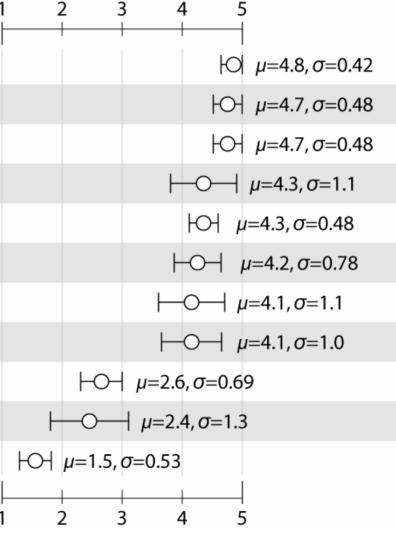






Post-Test Questionnaire

	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

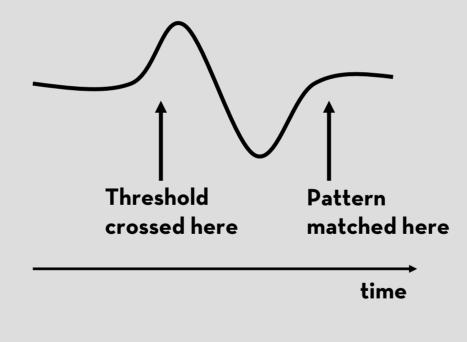
Decreases time to build prototypes	Ο μ=4.8, σ=0.42
Makes me experiment more	⊢O⊣ μ=4.7, σ=0.48
Facilitates rapid modifcation	⊢O⊣ μ=4.7, σ=0.48
Teaches me how a sensor works	⊢−O−−− μ=4.3, σ=1.1
Helps to understand user experience	⊢O⊢ μ=4.3, σ=0.48
Helps me conduct usability tests	⊢O⊢ μ=4.2, σ=0.78
Encourages 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]

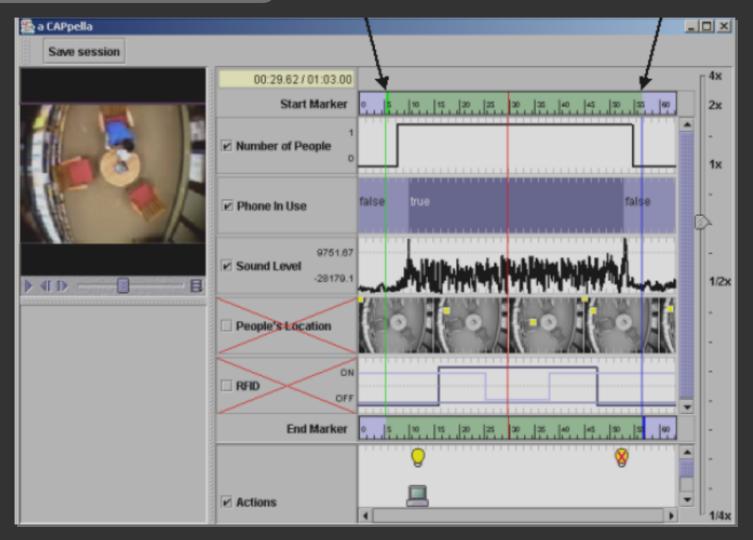
MnM [Bevilacqua et al., NIME 05]

FlexiGesture [Merrill & Paradiso, CHI 05]

COMMERCIAL DSP SOFTWARE

LabView/ Lego Mindstorms NXT

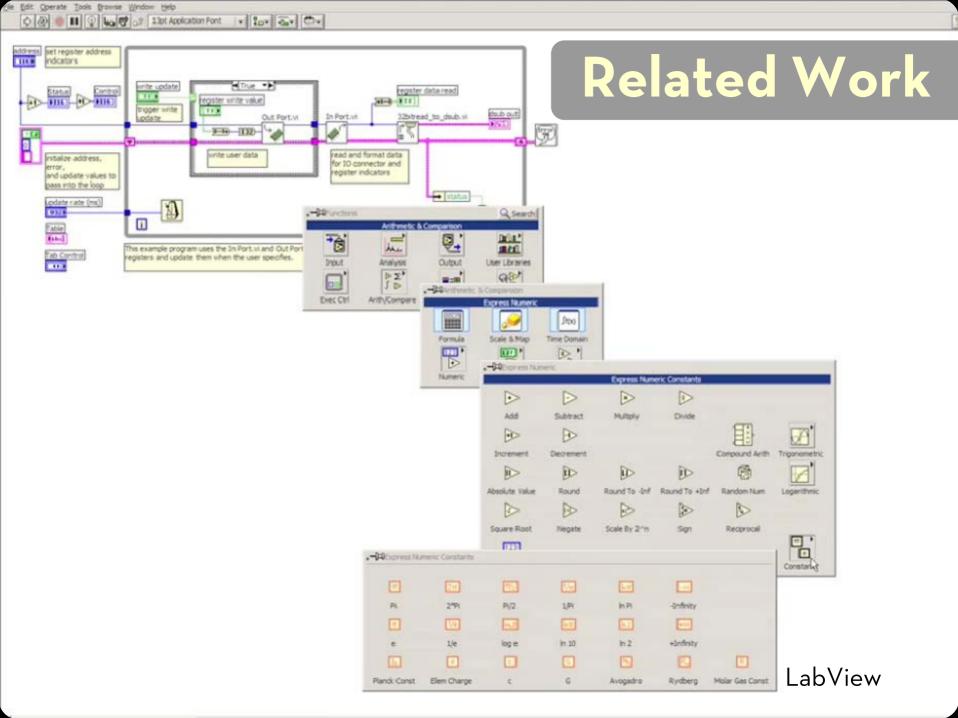
Related Work



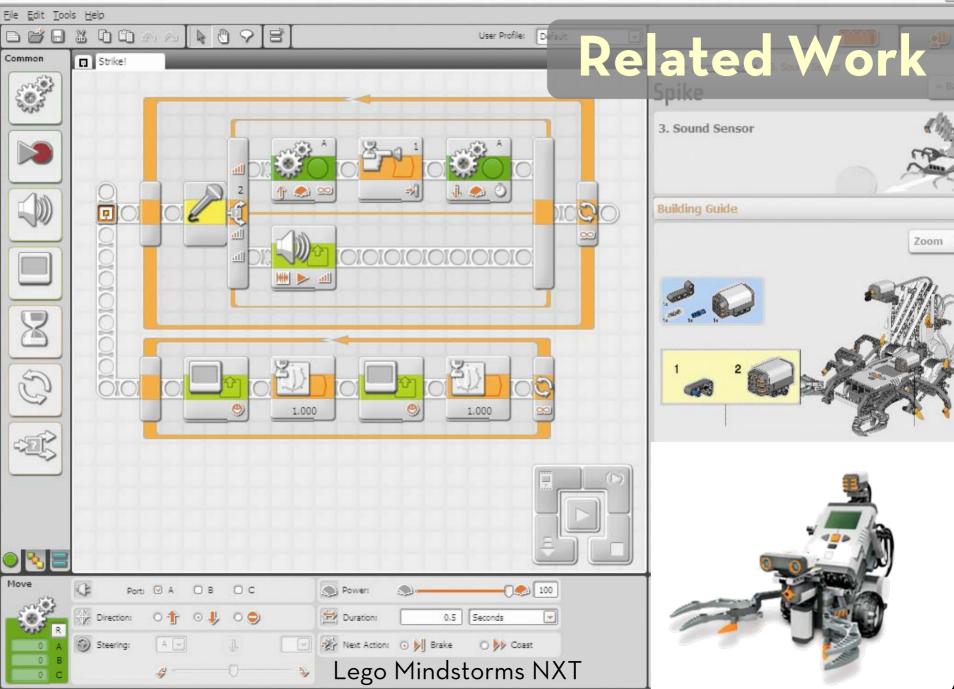
A CAPella (Dey et al., CHI 04)

Related Work

FlexiGesture (Merrill CHI05)



LEGO MINDSTORMS NXT



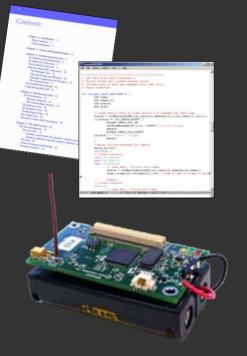
Future Directions

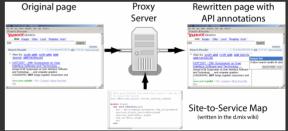
Export: Generate code + specifications

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

