

Handedness

- Mouse Explanation
 - quick 15 -20 second introduction of the mouse
 - “Here is a mouse, the mouse is used to manipulate a cursor on screen. To move the cursor up on the screen move the mouse forwards towards the screen, to move the cursor down move the mouse backwards away from the screen. To move the cursor left or right move the mouse in the left or right direction.”
 - Video
 - 2 options,
 - first show from behind the user moving mouse and resulting action on screen.
 - split screen 50-50 of user moving mouse(right screen) and the cursor moving(left screen).
 - Caution if the webcam inverts the image we need to adjust for this
 - Mouse performing hover experiment
 - This may not be necessary but it could be helpful
 - Show mouse performing the hover experiment for 3-5 trials
 - TouchPad
 - quick intro
 - “Here is a touchpad, the touchpad, similar to the mouse is used to manipulate a cursor on the screen. To move the cursor up or down on the screen simply place your finger on the touchpad and move towards the screen(forward) or away from the screen(backwards). To move left or right simply drag your finger in the corresponding direction.
 - Video
 - Same 2 options
 - LOM
 - Intro
 - “In this next interaction, a user anchors their elbow within a small space shown here by the grey x. The user can then move their hands to move the cursor.”
 - Tracks hand and moves cursor, abstract out from personal space
 - Video
 - Calibration
 - “The first step in the interaction is the calibration step. In this step a user chooses where they would like their screen boundaries to be for each corner of the screen. When using this interaction, Be sure to keep your

hand open in a relaxed position and your wrist straight and in a comfortable position. You will not need to bend or roll your wrist during this exercise, you will also not need to lift your elbow from the table at any time. In the calibration step you will be prompted to navigate to where you'd like each corner on the screen to be and hold your hand there for 5 seconds per corner.

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- [NARRATION] When the calibration screen appears, a countdown will begin, followed by a white box at the corner of the screen. Look at the corner and direct your hand towards these boxes as they appear.
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- To begin place your elbow on the grey x. a new calibration window will be displayed and a countdown will start. After the countdown a white box will appear at a corner of the screen, to calibrate this corner simply look at the corner and without lifting your elbow navigate your hand to where you would like this point to be then hold your hand steady for the calibration period (typically 2-3 seconds). Do this for each corner of the screen.
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- Once you have calibrated, please test out the calibration by making sure that you can move the cursor to each corner of the screen comfortably.
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Multimodal

General Videos

- Personal Space Calibration Video
- Task Videos
 - Hover
 - “Navigate and hold the cursor over the square in the center of the screen for 3 seconds to start the game. Once started a target will appear somewhere on the screen, please navigate to the target and hold the cursor over the target for half a second. After which the target will disappear and a new one will appear, navigate and hover over each of the 70 targets until the game is finished. The goal of this game is to game as quickly as possible.
 - Click

- Navigate and hold the cursor over the square in the center of the screen for 3 seconds to start the game. Once started a target will appear somewhere on the screen, please either right click (denoted by R) or left click(denoted by L) on the screen depending on the letter within the button. After which the target will disappear and a new one will appear, navigate and click over each of the 70 targets until the game is finished. The goal of this game is to game as quickly as possible.
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- Hybrid Multimodal
- Navigate and hold the cursor over the square in the center of the screen for 3 seconds to start the game. Once started one of 3 targets will appear somewhere on the screen. The first target has a border blue border and contains a blue letter L, when this target appears simply hover over the target and say left click. After the action is performed the target will dissappear and another target will appear somewhere on the screen. the second target has red border and contains a red R on this target please hover over the target and say right click. the third target is a hover target which is completely white, when this target is displayed simply hover over the target for half a second. Navigate and perform the specified action over each of the 70 targets until the game is finished. The goal of this game is to game as quickly as possible.
- Hybrid Normal
- Navigate and hold the cursor over the square in the center of the screen for 3 seconds to start the game. Once started one of 3 targets will appear somewhere on the screen. The first target has a border blue border and contains a blue letter L, when this target appears simply hover over the target and perform a left click on your mouse. After the action is performed the target will dissappear and another target will appear somewhere on the screen. the second target has red border and contains a red R on this target please hover over the target perform a right click. the third target is a hover target which is completely white, when this target is displayed simply hover over the target for half a second. Navigate and perform the specified action over each of the 70 targets until the game is finished. The goal of this game is to game as quickly as possible.
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