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南方科技大学 · 中国深圳

Southern University of Science and Technology Shenzhen, China

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主办单位：世界华人华侨人机交互协会（ICACHI） 南方科技大学

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HapticMetric: A Smartphone Haptic Experience Computing System

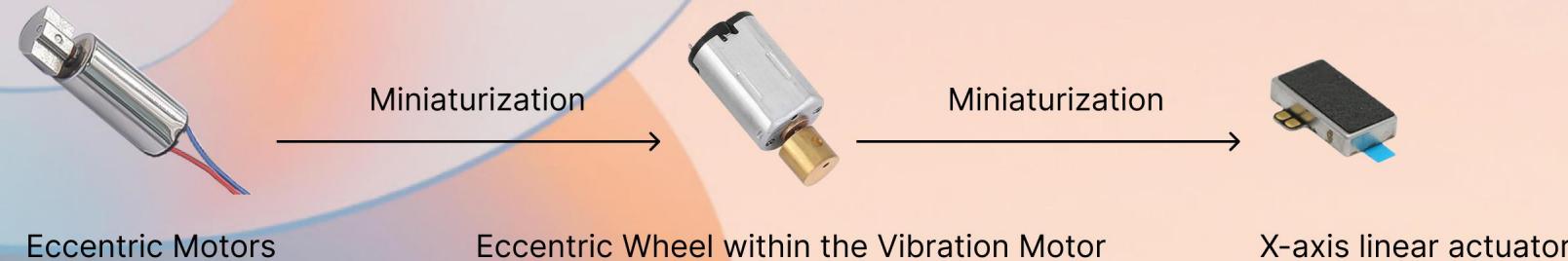
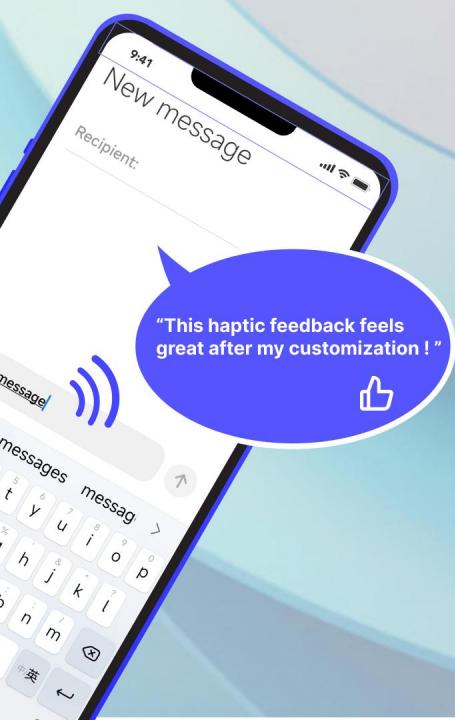
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Background Haptics Play an Essential Role in Smartphones

Smartphones widely use haptic feedback in features like typing and app editing. Modern devices incorporate advanced X-axis linear actuators to enhance the vibration experience, with some manufacturers adopting ultra-wide versions to meet rising user demands. Both industry and academia focus on optimizing vibration design, targeting frequency and intensity to improve user perception and experience. Designers aim to better align haptic feedback with real-world smartphone interactions.



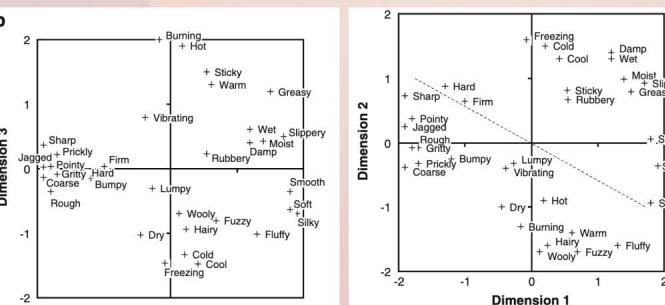
Both industry and academia focus on optimizing vibration design, targeting frequency and intensity to improve user perception and experience. Designers aim to better align haptic feedback with real-world smartphone interactions.

Background

However, When designing vibrations, how should researchers and designers describe smartphone haptics? How can they establish a connection between vibration design and user perception in the practical contexts of smartphone usage?

Labels			Pressure Features
absorbent	bumpy	compressible	Maximum
crinkly	fuzzy	hairy	Minimum
metallic	nice	porous	Greatest slope change
scratchy	slippery	smooth	Variance
solid	springy	squishy	Mean
textured	thick	thin	Skewness
hard	cool	rough	Kurtosis
sticky	soft	unpleasant	

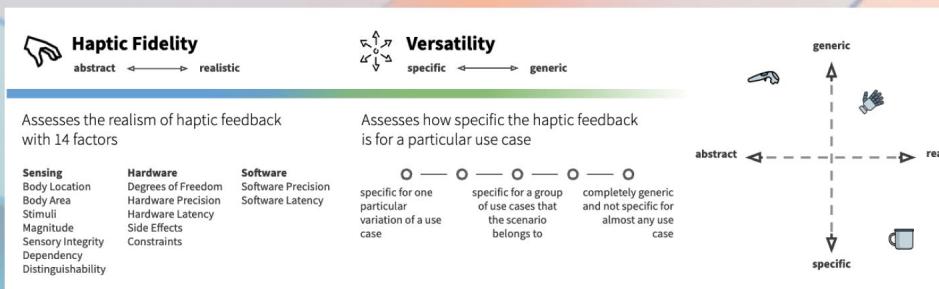
Wu et al.



Guest et al.

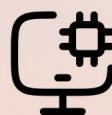
Table 2: List of 13 adjective pairs used for adjective rating in Element II (translated from Korean to English).		
Pair No.	Adjective 1	Adjective 2
1	slow	fast
2	sparse	dense
3	blunt	sharp
4	bumpy	smooth
5	hard	soft
6	jagged	aligned
7	thick	thin
8	vague	distinct
9	heavy	light
10	deep	shallow
11	dark	bright
12	gentle	brisk
13	dull	clear

Hwang et al.



Muramatsu et al.

Better smart phone vibration experiences



Quantify the user's subjective experience data

Obtain a psychophysical computation method



Guide the future design of haptic scenes.

we hope to quantify the user's subjective experience data to obtain a psychophysical computation method that can guide the future design of haptic scenes.

Overview

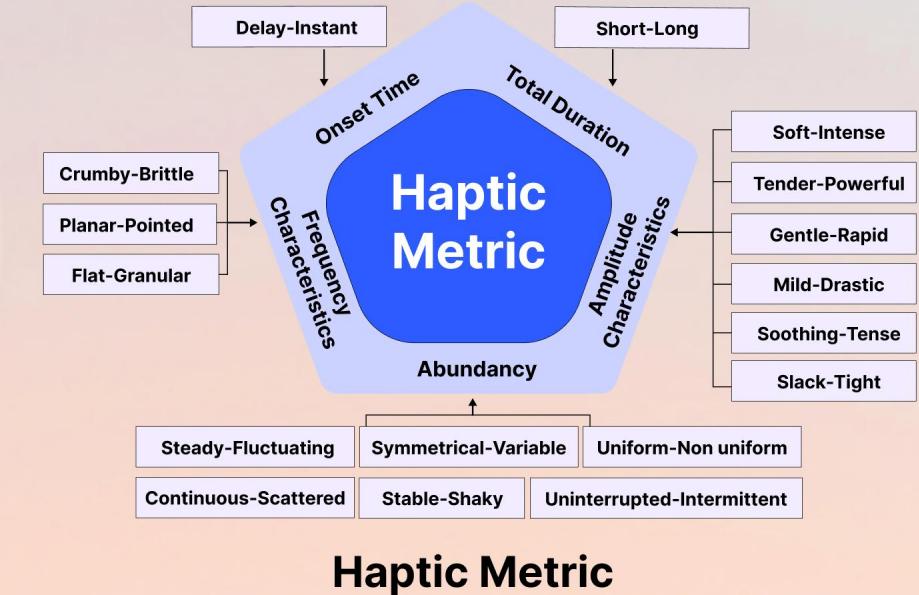
This paper presents the following contributions.

We present

(1) HapticMetric, a smartphone-based haptic experience computing system, integrating 5 physical factors and 17 adjective pairs linked to vibration scenarios.

(2) User studies with 144 trials across 12 vibration scenarios on 4 smartphones to refine and validate the system.

(3) Psychophysical metrics to guide and enhance haptic experience design for users and designers.

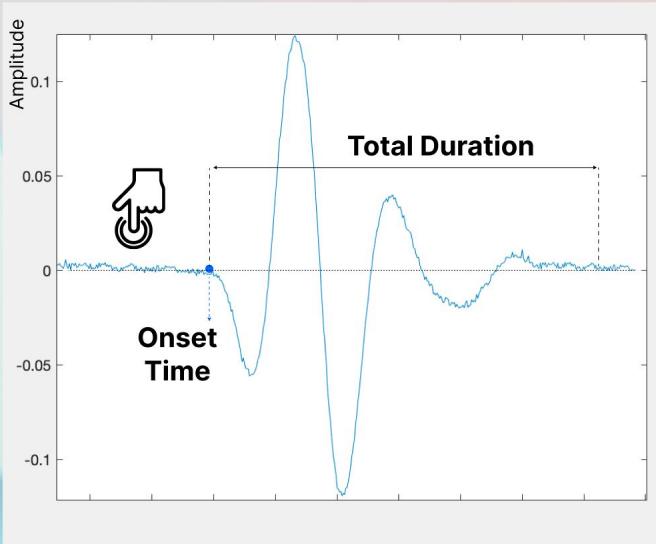


Study process

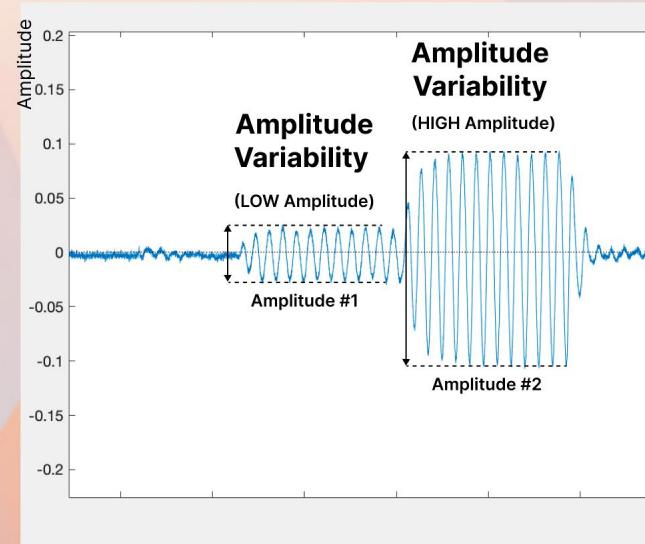


Study Design Identify the Physical Factors

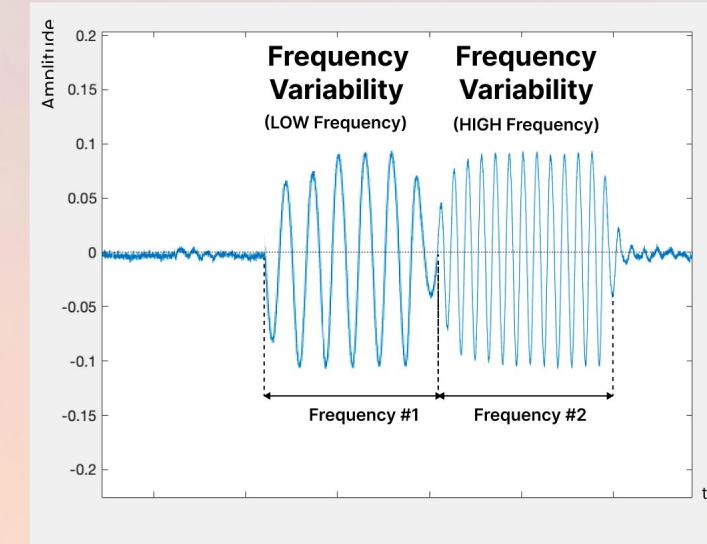
We categorize the key physical factors of smartphone vibration waveforms, 8 physical factors of smartphone vibration



Onset Time: The response time.
Total Duration: The overall length.



Overall Amplitude: The overall perception of amplitude.



Overall Frequency: The overall perception of frequency.

Add four:

Amplitude Variability: The degree of amplitude fluctuation.
Frequency Characteristics: Specific frequency attributes like frequency range, representing periodicity or rhythm.

Frequency Variability: The degree of frequency fluctuation.
Amplitude Characteristics: Specific amplitude attributes like mean amplitude and peak amplitude, representing intensity.

Study Design Select Sensory Adjectives

We have selected six adjectives corresponding to the six **Foundational Physical Factors** to vividly describe the psychological perceptions elicited by smartphone vibrations. For the two **Specialized Physical Factors**, "Amplitude Characteristics" and "Frequency Characteristics," we have chosen additional adjectives through a literature review, aiming to enhance user perception and expand the possibilities for waveform design.

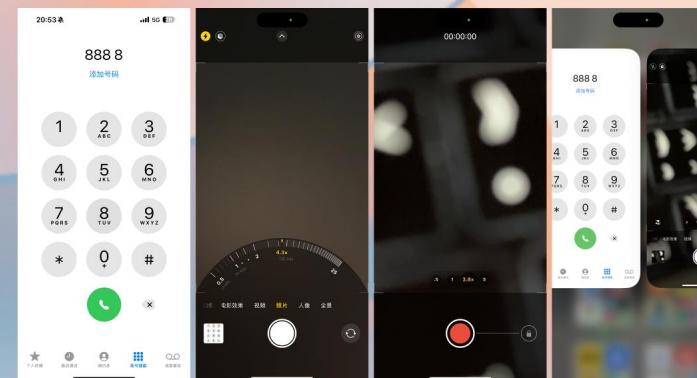
6 Foundational Physical Factors	Onset Time	Delay	↔	Instant
	Total Duration	Short	↔	Long
	Overall Amplitude	Tender	↔	Powerful
	Overall Frequency	Crumby	↔	Brittle
	Amplitude Variability	Steady	↔	Fluctuating
	Frequency Variability	Symmetrical	↔	Variable
2 Specialized Physical Factors	Amplitude Characteristics	Near to Far-Far to Near Soft-Intense	Weakening-Strengthening Uninterrupted-Intermittent	Uniform-Non-uniform
	Frequency Characteristics	Disperse-Concentrated Mild-Drastic Sparse-Dense	Gentle-Rapid Soothing-Tense Flat-Granular	Stable-Shaky Planar-Pointed Slack-Tight
				Smooth-Textured

Study Design Smartphones and Scenarios Selection

We selected four smartphones by searching for the best-selling brands in the global market in 2023



iPhone 14 Pro Max (Apple Taptic Engine)
Samsung Galaxy S23 Ultra (AAC Technologies SLA 0620)
OnePlus 11 (AAC Technologies CSA 0916)
Xiaomi 13 Pro (AAC Technologies ESA 1016)



Sliding Category: downward, upward x3

Alarm Setting, Contact Alphabet Index, Swiping Up to Access Recent Tasks



Pressing



Short Press x2

Camera Shooting, Keyboard Typing



Sliding



Sliding Category: leftward, rightward x2

Horizontal Switch Setting, Camera Zoom Adjustment

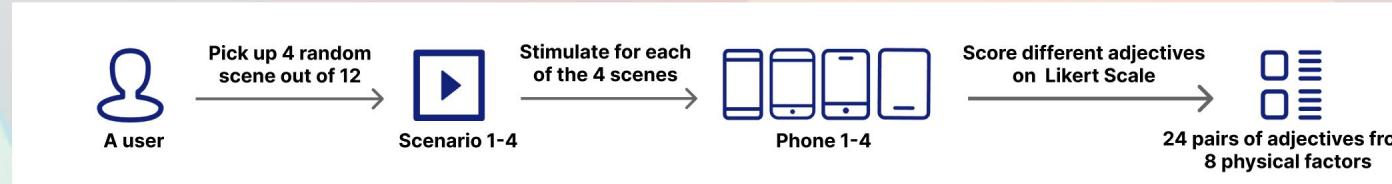


Long Press x5

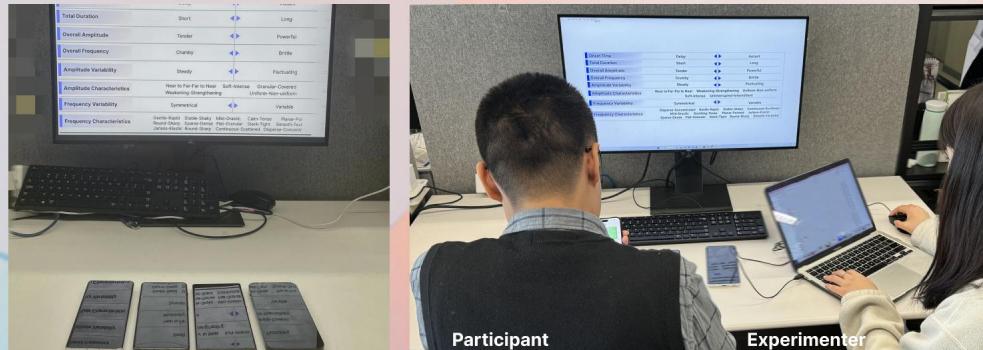
Camera Continuous Shooting, Album Long Press Editing, Apps Long Press Editing, Wired Charging, Long Press to Power Off

User Study

Procedure



- Participants : 36 (15 females, 21 males), aged 19-55 ($M = 28.06$, $SD = 6.88$).
- Scenarios: 12 scenarios, 144 total trials, 4 scenarios per participant.



Our goal is to refine our computing system from the user's perspective after collecting data, optimizing the selection of physical factors and adjectives.

- Randomly select 1 of 12 scenarios.
- Compare haptic feedback from 4 smartphones (single/double-handed).
- Rate 24 adjective pairs on a 7-point Likert scale.

Data Cleaning and Analysis

Data Collection: 576 datasets (12 scenarios \times 12 trials \times 4 smartphones).

Data Cleaning:

- Used Z-score method; removed 40 outliers (>2 SD).
- Final dataset: 536 samples.

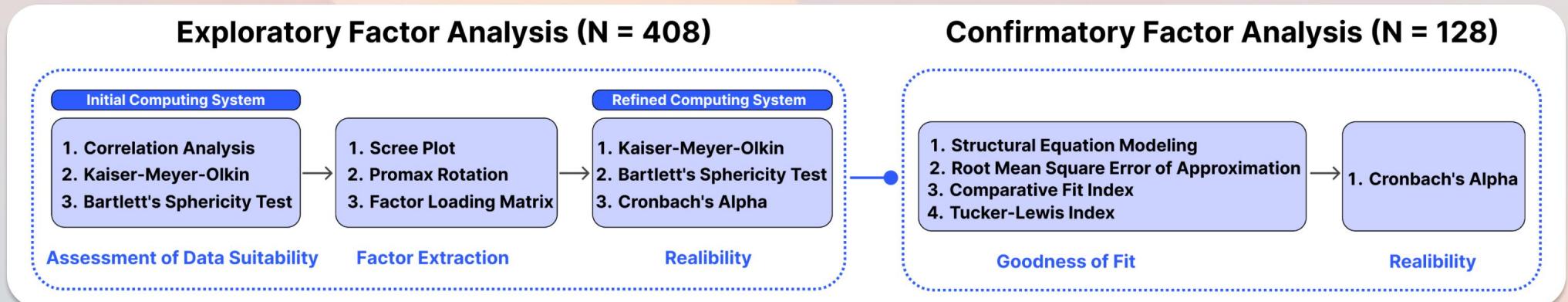
Data Analysis (Factor Analysis):

- EFA(Exploratory Factor Analysis) Sample: 408 samples.
- CFA (Confirmatory Factor Analysis) Sample: 128 samples.

Onset Time	Delay	Instant			
Total Duration	Short	Long			
Overall Amplitude	Tender	Powerful			
Overall Frequency	Crumbly	Brittle			
Amplitude Variability	Steady	Fluctuating			
Amplitude Characteristics	Near to Far-Far to Near	Weakening-Strengthening	Uniform-Non-uniform		
	Soft-Intense	Uninterrupted-Intermittent			
Frequency Variability	Symmetrical	Variable			
Frequency Characteristics	Disperse-Concentrated	Gentle-Rapid	Stable-Shaky	Continuous-Scattered	
	Mild-Drastic	Soothing-Tense	Planar-Pointed	Jarless-Elastic	
	Sparse-Dense	Flat-Granular	Slack-Tight	Round-Sharp	Smooth-Textured

Factor Analysis Procedure

The data was divided into two parts: a sample(N=408) for Exploratory Factor Analysis (EFA) and an independent sample (N=128) for Confirmatory Factor Analysis (CFA).



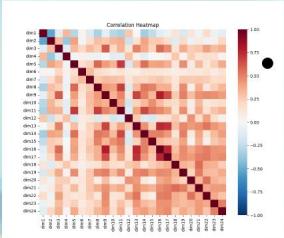
Are the factors correlated (i.e., are there correlations among the adjective pairs)?

Which factor do the 20 adjective pairs belong to?

Do the new samples still apply to the validation of EFA?

Exploratory Factor Analysis

Assessment of Data Suitability

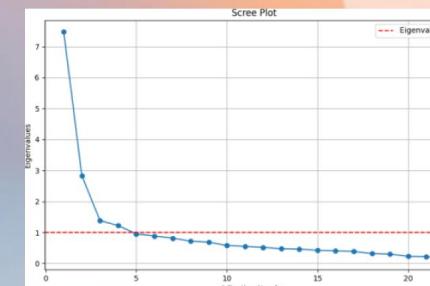


- Correlation Analysis Heatmap
There were 250 correlation coefficients greater than 0.3.

- Kaiser-Meyer-Olkin Test : KMO=0.88
- Bartlett's test of Sphericity : $p < 0.05$

Factor Extraction

We excluded “Onset Time” and “Total Duration” due to their representation by single adjective pairs and strong independence from other factor categories.



- Scree Plot indicates there are 3-5 factors in 22 pairs of adjectives.
- Used Principal Axis Factoring with promax rotation due to high intercorrelations ($50\% > 0.3$).
- Compared 3, 4, and 5-factor models; 3-factor model showed best fit and interpretability.

Exploratory Factor Analysis

System Refinement and Reliability

Refinement criteria:

- Retained adjectives with loading > 0.50.
- Removed adjectives with significant loadings on multiple factors.

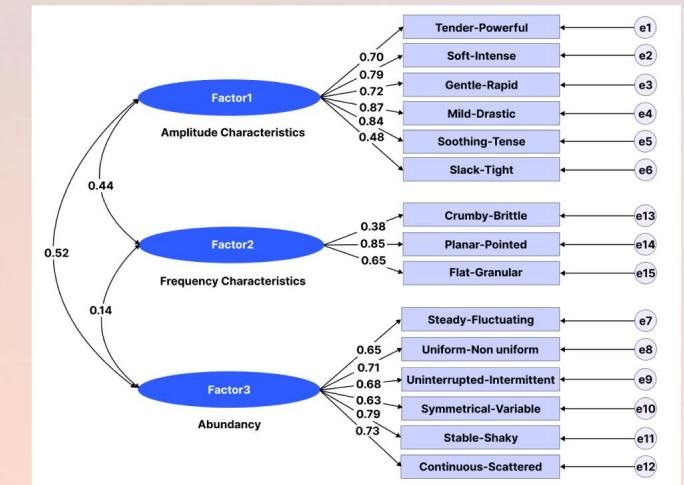
Adjectives	Loading Score		
	Factor1	Factor2	Factor3
Tender—Powerful	0.6891		
Soft-Intense	0.774		
Gentle-Rapid	0.8419		
Mild-Drastic	0.8707		
Soothing-Tense	0.7517		
Slack-Tight	0.6822		
Crumby-Brittle		0.3971	
Planar-Pointed		0.7657	
Flat-Granular		0.5058	
Steady—Fluctuating			0.7022
Uniform—Non-uniform			0.7871
Uninterrupted-Intermittent			0.5274
Symmetrical-Variable			0.8622
Stable-Shaky			0.6377
Continuous-Scattered			0.7134

According to these refinement criteria, we screened 22 words down to 15 words.

Confirmatory Factor Analysis

Structural Equation Modeling (SEM)

We used Structural Equation Modeling (**SEM**) in AMOS to validate the model ($N=128$), confirming the structure, effectiveness, and independence of the three factors: Amplitude, Frequency, and Abundance.



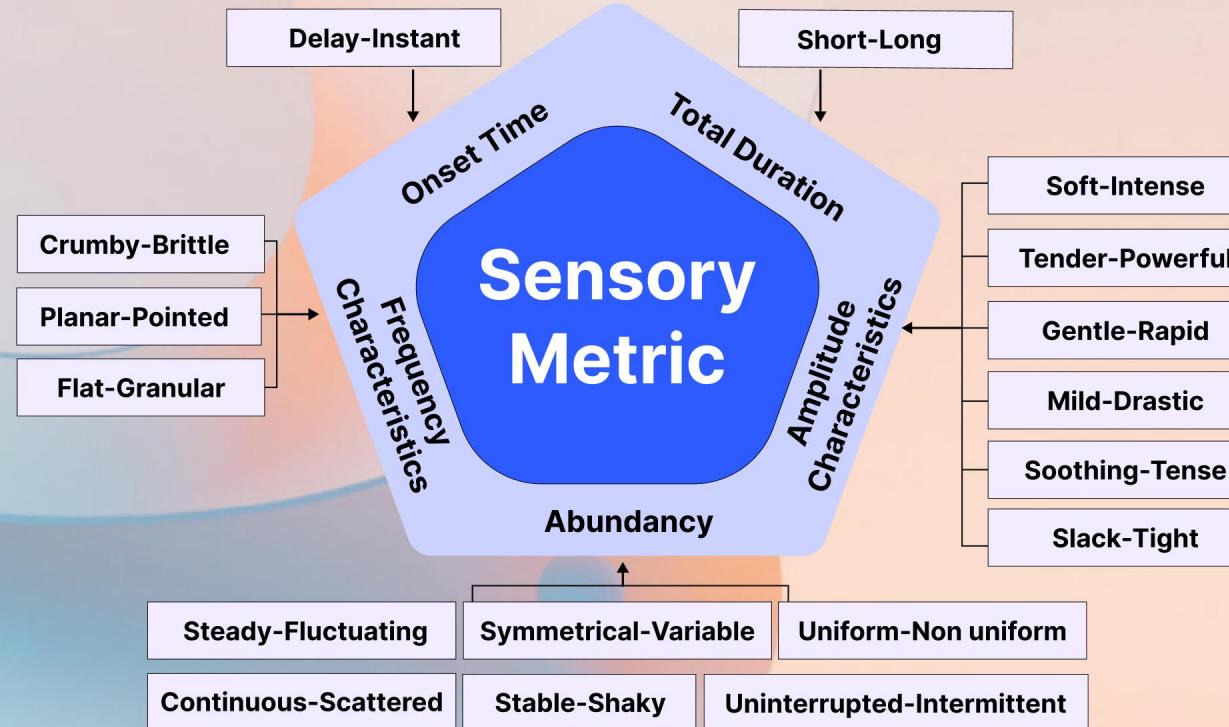
Goodness of Fit

- Root Mean Square Error of Approximation(RMSEA) = 0.078 (reasonable fit; RMSEA ≤ 0.05).
- Comparative Fit Index (CFI) = 0.924, Tucker Lewis Index (TLI) = 0.905 (both > 0.90 ; good performance).

This further proves that the final 3 factors and 15 words we identified are reliable.

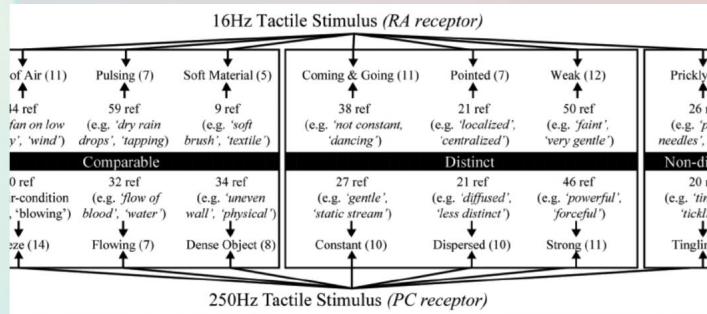
Refined Computing System

We consolidated related factors into Amplitude, Frequency, and Abundance, and merged time-related factors into a revised 5-factor system. To validate the reliability of this system, we calculated Cronbach's alpha, which yielded an overall value of 0.85 (most sub-scales: $\alpha > 0.8$; all sub-scales: $\alpha > 0.6$). This demonstrates that the 5-factor model is robust and reliable for evaluating haptic experiences.

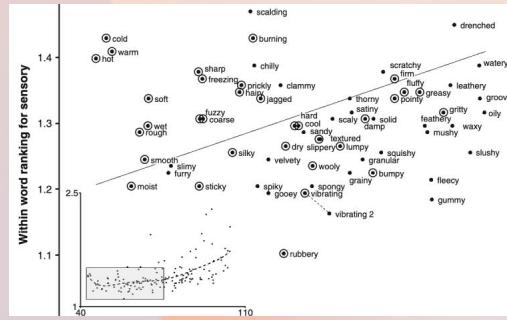


Discussion

Differences with Other Vibration Perception Models and Systems



Marianna Obrist et al.



Guest et al.

Realism		Involvement	
<ul style="list-style-type: none"> The haptic feedback was realistic The haptic feedback was believable The haptic feedback was convincing 		<ul style="list-style-type: none"> I like having the haptic feedback as part of the experience I felt engaged with the system due to the haptic feedback 	
Harmony		Expressivity	
<ul style="list-style-type: none"> The haptic feedback felt disconnected from the rest of the experience The haptic feedback felt out of place The haptic feedback distracted me from the task 		<ul style="list-style-type: none"> The haptic feedback changes on how things change in the system The haptic feedback reflects varying inputs and events The haptic feedback all felt the same 	

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Dimensional Categorization

HapticMetric organizes adjectives systematically and links them to physical factors.

Focus on Physical Descriptors

Uses only objective adjectives to describe physical perceptions.

Direct Connection to Physical Factors

Explicitly ties its five factors to measurable physical vibration properties.

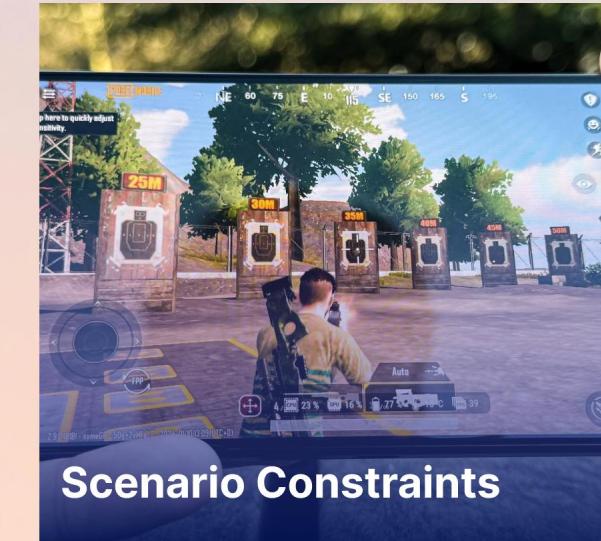
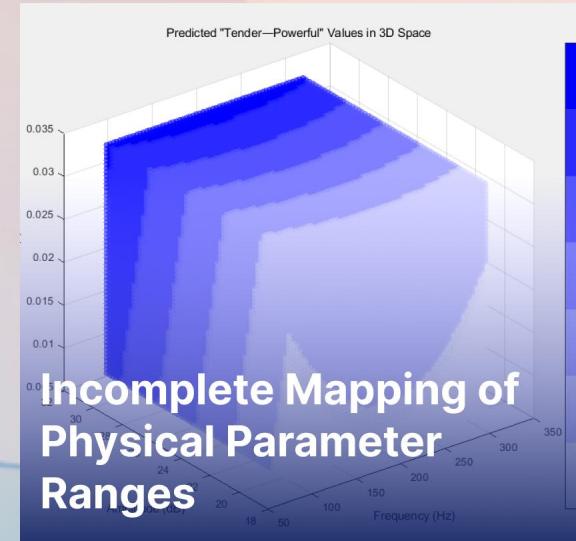
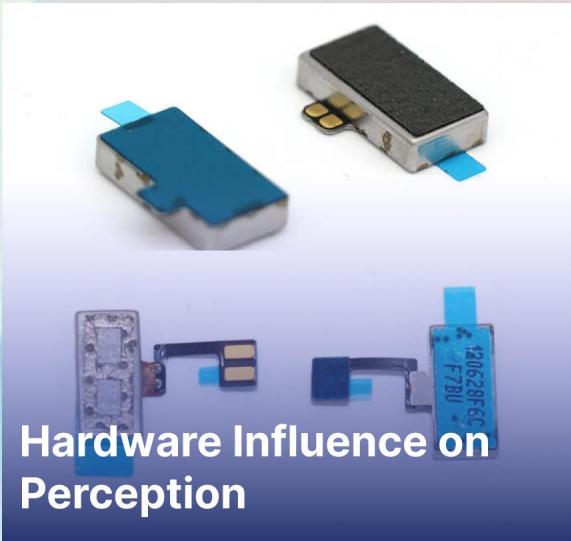
No Emotional Bias

HapticMetric avoids emotional descriptors, focusing solely on objective, measurable physical perceptions.

Breezy	Distressing	Gritty	Painful	Ticky
Bristly	Doughy	Grooved	Parched	Tight
Brittle	Downy	Gummy	Pat	Tortuous
Bumpy	Drenched	Hairy	Pebby	Tough
Burning	Dry	Hard	Persistent	Significant
Dry	Heavily	Horny	Silky	Transient
Bushy	Effervescent	Placid	Simous	Translucent
Callous	Elastic	Hot	Slack	Trim
Calming	Enjoyable	Hydrous	Slick	Uneven
Chafed	Erotic	Irregular	Pliable	Unyielding
Chalky	Evocative	Icy	Slippery	Vague
Chapped	Exciting	Impacting	Velvety	Versed
Chilly	Festivity	Important	Wavy	Vibrating
Clammy	Filthy	Indented	Smooth	Viny
Clean	Fine	Inflexible	Polished	Viscous
Clear	Firm	Intense	Porous	Waty
Coarse	Flabby	Irregular	Pounding	Waxy
Cold	Fleecy	Irritable	Powdery	Weird
Comfortable	Fleeting	Irritating	Pressed	
Compliant	Fleshy	Irritating	Pressure	
Compressed	Flexible	Icy	Prickly	
Consequential	Jagged	Jagged	Spiky	

Discussion

Limitation and Future Work



Haptic experience is affected by hardware (motor type, placement, phone materials). Future work will control these factors to isolate their impact.

Specific ranges for physical factors (e.g., duration, frequency) are undefined. Future research will establish these to build a complete design guideline.

User preference variability is noted but not fully explored. Developing customizable feedback settings is a key direction.

Focused on system vibrations; future work will include notifications, gaming, and music-related scenarios to broaden applicability.



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Thank you !