

智能手表的非接触备择交互模式的设计

Designing Alternative Contact-free Modalities for Smart Watches

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https://changkun.us/bachelorthesis/







Video Demo





Demo









选题意义

Intentions





备择交互设计

Alternative Interaction Design

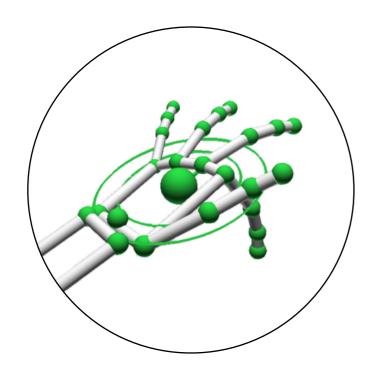


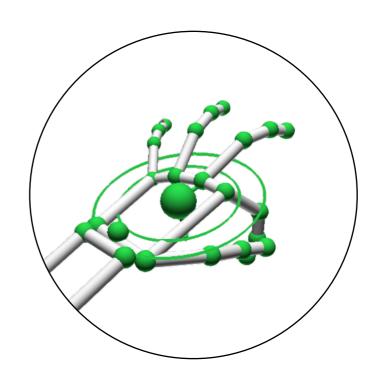




$$T = a + b \log_2 \left(\frac{A}{\sqrt{2\pi e(\sigma^2 - \sigma_a^2)}} + 1 \right)$$

Finger Fitts Law[1]

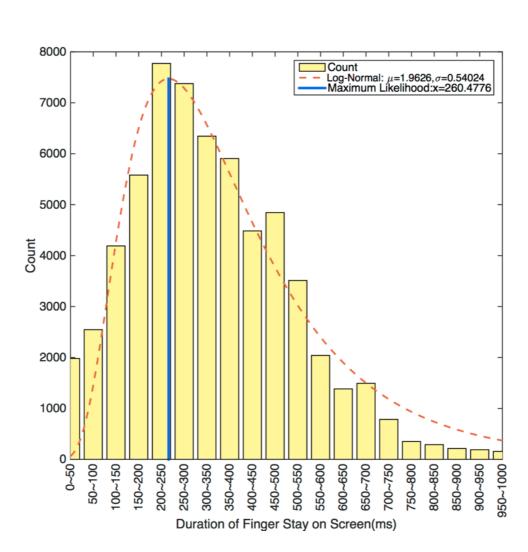




Two Fingers Swipe Gesture



Force Touch

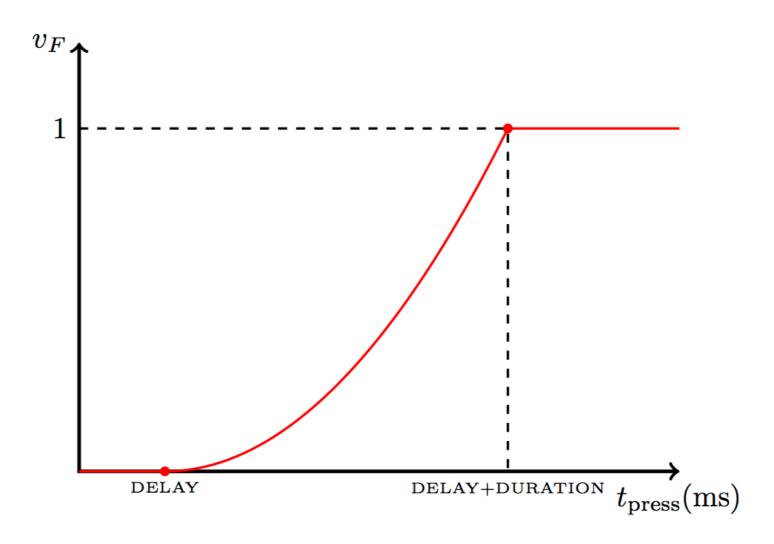


AugmentedTouch 项目[2] 实施的用户调研记录了 61440 次手指点击屏幕时的停留时间, 停留时间的统计分布服从对数正态分布





Force Touch



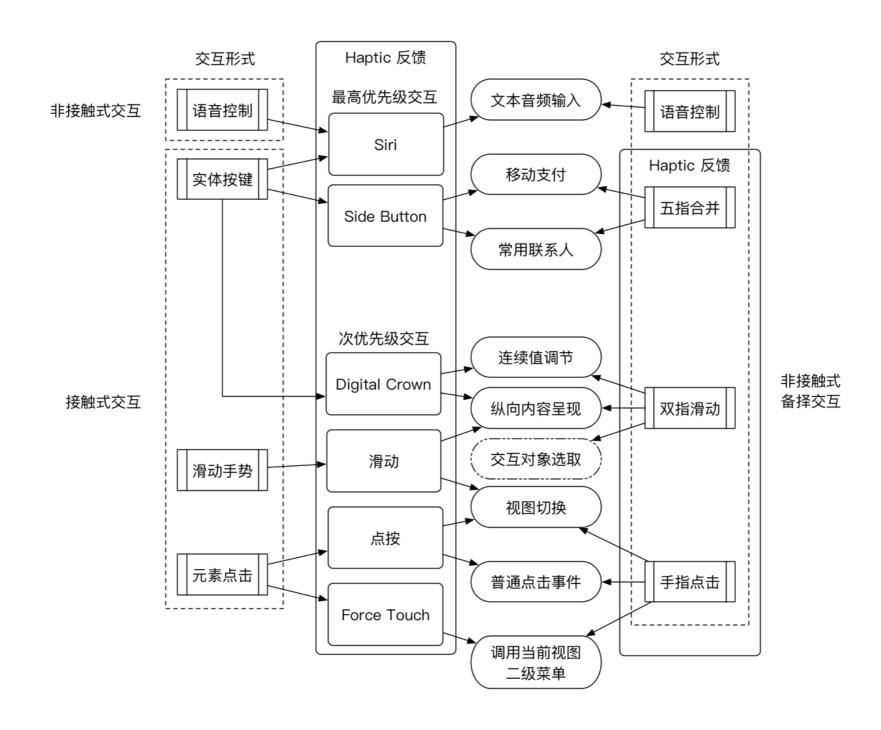
$$v_F = \begin{cases} 0 & \text{if } t_{\text{press}} < \text{DELAY} \\ \left(\frac{t_{\text{press}} - \text{DELAY}}{\text{DURATION}}\right)^2 & \text{if } 0 < t_{\text{press}} - \text{DELAY} < \text{DURATION} \\ 1 & \text{Otherwise} \end{cases}$$

Force Touch Simulation and Its Formula



设计结构

Design Structure



Original Design v.s. Alternative Design



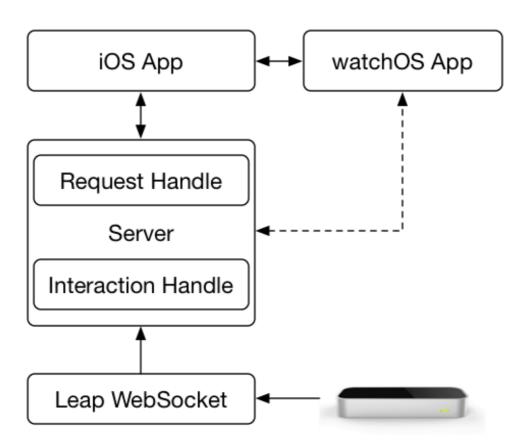




核心实现

Implementation

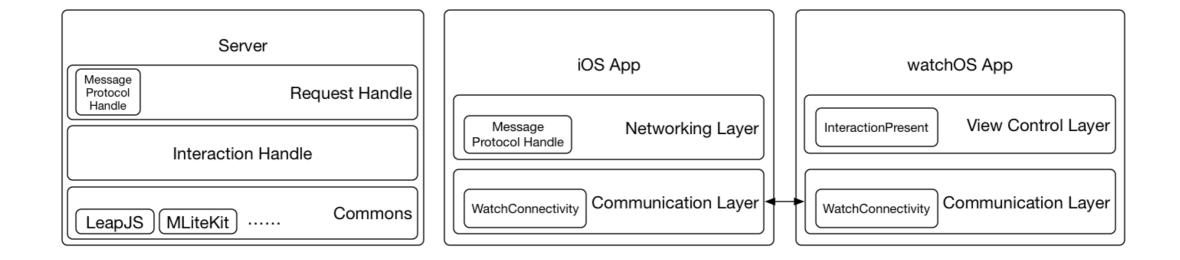




Communication Logic



Server and Client Side



Server Side, Phone Side and Watch Side

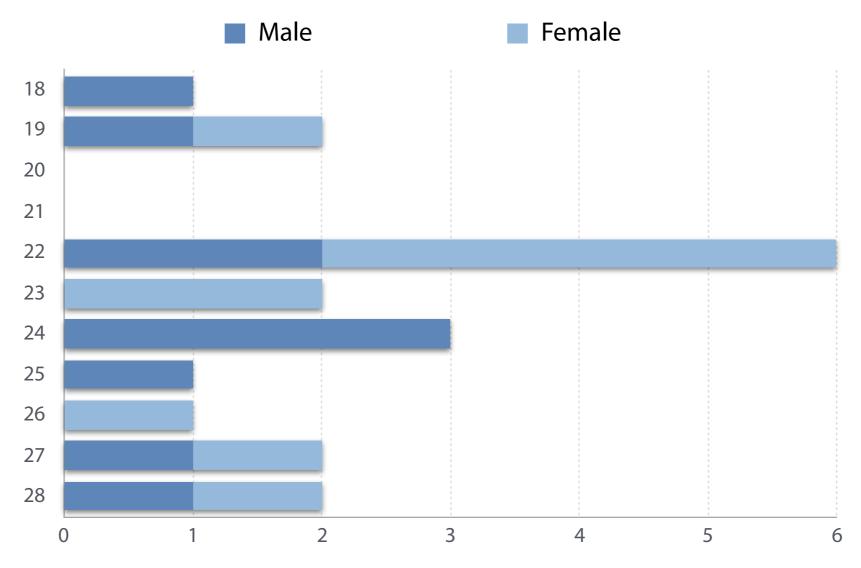


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用户调研

User Study

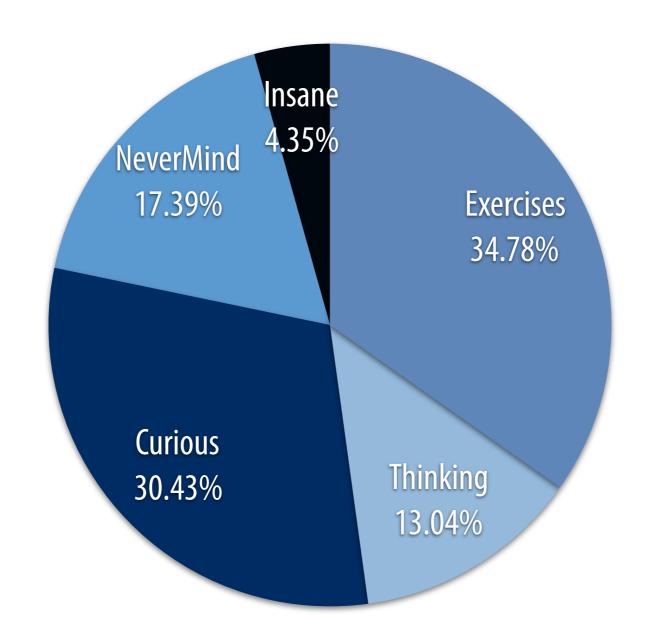








如何看待公共场所陌生人抬起手腕执行手指尖捏合、滑动的手势?





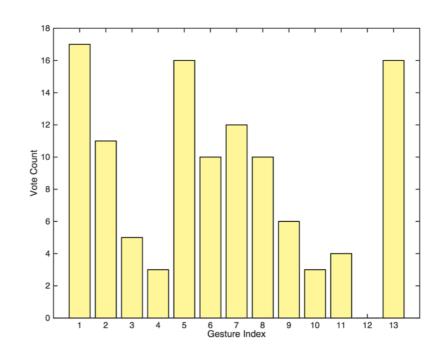


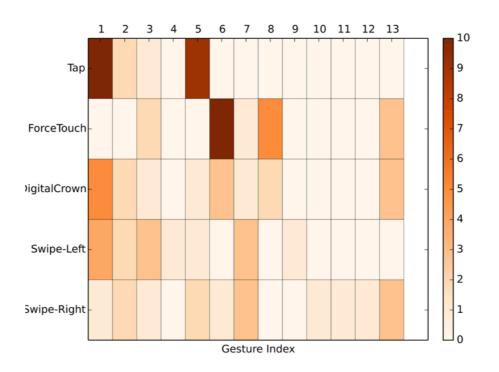
舒适度和直觉

Comfortable and Instinct

Index	Gesture
1	拇指食指滑动
2	拇指中指滑动
3	拇指无名指滑动
4	拇指小指滑动
5	拇指食指捏合
6	拇指食指长时间捏合
7	拇指中指捏合
8	拇指中指长时间捏合
9	拇指无名指捏合
10	拇指无名指长时间捏合
11	拇指小指捏合
12	拇指小指长时间捏合
13	五指握拳







HeatMap of Instinct





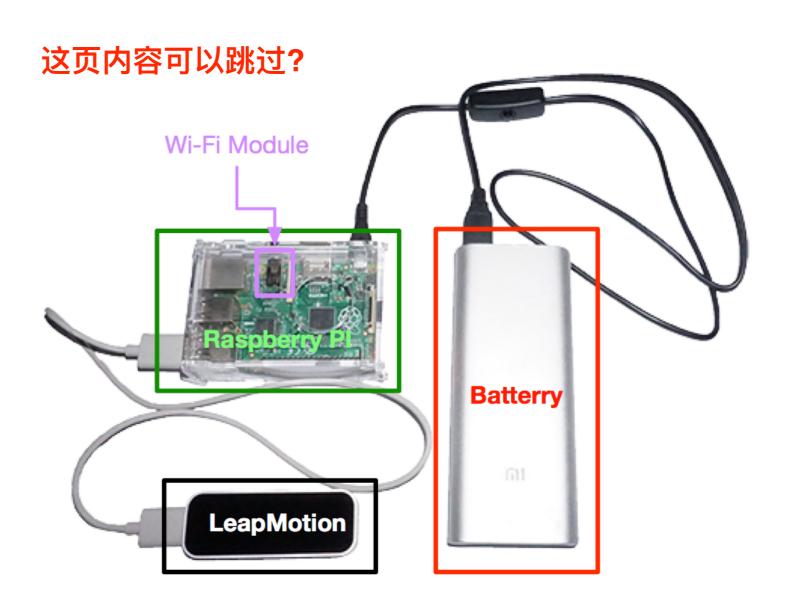


进一步工作

Future Works









Variable	Description
K	Тар
F	Force Touch
S	Digital Crown
T	Selection
R	System Response
M	User Thinking
Н	High Priority Operate

Keystroke-Level Model on Smart Watches

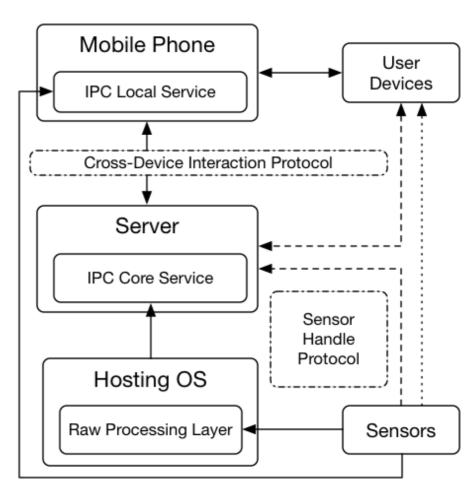
 $\Sigma_{K,F,S,T,R,M,H}$ Contact Task $< \Sigma_{K,F,S,T,R,M,H}$ Contact-free Task



Introducing Interaction Perception Center

这页内容可以跳过?

- IPC Core Service
- IPC Local Service
- Sensor Handle Protocol, SH Protocol
- Cross-Device Interaction Protocol, CDI Protocol



Universal Communication Logic







现场演示

Live Demo



Thanks and Never Ends.







