Information Sheet: Comparing Remote Interaction technique using Smartphone

The aim of this experiment is to investigate the performance of four remote interaction techniques using an Android smartphone.

The experiment will take about 40 minutes to complete.

At the start of the experiment, a short demonstration of the setup and the techniques will be presented and worked examples of the tasks you will need to perform. Each interaction technique requires performing different gestures using your android smartphone to control the cursor on a remote screen particularly on your desktop/laptop screen. The tasks involve 2D and 3D interactions. Each task has a different time limit.

The experiment is designed to be completed in four rounds. Each round involved using a specific interaction technique to complete the tasks. Between each round, you will be asked to fill a 5-minute survey. At the end of the experiment, you will be asked to complete a questionnaire to rank the techniques in the order of preference. The experiment data will be stored in a .csv format on your computer and you will be asked to send that via email. You will receive 4 .apk files and 5 .jar files that are required to complete this experiment. Each of the interaction techniques is in the form of an Android App. The four techniques are called Smart Trackpad, Smart Trackball, Smart Tilt Pointer, and, Smart Rotate Pointer. The project has a client-server architecture and hence each interaction technique will run on your smartphone and act as a client that needs to be connected to a server. The connection will be established using your computers' IP address. The instructions on how to perform the tasks will be provided in an introduction sheet.

All results will be held in strict confidence, ensuring the privacy of all participants. No personal participant information will be stored with the data. Online data will be stored in a password-protected computer account.

A feedback email message will be sent to all participants after the data has been received.

Your participation in this experiment will have no effect on your safety or health.
Please note that it is the techniques, not you, that are being evaluated. You may withdraw from the experiment at any time without prejudice, and any data already recorded will be discarded

If you have any further questions regarding this experiment, please contact:

Investigator: Sadya Afreen
Computer Science Final Year student
2345987a@student.gla.ac.uk

Supervisor: Dr Euan Freeman
School of Computing Science

This study adheres to the BPS ethical guidelines, and has been approved by the SoCS ethics committee of The University of Glasgow. Whilst you are free to discuss your participation in this study with the investigator or supervisor, if you would like to speak to someone not involved in the study, you may contact the chair of the School of Computing Science Ethics Committee: Prof Matthew Chalmers.