Pointing and clicking with accelerometer Ouestionnaire #1
Please circle your options, only one is allowed unless stated.

1. I find it intuitive to point and click by tilting the device. Strongly Agree Agree Neutral Disagree Strongly Disagree 2. I find it intuitive to control the pointer with the **Position Control**. Strongly Agree Agree Neutral Disagree Strongly Disagree 3. I find it intuitive to control the pointer with the **Velocity Control**. Strongly Agree Agree Neutral Disagree Strongly Disagree 4. I find it intuitive to use the **clicking method**: Floating Button: Strongly Agree Agree Neutral Disagree Strongly Disagree Bezel Swipe: Strongly Agree Agree Neutral Disagree Strongly Disagree Back Tap: Strongly Agree Agree Neutral Disagree Strongly Disagree 5. I find it easy to learn the clicking method: Floating Button: Strongly Agree Agree Neutral Disagree Strongly Disagree Bezel Swipe: Strongly Agree Agree Neutral Disagree Strongly Disagree Back Tap: Strongly Agree Agree Neutral Disagree Strongly Disagree 6. I think it provides as a good alternative for one-handed usage: Floating Button: Strongly Agree Agree Neutral Disagree Strongly Disagree Bezel Swipe: Strongly Agree Disagree Agree Neutral Strongly Disagree Back Tap: Strongly Agree Agree Neutral Disagree Strongly Disagree 7. Which **pointer control method** do you prefer? Position Velocity 8. Which clicking method do you prefer? Floating Button **Bezel Swipe Back Tap** 9. Which clicking method would you prefer over direct touch? (may select multiple or none) Floating Button **Bezel Swipe Back Tap** 

## Pointing and clicking with accelerometer Questionnaire # 2

Please circle your options, only one is allowed unless stated.

1. I find it intuitive to point and click by tilting the device.

Disagree Strongly Disagree Neutral Agree Strongly Agree 2. I find it intuitive to control the pointer with the **Position Control**. Strongly Disagree Neutral Disagree Agree Strongly Agree 3. I find it intuitive to control the pointer with the Velocity Control. **Strongly Disagree** Neutral Disagree Strongly Agree Agree 4. I find it intuitive to use the **clicking method**: Neutral Disagree **Strongly Disagree** Agree Strongly Agree Floating Button: Strongly Disagree Neutral Disagree Strongly Agree Agree Bezel Swipe: Strongly Disagree Neutral Disagree Strongly Agree Agree Back Tap: 5. I find it easy to learn the clicking method: Strongly Disagree Strongly Agree Agree Neutral Disagree Floating Button: Neutral Disagree Strongly Disagree Strongly Agree Agree Bezel Swipe: Strongly Disagree Neutral Disagree Strongly Agree Agree Back Tap: 6. I think it provides as a good alternative for **one-handed usage**: Strongly Disagree Neutral Disagree Strongly Agree Agree Floating Button: Disagree Strongly Disagree Strongly Agree Neutral Bezel Swipe: Agree Disagree Strongly Disagree Strongly Agree Neutral Back Tap: Agree 7. Which pointer control method do you prefer? Velocity **Position** 8. Which clicking method do you prefer? Back Tap Floating Button **Bezel Swipe** 9. Which clicking method would you prefer over direct touch? (may select multiple or none) **Back Tap** Floating Button **Bezel Swipe** 

Pointing and clicking with accelerometer Questionnaire # 3 Please circle your options, only one is allowed unless stated.

1. I find it intuitive to point and click by tilting the device.

Strongly Agree	Agree	Neutral	Dis	sagree	Strongly Disagree		
2. I find it into	uitive to control th	e pointer wi	th the <b>Posit</b> i	ion Contro			
Strongly Agree	Agree	Neutral	Di	sagree	Strongly Disagree		
3. I find it intuitive to control the pointer with the <b>Velocity Control</b> .							
Strongly Agree	Agree	Neutral	Di	sagree	Strongly Disagree		
4. I find it into	uitive to use the <u>cl</u>	icking metho	od:				
Floating Button:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
Back Tap:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
5. I find it eas	<b>sy to learn</b> the clic	king method	:				
Floating Button: (	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
Back Tap:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
6. I think it pr	rovides as a good a	alternative f	or <b>one-hand</b>	led usage:			
Floating Button:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
Back Tap:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
7. Which <b>poir</b>	nter control metho	d do you pre	efer?				
	Position		,	/elocity			
8. Which <u>clicl</u>	king method do yo	ou prefer?					
Floating Button		Bezel Swij	oe .		Back Tap		
9. Which click or none)	king method woul	d you <b>prefer</b>	over direct	touch? (m	ay select multiple		
Floating Button		Bezel Swi	pe		Back Tap		

Pointing and clicking with accelerometer Questionnaire # Please circle your options, only one is allowed unless stated.

1. I find it intuitive to point and click by tilting the device.							
Strongly Agree	Agree	Neutral	ı	Disagree	Strongly Disagree		
2. I find it intuitive to control the pointer with the <b>Position Control</b> .							
Strongly Agree	Agree	Neutral	(	Disagree	Strongly Disagree		
3. I find it intuitive to control the pointer with the <b>Velocity Control</b> .							
Strongly Agree	Agree	Neutral		Disagree	Strongly Disagree		
4. I find it int	uitive to use the	clicking metho	od:				
Floating Button:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
Back Tap:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
5. I find it <u>ea</u>	<b>sy to learn</b> the cli	cking method	:				
Floating Button:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
Back Tap:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
6. I think it p	rovides as a good	d alternative f	or <u>one-ha</u> ı	nded usage:			
Floating Button:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
Back Tap:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree		
7. Which <b>poi</b>	7. Which <u>pointer control method</u> do you prefer?						
	Position		(	Velocity			
8. Which <u>clic</u>	8. Which <u>clicking method</u> do you prefer?						
Floating Button		Bezel Swij	pe		Back Tap		
9. Which clicking method would you <u>prefer over direct touch</u> ? (may select multiple or none)							
Floating Button		Bezel Swi	pe		Back Tap		

Pointing and clicking with accelerometer Questionnaire # 5
Please circle your options, only one is allowed unless stated.

1. I find it intuitive to point and click by tilting the device. Strongly Agree Agree Neutral Disagree Strongly Disagree 2. I find it intuitive to control the pointer with the **Position Control**. Strongly Disagree Strongly Agree Agree Neutral Disagree 3. I find it intuitive to control the pointer with the **Velocity Control**. **Strongly Disagree** Strongly Agree Agree Neutral Disagree 4. I find it intuitive to use the **clicking method**: Strongly Agree Floating Button: Neutral Disagree Strongly Disagree Agree Neutral Disagree Strongly Disagree Bezel Swipe: Strongly Agree Agree Disagree Strongly Disagree Back Tap: Strongly Agree Neutral Agree 5. I find it easy to learn the clicking method: Strongly Agree Disagree Strongly Disagree Floating Button: Agree Neutral Strongly Agree Bezel Swipe: Neutral Disagree Strongly Disagree Agree Back Tap: Strongly Agree Agree Neutral Disagree Strongly Disagree 6. I think it provides as a good alternative for one-handed usage: Strongly Agree Neutral Disagree Strongly Disagree Floating Button: Agree Bezel Swipe: Strongly Agree Neutral Disagree Strongly Disagree Agree Back Tap: Strongly Agree Neutral Disagree **Strongly Disagree** Agree 7. Which pointer control method do you prefer? Position Velocity 8. Which clicking method do you prefer? Floating Button **Bezel Swipe Back Tap** 9. Which clicking method would you prefer over direct touch? (may select multiple or none)

**Bezel Swipe** 

Floating Button

**Back Tap** 

## Pointing and clicking with accelerometer Questionnaire # $\phi$

Please circle your options, only one is allowed unless stated.

1. I find it int	tuitive to point and	d click by til	ting the de	evice.	
Strongly Agree	Agree	Neutral		Disagree	Strongly Disagree
2. I find it int	tuitive to control t	he pointer v	vith the <u>Po</u>	sition Contro	L
Strongly Agree	Agree	Neutra	ι	Disagree	Strongly Disagree
3. I find it int	tuitive to control t	he pointer v	vith the <u>Ve</u>	locity Contro	ı.
Strongly Agree	Agree	Neutral Disagree		Disagree	Strongly Disagree
4. I find it int	cuitive to use the <b>c</b>	licking met	hod:		
Floating Button:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
Back Tap:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
5. I find it <u>ea</u>	sy to learn the clic	king metho	od:		
Floating Button:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
Back Tap:	Strongly Agree	Agree Neutral		Disagree	Strongly Disagree
6. I think it p	rovides as a good	alternative	for <u>one-ha</u>	nded usage:	
Floating Button:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
Back Tap:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
7. Which <b>poi</b>	nter control metho	od do you p	refer?		
	Position			Velocity	
8. Which clic	king method do yo	ou prefer?			
Floating Button	)	Bezel Sw	ipe		Back Tap
9. Which clic or none)	king method woul	d you <u>prefe</u>	r over dire	ct touch? (ma	y select multiple
Floating Button	>	Bezel Sw	ipe	*	Back Tap

## Pointing and clicking with accelerometer Questionnaire # 7

Please circle your options, only one is allowed unless stated.

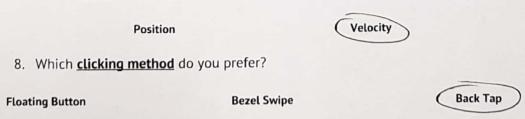
1.	I find it intui	itive to point a	nd click by tilting th	ne device.	
Stro	ngly Agree	Agree	Neutral	Disagree	Strongly Disag

Strongly Agree	Agree	Neut	ral D	isagree	Strongly Disagree	
2. I find it in	<u>l</u> .					
Strongly Agree	Agree	Neut	ral 8	sagree	Strongly Disagree	
3. I find it in	tuitive to control the	pointe	with the <b>Velo</b>	city Contro	<u>l</u> .	
Strongly Agree	Agree	Neut	ral D	isagree	Strongly Disagree	
4. I find it intuitive to use the <u>clicking method</u> :						
Floating Button:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
Back Tap:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
5. I find it <u>easy to learn</u> the clicking method:						
Floating Button:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
Back Tap:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	

6. I think it provides as a good alternative for one-handed usage:



7. Which pointer control method do you prefer?



9. Which clicking method would you prefer over direct touch? (may select multiple or none)

Back Tap Floating Button **Bezel Swipe** 

Pointing and clicking with accelerometer Ouestionnaire  $\# \mathcal{E}$  Please circle your options, only one is allowed unless stated.

1. I find it intuitive to point and click by tilting the device.

Strongly Agree	Agree	Neutral		Disagree	Strongly Disagree	
2. I find it intuitive to control the pointer with the <u>Position Control</u> .						
Strongly Agree	Agree	Neutral		Disagree	Strongly Disagree	
3. I find it intu	itive to control th	ne pointer wit	th the <u>Ve</u>	locity Control		
Strongly Agree	Agree	Neutral		Disagree	Strongly Disagree	
4. I find it intu	uitive to use the <b>c</b>	licking metho	od:			
Floating Button:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
Back Tap:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
5. I find it eas	<b>y to learn</b> the clic	king method				
Floating Button:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
Back Tap:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
6. I think it pr	ovides as a good	alternative fo	or <u>one-ha</u>	anded usage:		
Floating Button:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
Back Tap:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
7. Which <b>pointer control method</b> do you prefer?						
	Position			Velocity		
8. Which click	king method do yo	ou prefer?				
Floating Button		Bezel Swip	ne )		Back Tap	
9. Which click or none)	king method wou	ld you <b>prefer</b>	over dire	ect touch? (ma	y select multiple	
Floating Button		Bezel Swin	oe .		Back Tap	

Pointing and clicking with accelerometer Questionnaire # Please circle your options, only one is allowed unless stated.

1. I find it intuitive to point and click by tilting the device. Strongly Disagree Strongly Agree Neutral Disagree Agree 2. I find it intuitive to control the pointer with the **Position Control**. **Strongly Disagree** Strongly Agree Agree Neutral Disagree 3. I find it intuitive to control the pointer with the **Velocity Control**. Strongly Agree Agree Neutral Disagree Strongly Disagree 4. I find it intuitive to use the **clicking method**: Floating Button: Strongly Agree Agree Neutral Disagree Strongly Disagree Bezel Swipe: Strongly Agree Strongly Disagree Agree Neutral Disagree Back Tap: Strongly Agree Neutral Disagree Strongly Disagree Agree 5. I find it easy to learn the clicking method: Floating Button: Strongly Agree Agree Neutral Disagree Strongly Disagree Bezel Swipe: Strongly Agree Neutral Disagree Strongly Disagree Agree Back Tap: Strongly Agree Agree Neutral Disagree Strongly Disagree 6. I think it provides as a good alternative for one-handed usage: Strongly Agree Floating Button: Agree Neutral Disagree Strongly Disagree Bezel Swipe: Strongly Agree Agree Disagree Strongly Disagree Neutral Back Tap: Strongly Agree Neutral Disagree Strongly Disagree Agree 7. Which **pointer control method** do you prefer? Position Velocity 8. Which clicking method do you prefer? Floating Button **Bezel Swipe Back Tap** 9. Which clicking method would you prefer over direct touch? (may select multiple or none) Floating Button **Bezel Swipe Back Tap** 

## Pointing and clicking with accelerometer Questionnaire # Please circle your options, only one is allowed unless stated.

1. I find it intuitive to point and click by tilting the device.

Strongly Agree	Agree	Neutral		Disagree	Strongly Disagree	
2. I find it into	uitive to control th	ne pointer wi	th the Po	sition Contro	L	
Strongly Agree	Agree	Neutral		Disagree	Strongly Disagree	
3. I find it intu	uitive to control th	ne pointer wi	th the <b>Ve</b>	elocity Contro	L .	
Strongly Agree	Agree	Neutral		Disagree	Strongly Disagree	
4. I find it into	uitive to use the <u>c</u>	licking metho	od:			
Floating Button:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
Back Tap:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
5. I find it eas	<b>y to learn</b> the clic	king method				
Floating Button:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
Back Tap:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
6. I think it provides as a good alternative for one-handed usage:						
Floating Button:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
Bezel Swipe:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
Back Tap:	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
7. Which <b>pointer control method</b> do you prefer?						
	Position			Velocity		
8. Which <u>clicking method</u> do you prefer?						
Floating Button		Bezel Swip	e		Back Tap	
<ol><li>Which clicking method would you <u>prefer over direct touch</u>? (may select multiple or none)</li></ol>						
Floating Button		Bezel Swip	e		Back Tap	