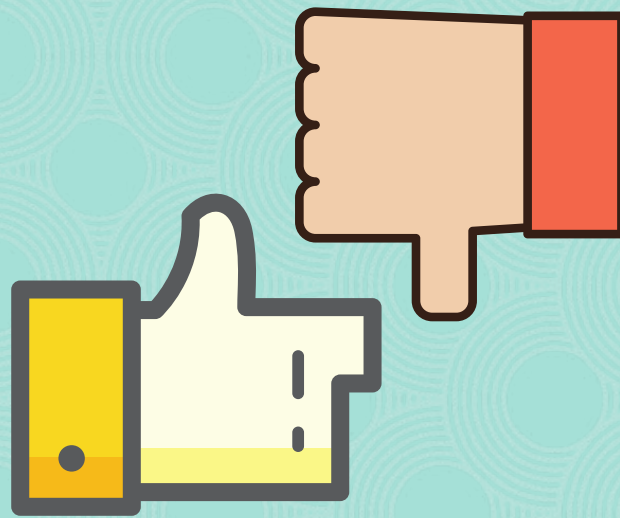


**This work is licensed under a
Creative Commons Attribution-
ShareAlike 4.0 International License.**



Feedback

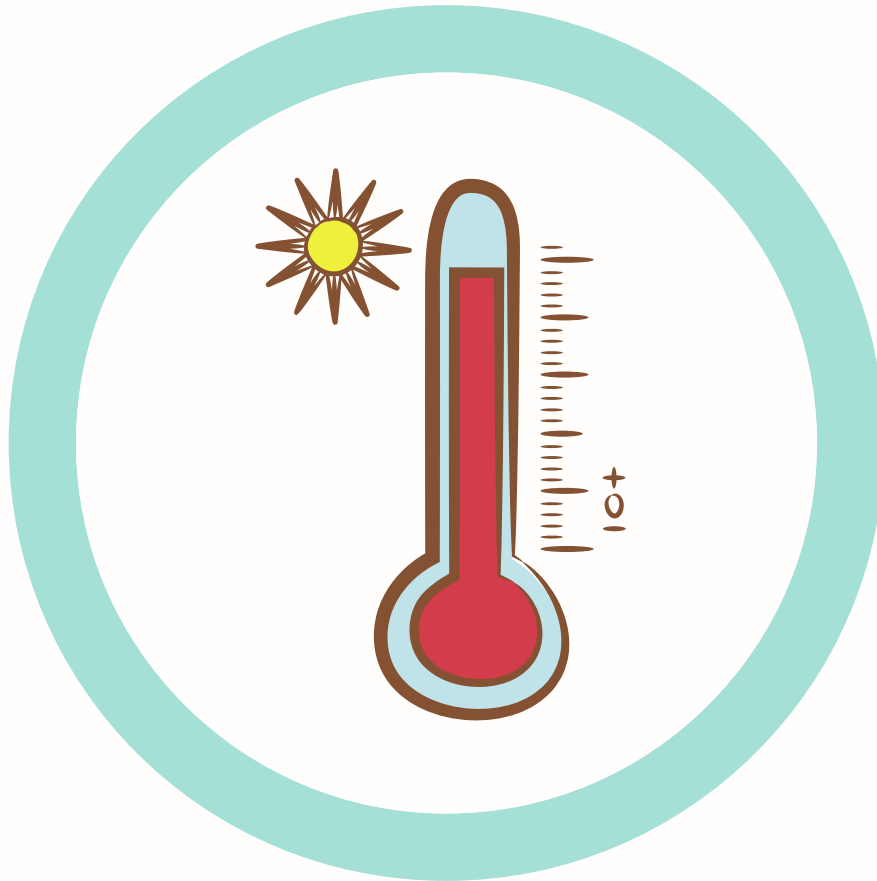
How can an object
communicate
information to the user.

TTPtoolkit/cards



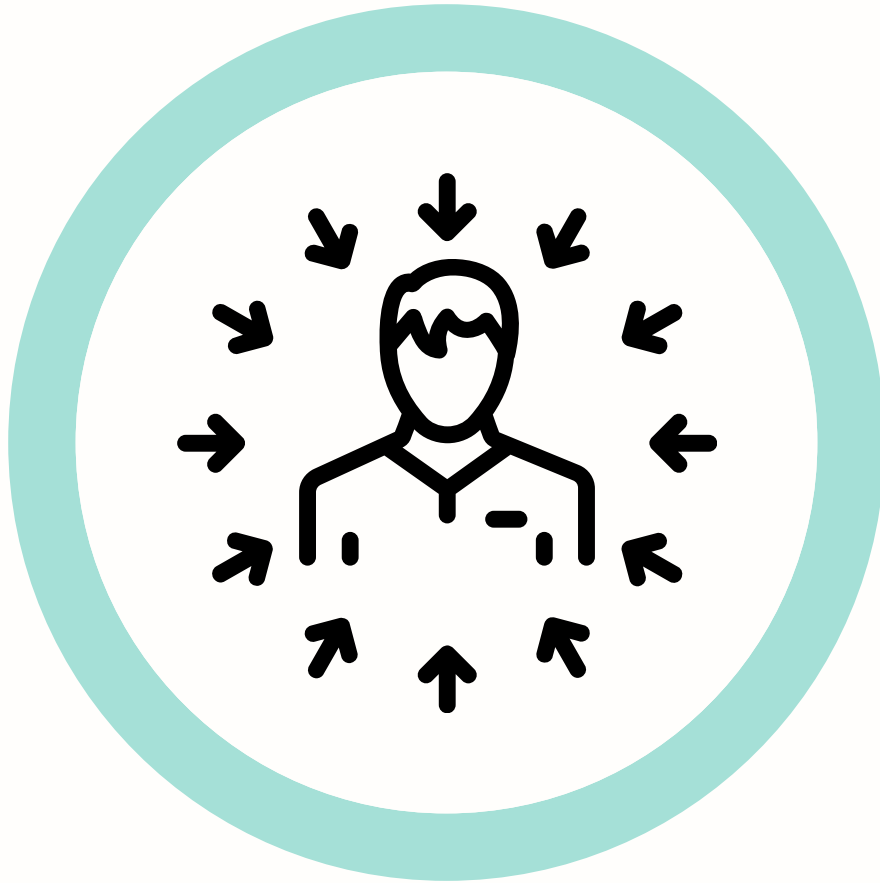
Cold

The object becomes
cold.



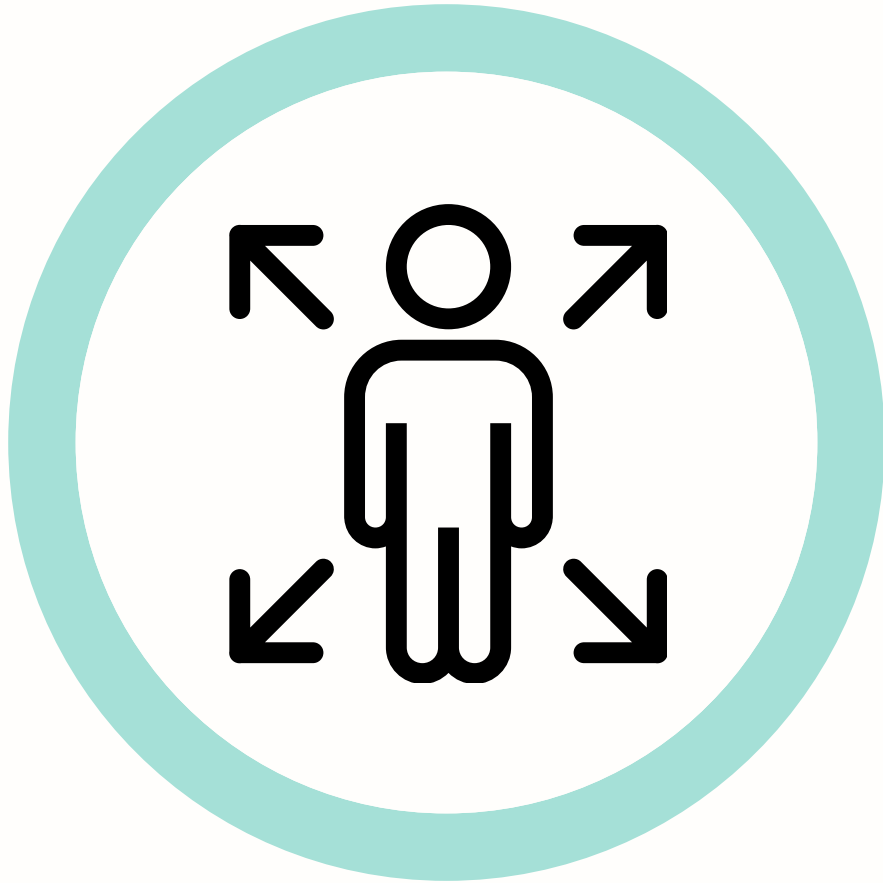
Hot

The object becomes
hot.



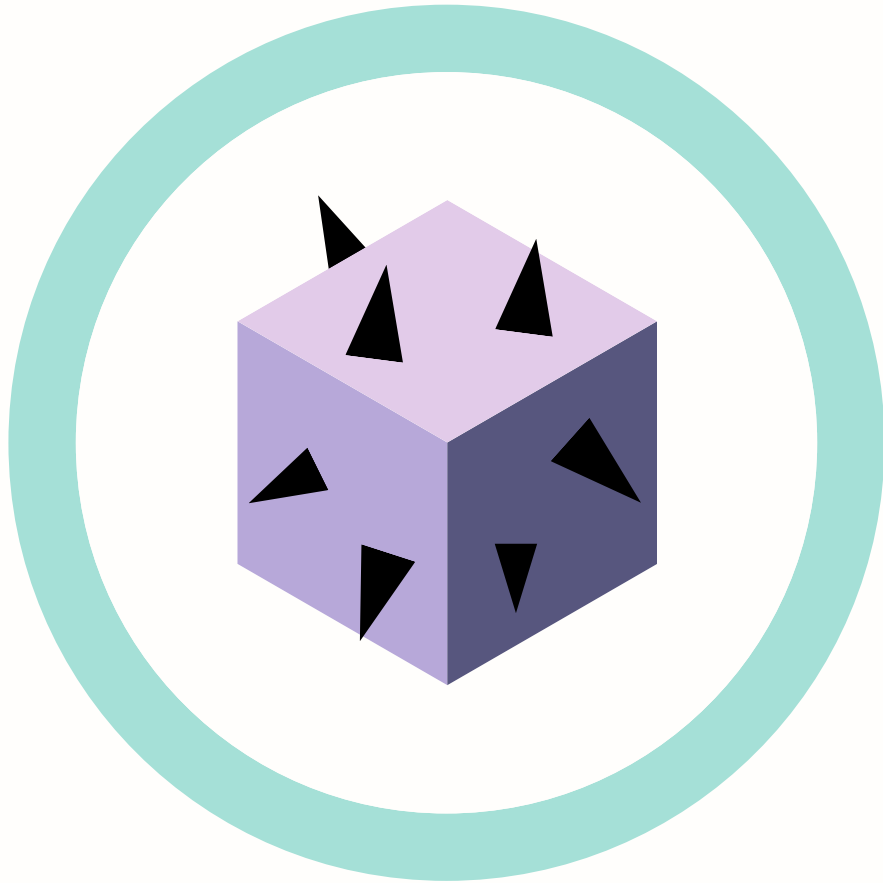
Closer

The object starts approaching and moving closer to the user.



Farther

The object starts
receding and moving
farther from the user.



Rough

The object becomes
rough in texture.



Heavy

The object starts to
feel heavier.



Light

The object starts to
feel lighter.



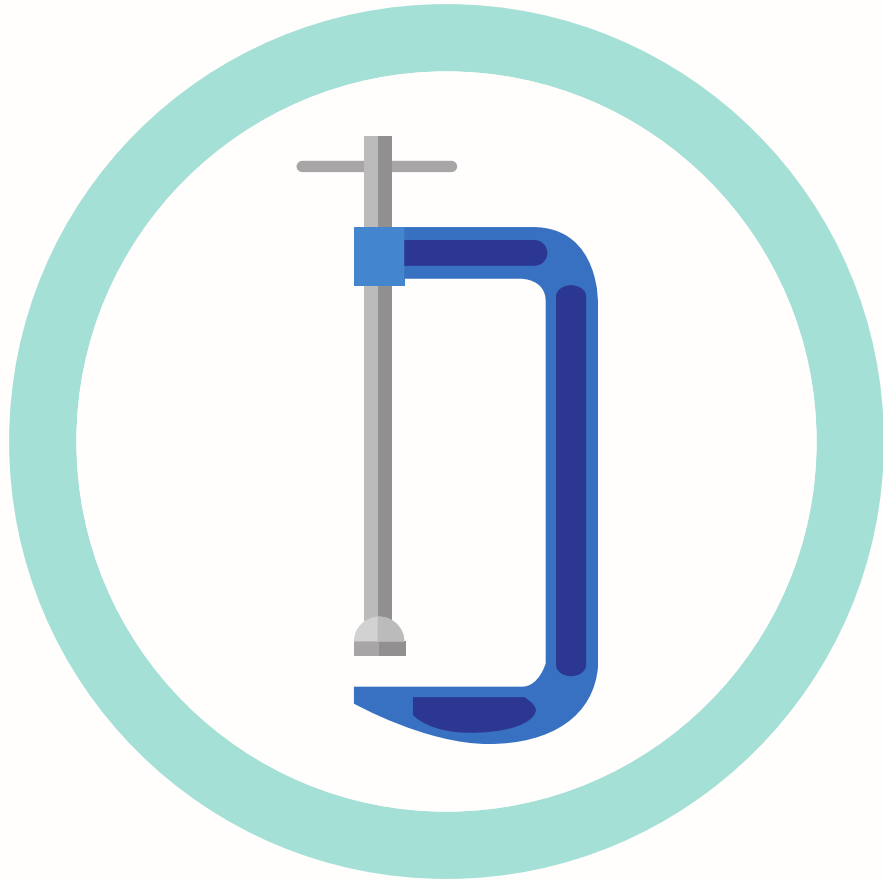
Bright

The object starts
glowing or blinking.



Dark

The object starts
getting darker.



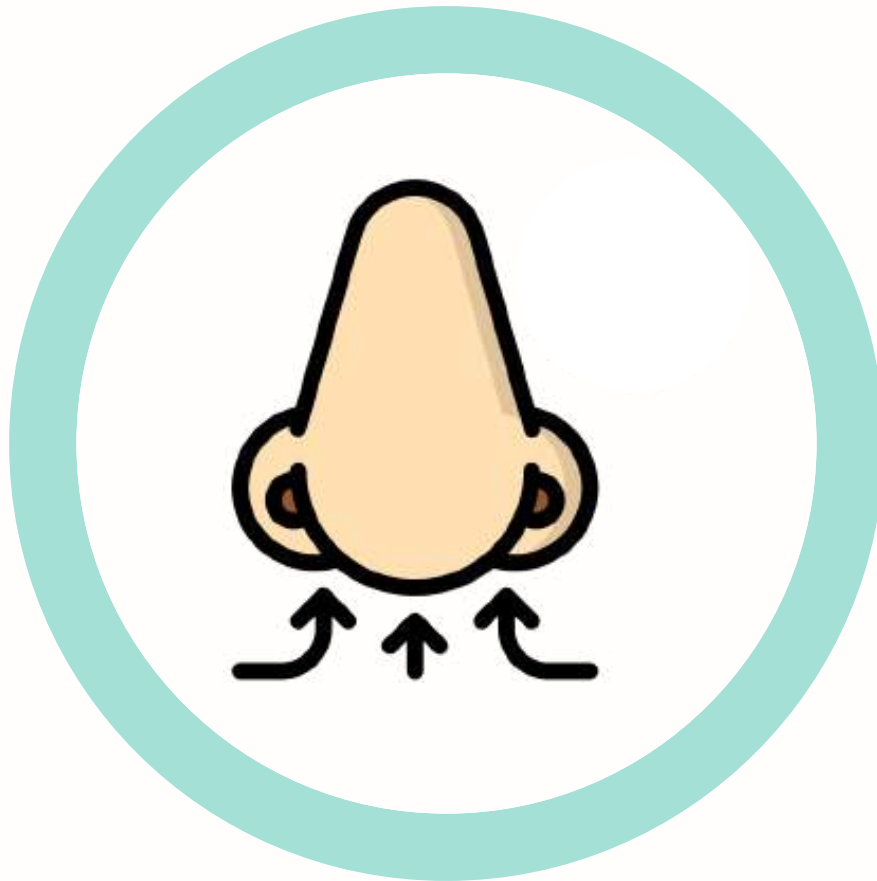
Tight

The object
compresses and feels
tighter.



Vibrate

The object starts to
vibrate.



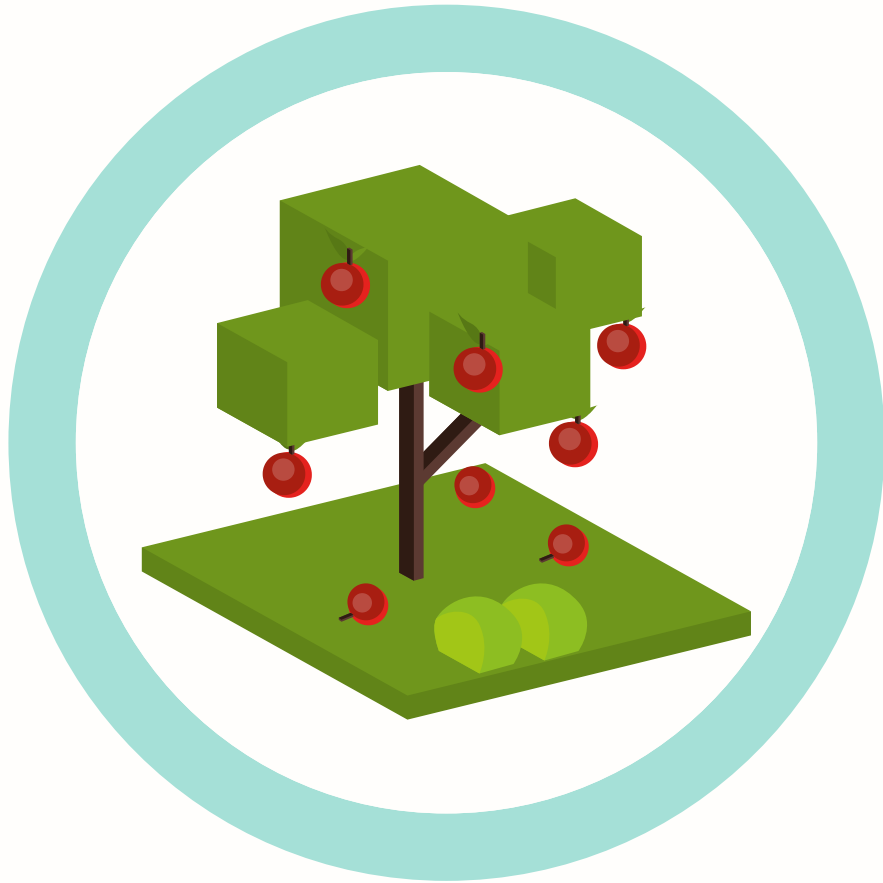
Smell

The object emits a familiar odour.



Up motion

The object starts to
move up.



Down motion

The object starts to
move down.



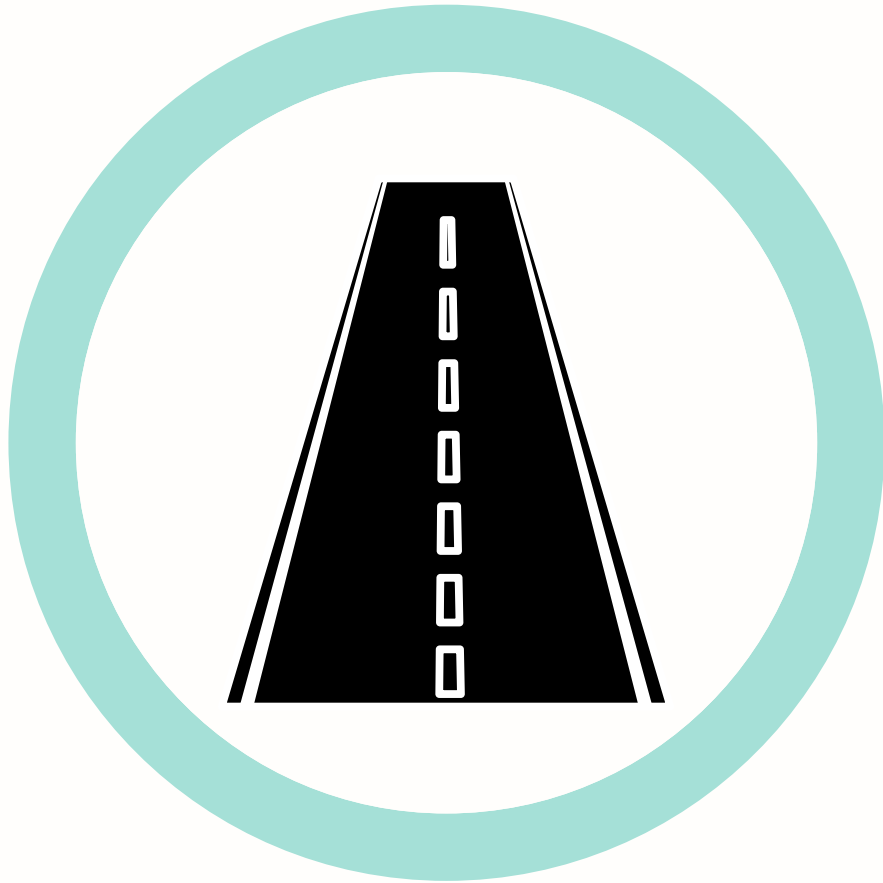
Forward

The object starts to move forwards.



Backward

The object starts to move backwards.



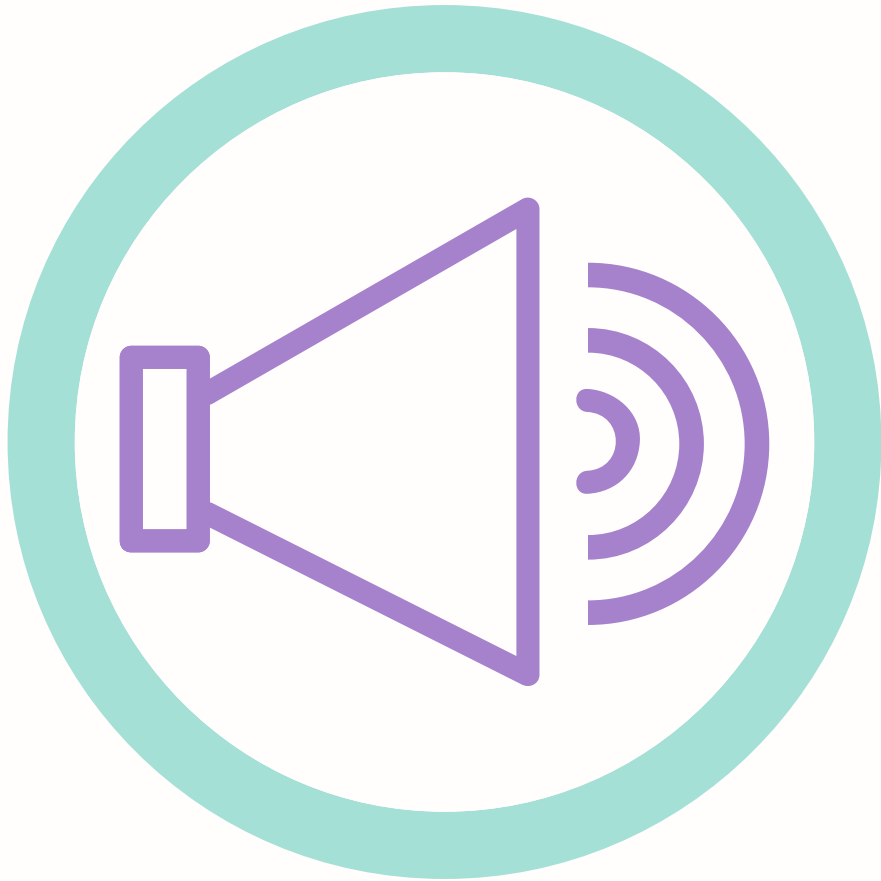
Straight path

The object starts to move on a straight path.



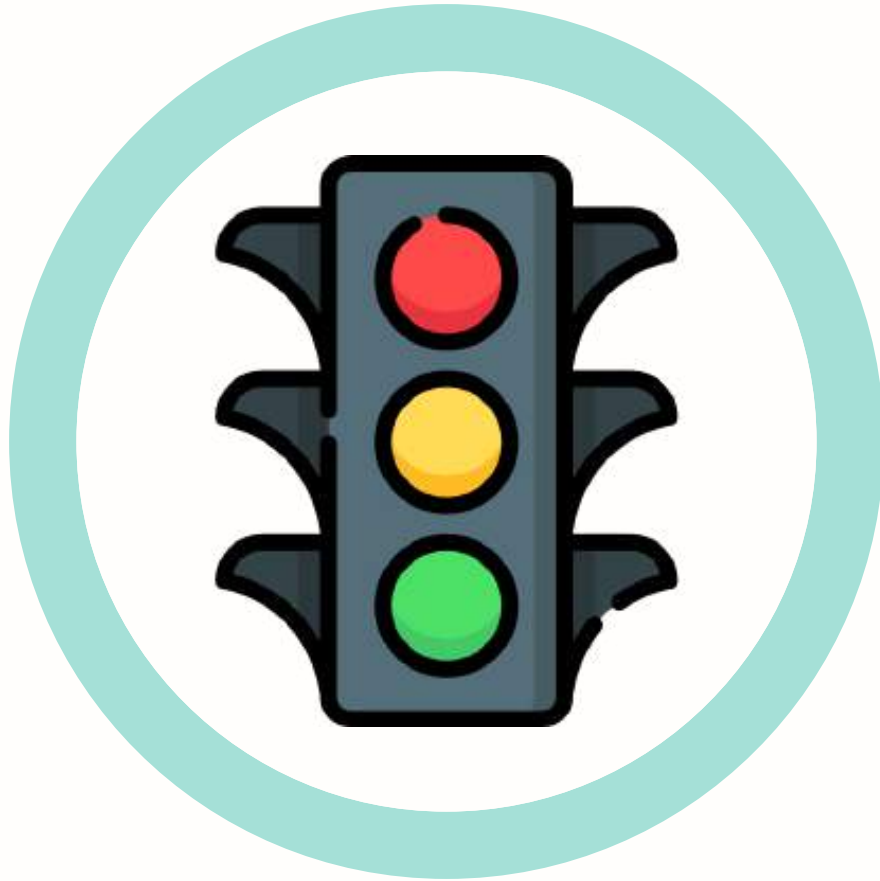
Text

The object displays a short text message.



Sound

The object starts to
make a sound.



Colour pattern

The object displays a pattern of colours.



Emoticons

The object displays
some logo or
emoticons.



Add your ideas for new
types of feedback here.



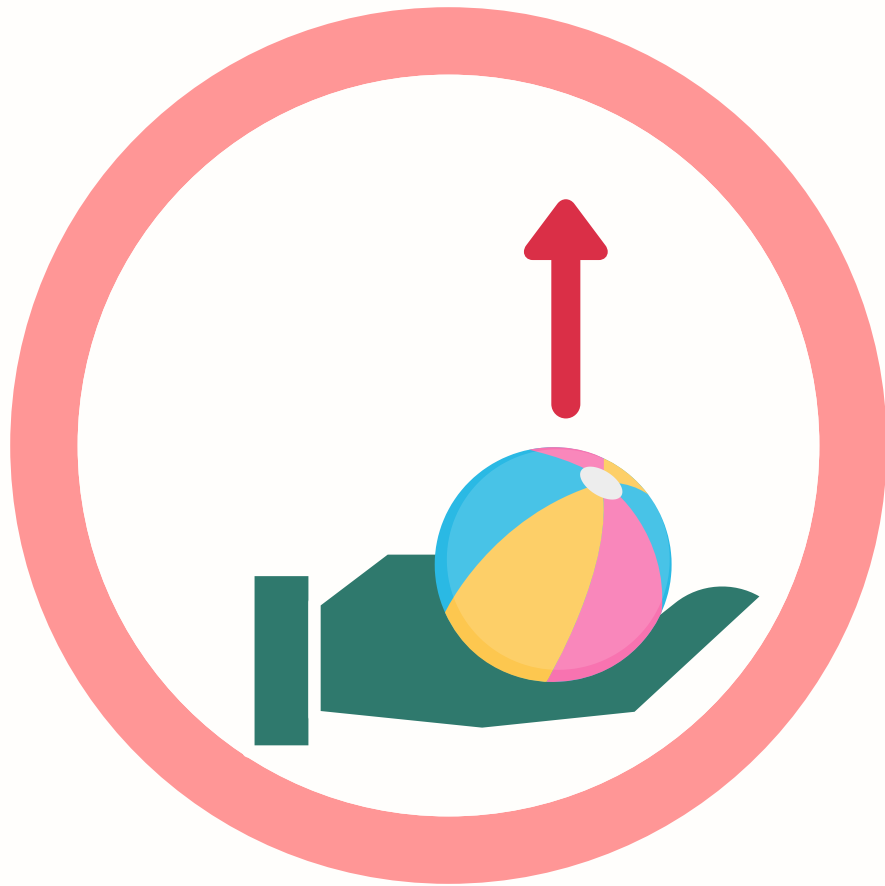
Add your ideas for new
types of feedback here.



Action

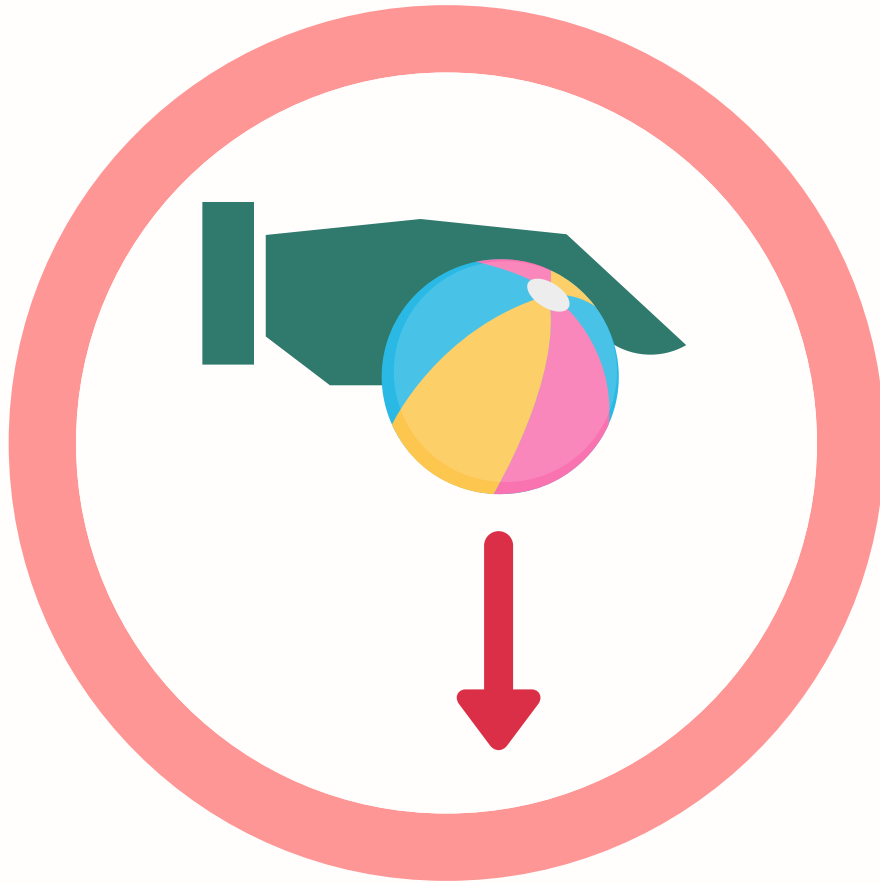
How the user
manipulates the object
to cause interactive
behaviour.

TTPtoolkit/cards



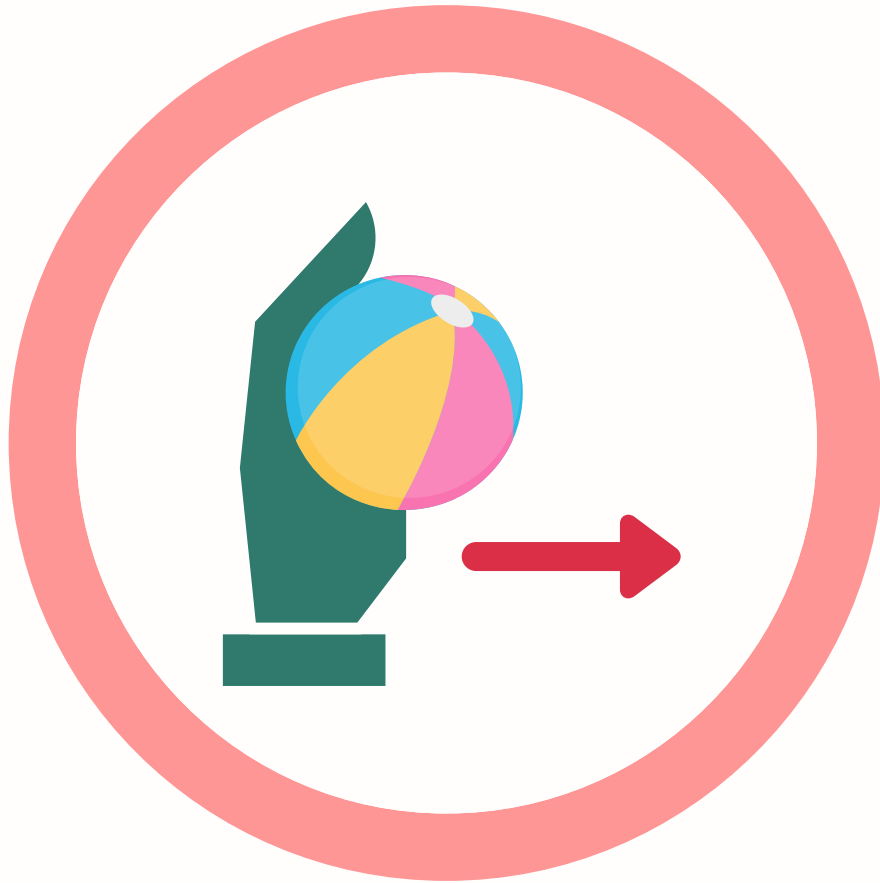
Move up

The user moves the object upwards.



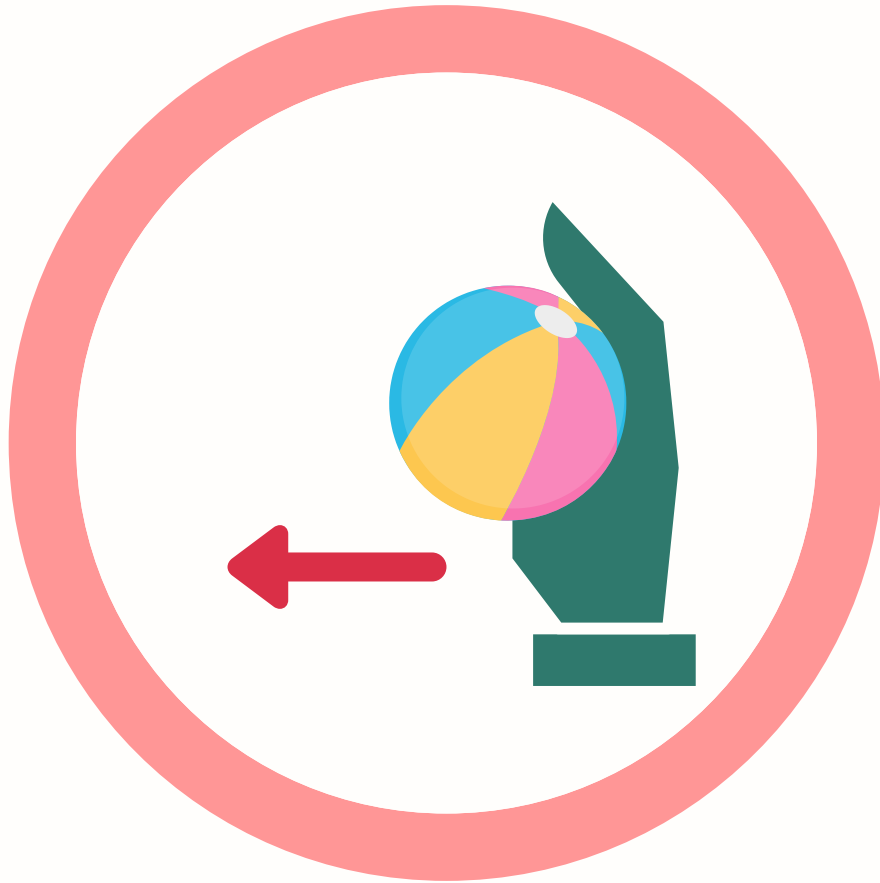
Move down

The user moves the object downwards.



Move right

The user moves the object rightwards.



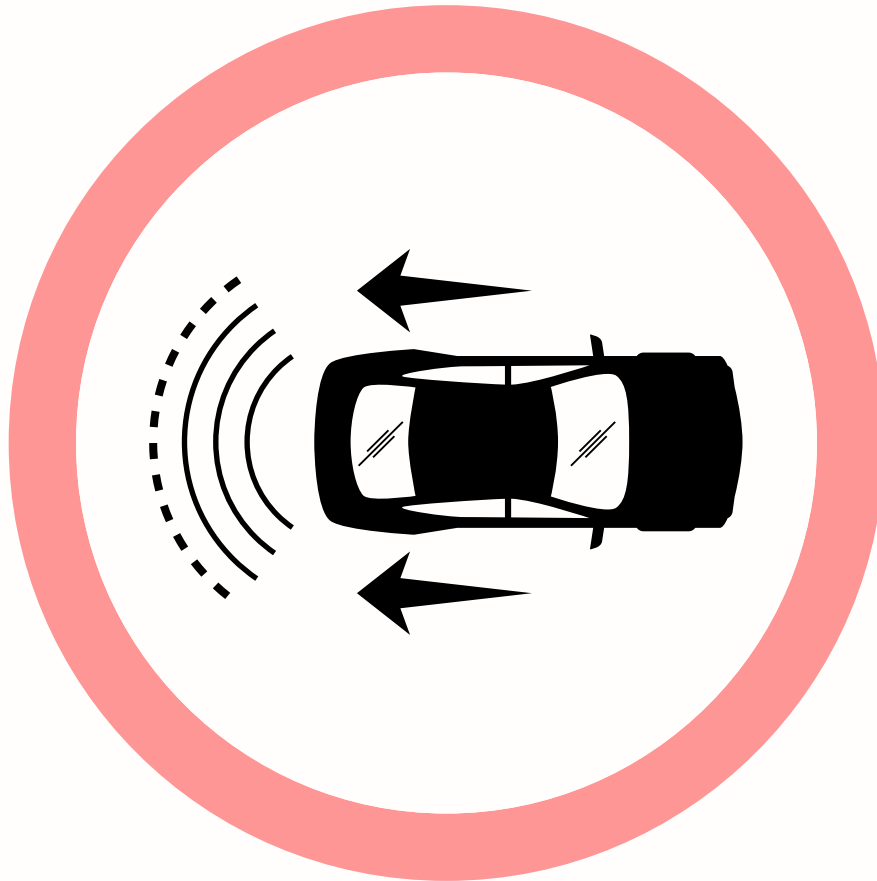
Move left

The user moves the object leftwards.



Move forwards

The user moves the
object forwards.



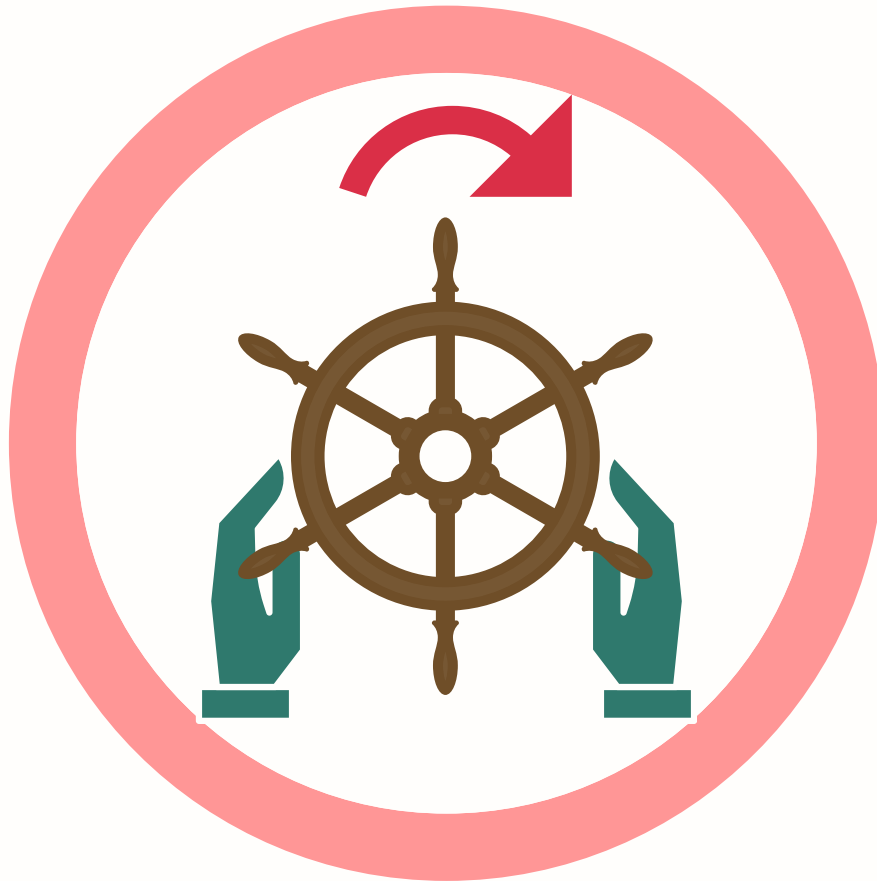
Move backwards

The user moves the
object backwards.



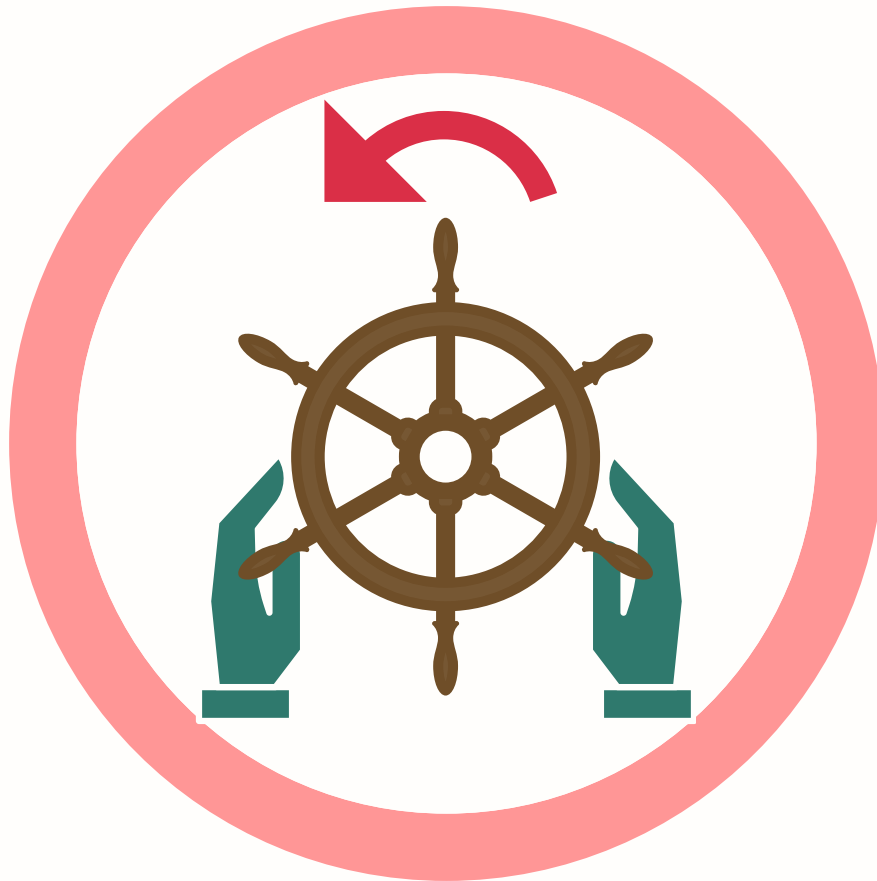
Move straight

The user moves the
object on a straight path.



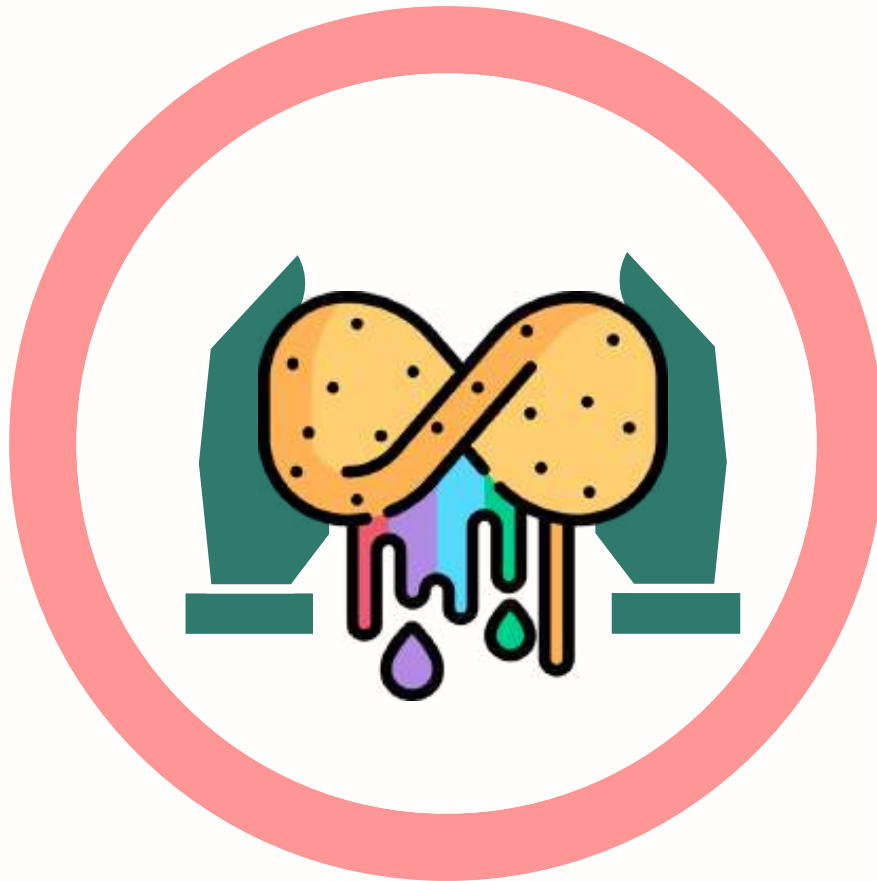
Rotate clockwise

The user rotates the
object clockwise.



Rotate anti-clockwise

The user rotates the
object anti-clockwise.



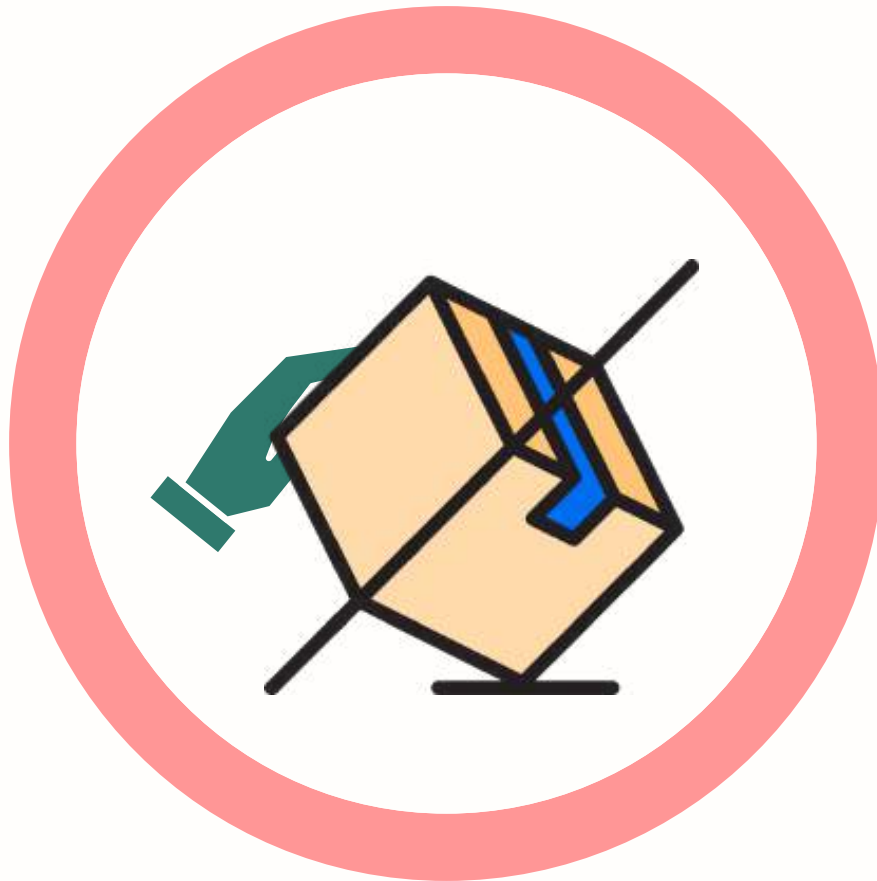
Squeeze

The user squeezes the object.



Shake

The user shakes the object.



Tilt

The user tilts the object.



Hit

The user hits the object.



Pull

The user pulls in the object.



Push

The user pushes away
the object.



Scratch

The user rubs or scratches the object.



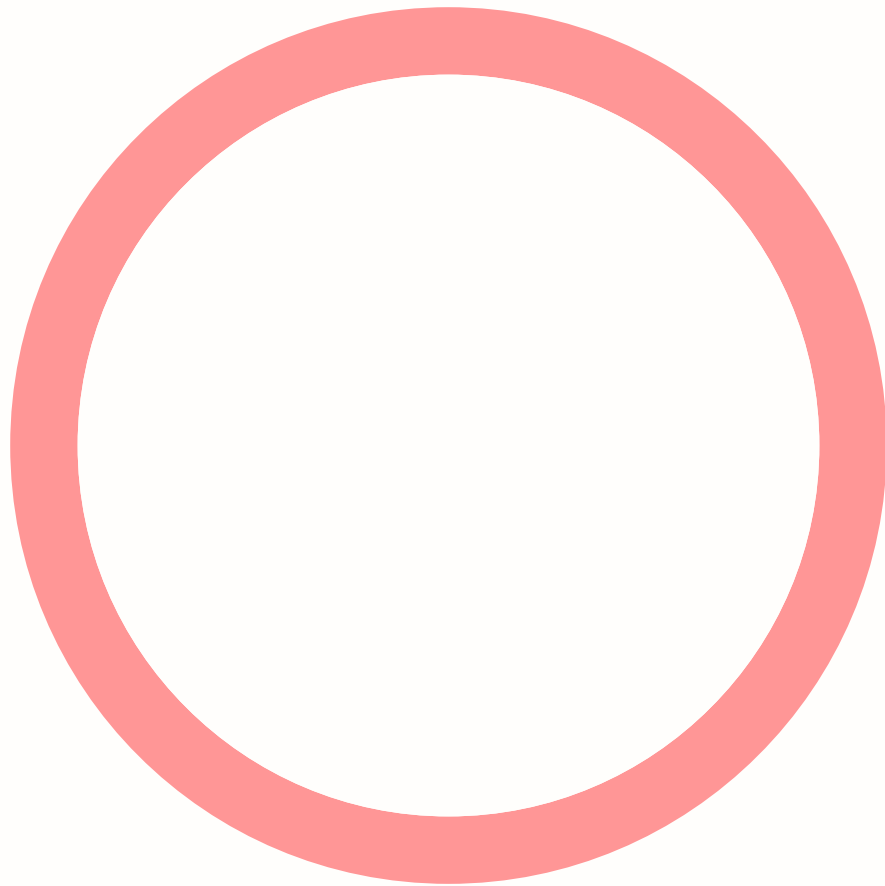
Touch

The user touches the object.

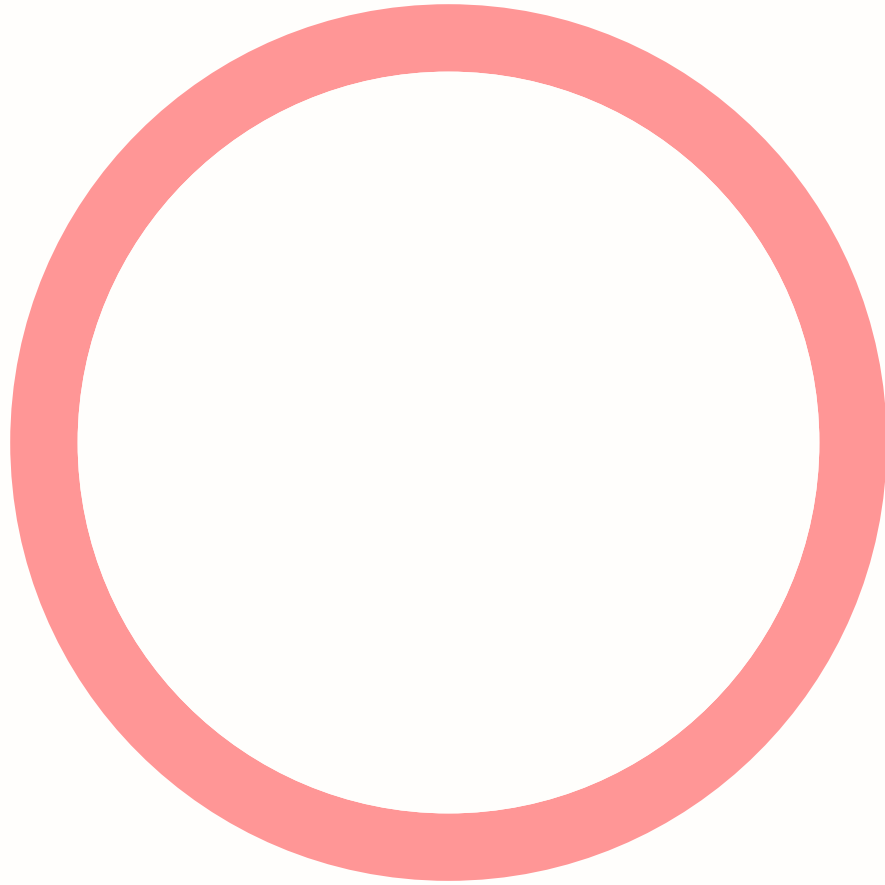


Location change

The user moves and
changes their
physical location.



Add your ideas for new
types of interaction here.



Add your ideas for new
types of interaction here.



Goal

The purpose of action on
the object or feedback
from the object.

TTPtoolkit/cards



Who

To inform the user about the device, service or person that is accessing them.



What

To inform the user
about the data that is
being accessed.



What

To inform the user about the physical access.



What

To inform the user about the personal device that is being accessed.



When

To inform the user
about the context of
access.



How Often

To inform the user
about the frequency
of access.



Purpose

To inform the user about the purpose behind the access.



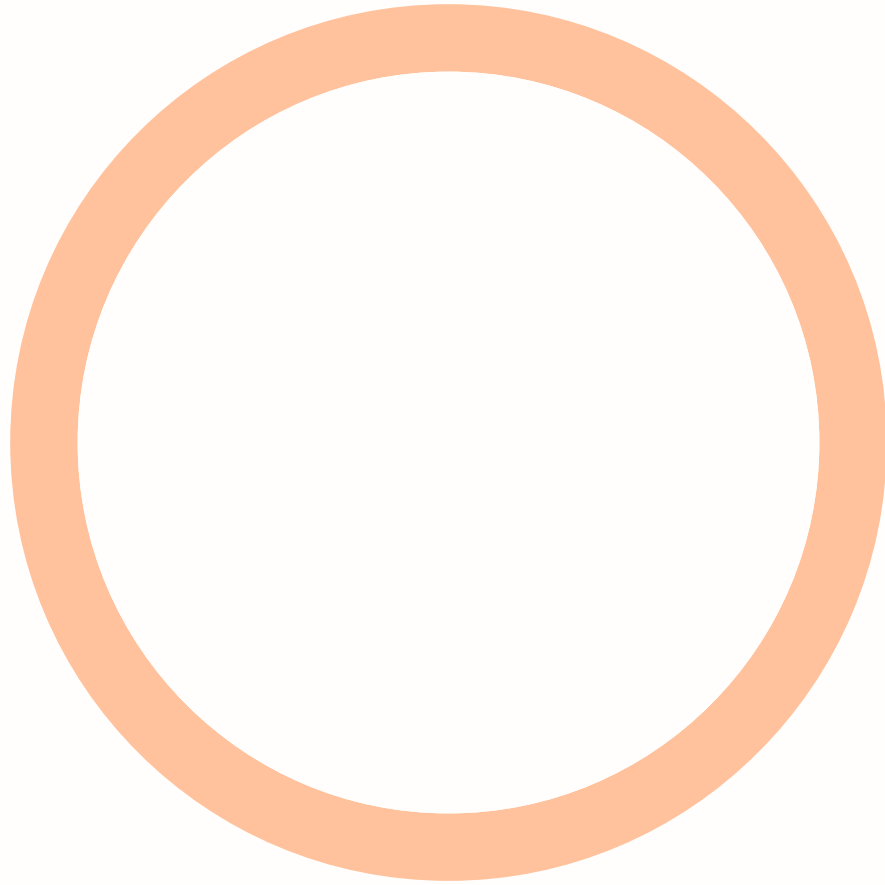
Cost Vs Benefit

To inform the user about the involved cost and perceived benefit of the access.



Status

To inform the user
about the overall
privacy status.



Add your ideas for new
types of goal here.

Goal

10



Block

The user wants to block the access.



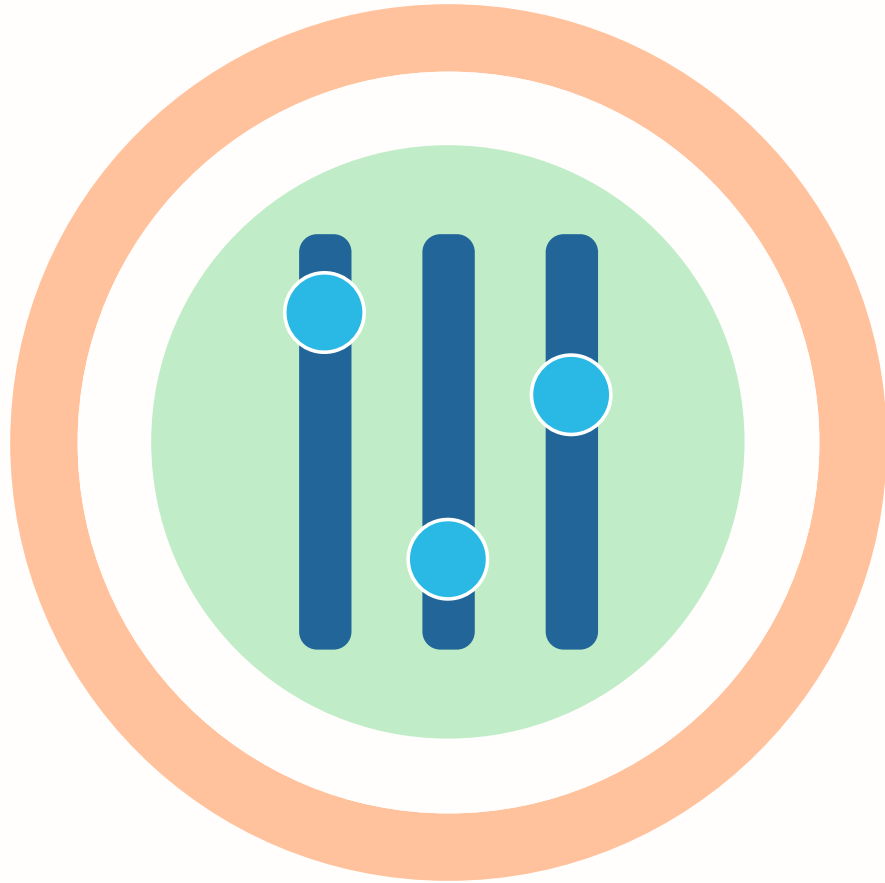
Allow

The user wants to
allow the access.



Log and Report

The user wants to record the access and report to (*specify who receives the report*).



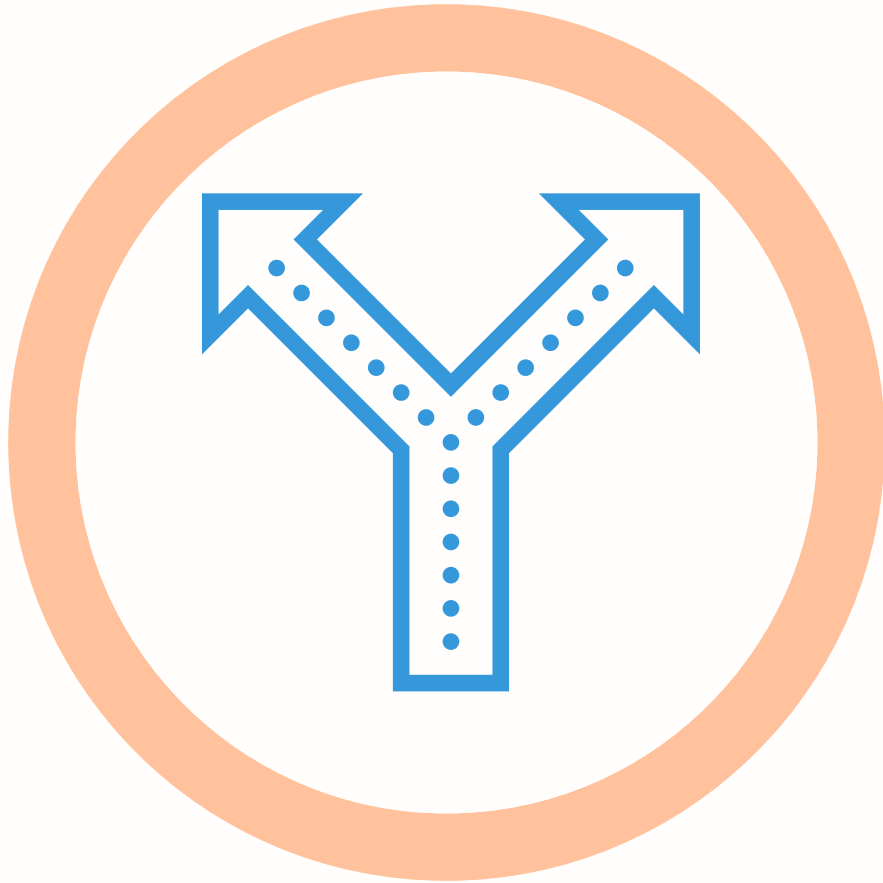
Setup

The user wants to pre-set access permission to private, semi-private or public.



Balance

The user wants to allow some access and block some to achieve a balance in disclosure .



Divert

The user wants to divert the access to somewhere else .



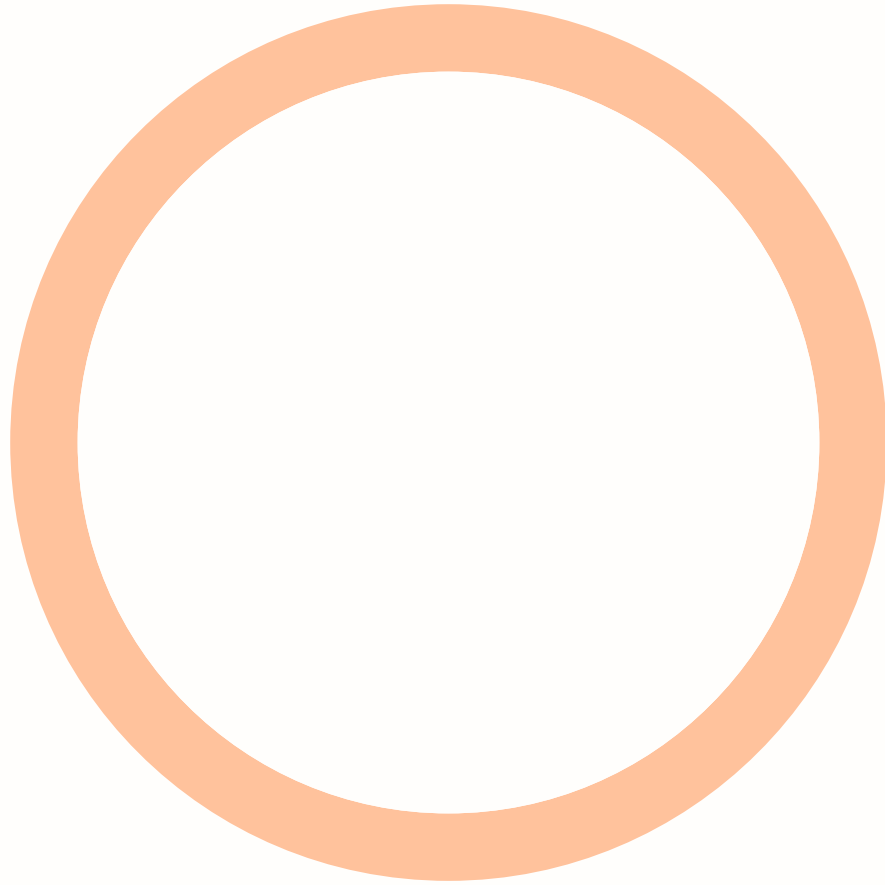
Resist

The user wants to resist the access.



Counterforce

The user wants to attack the adversary.



Add your ideas for new
types of goal here.



Object

A common object that can be augmented with technology and made interactive.

TTPtoolkit/cards



Wrist band

A simple wrist band or bracelet.



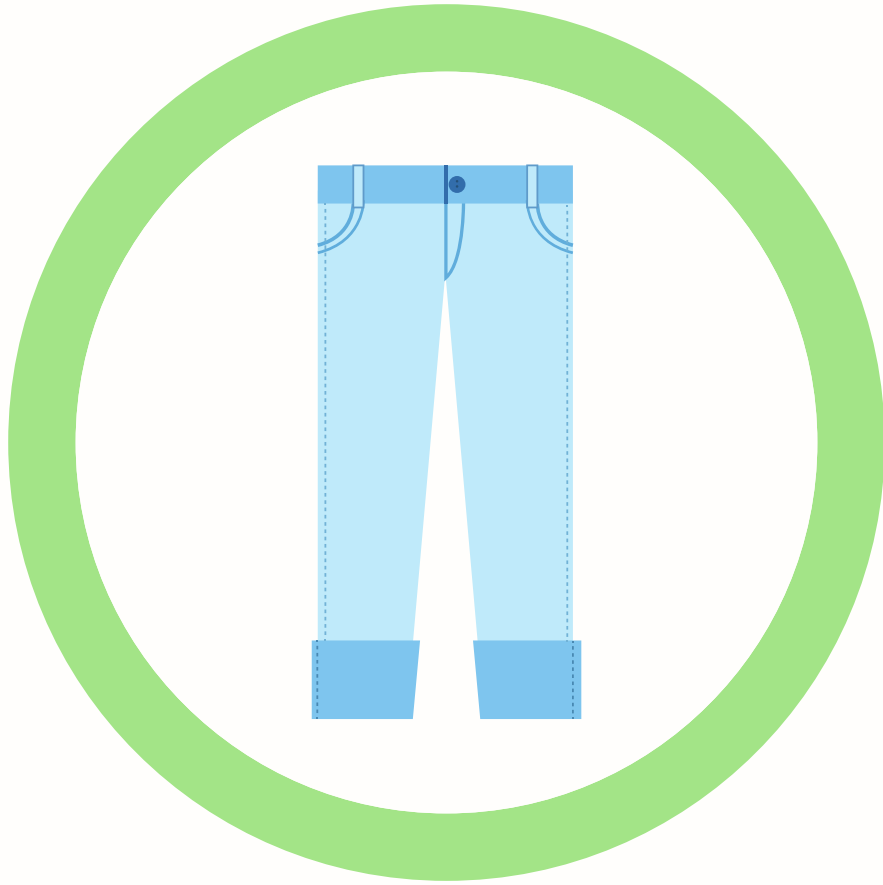
Shoe

A shoe, or something shoe related like shoelaces, soles or a sock.



Jacket

A jacket, or something jacket related like sleeves, zips or buttons.



Trousers

Trousers, shorts, skirts
or pockets.



Jewellery

A piece of jewellery like
a pendant or ring.



Eyewear

A pair of ordinary
glasses.



Plant

A plant, flower or the
pot.



Drink container

A cup, glass or bottle.



Wallet

A purse or card holder used to carry money or bank cards.



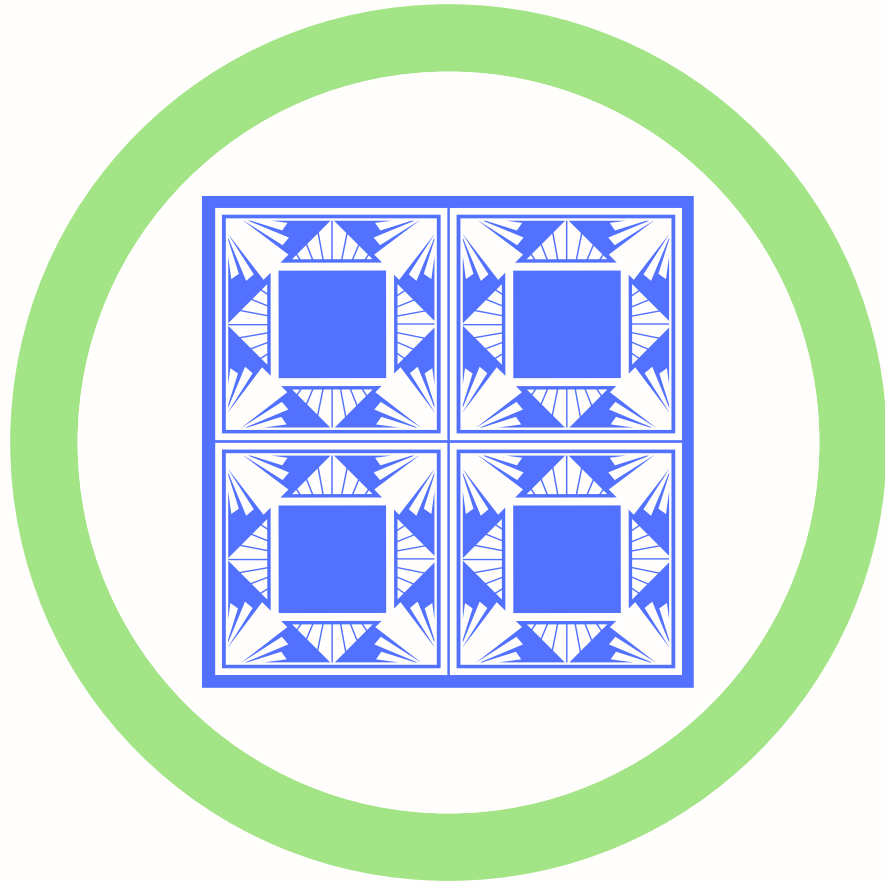
Bathtub

Items in the bathroom,
such as a bathtub, a
mirror or a tap.



Lock and Key

A lock, key or keychain.



Artwork

A piece of art or
photo frame
hanging on the wall.



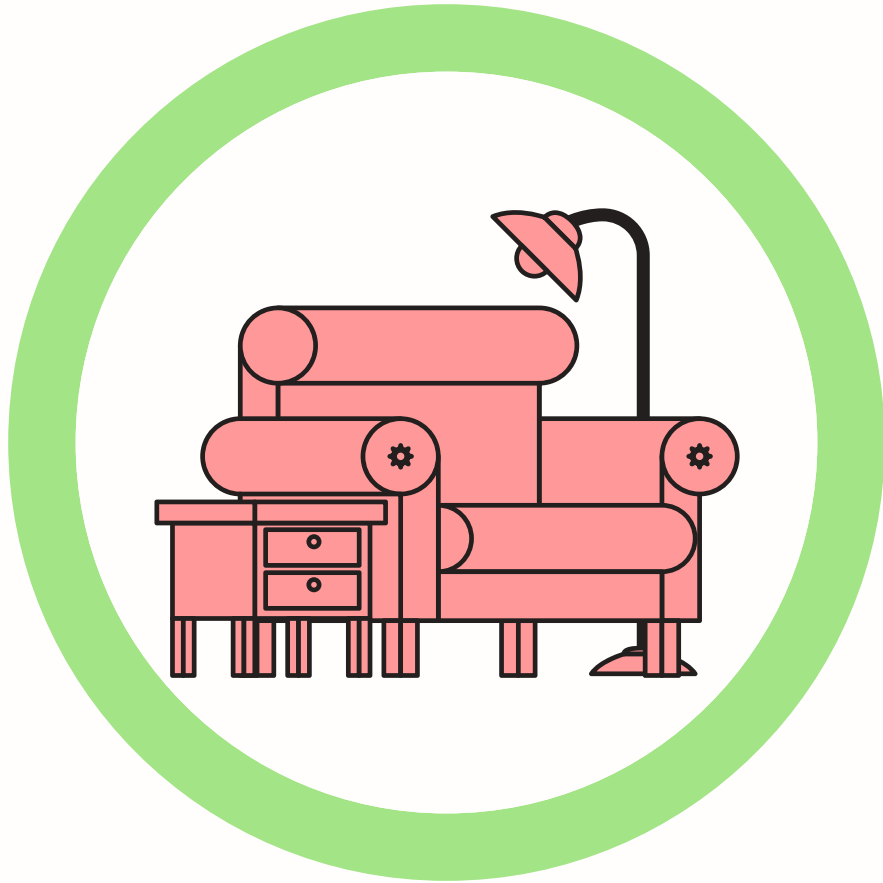
Umbrella

*An umbrella or any
of its' parts.*



Belt

A belt or other material worn around the waist.



Furniture

A piece of furniture in the home, such as a table, chair, curtains or lamp.



Headgear

A piece of headgear like a cap, beanie or helmet.



Bike

A bike, it's parts or
accessories.



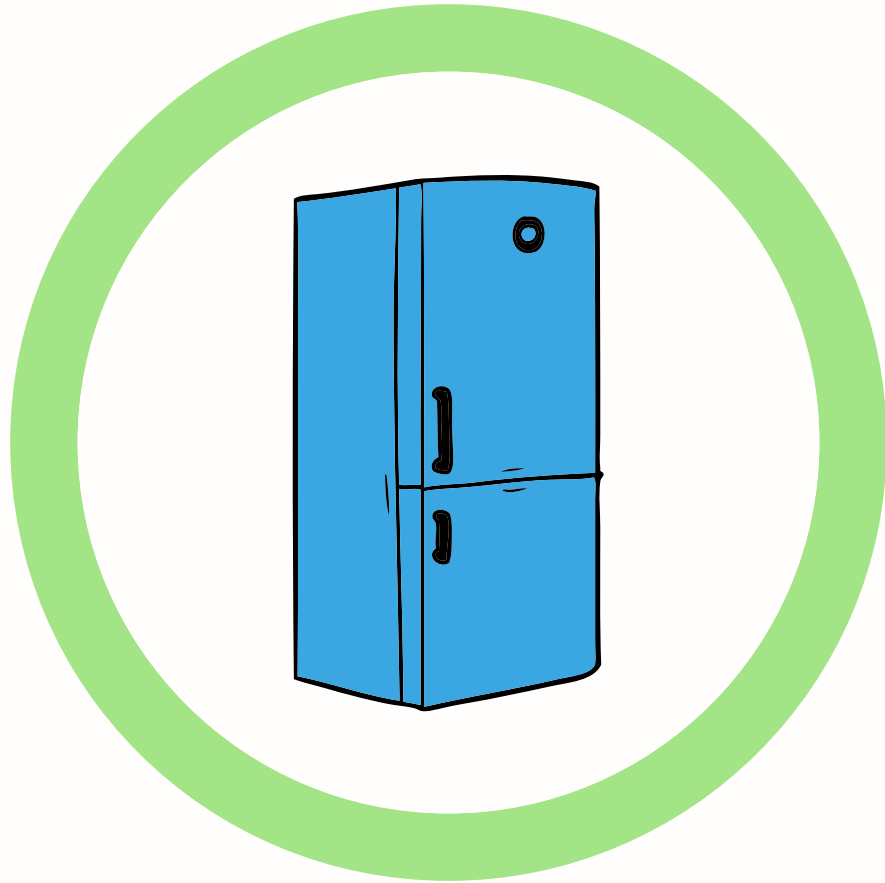
Car

The interior of a car such
as window panes,
steering or dashboard.



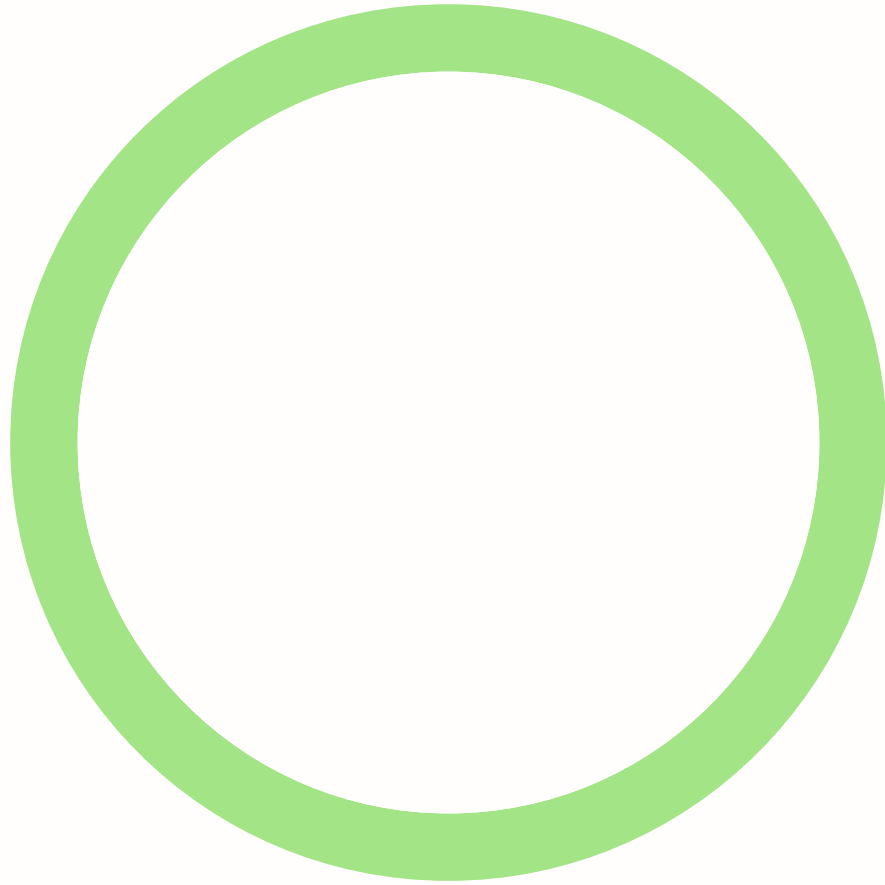
Office desk

Some parts of the office workspace like file holders, lamp or the desk itself.



Refrigerator

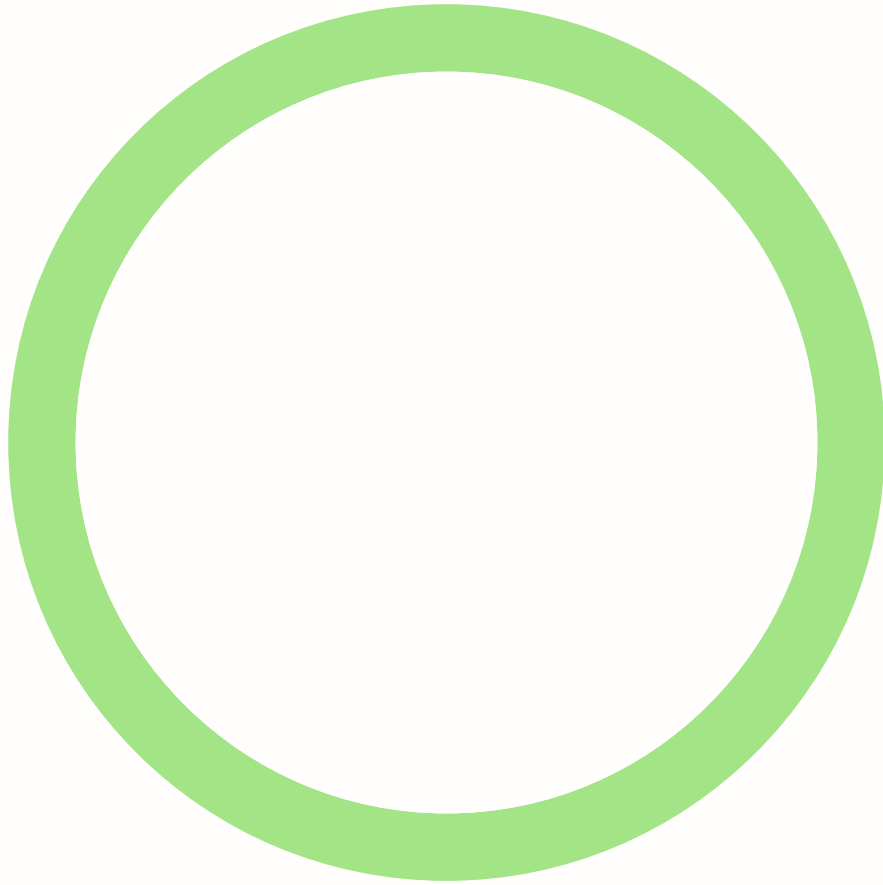
Kitchen appliances such as refrigerator, stove or microwave.



Add your ideas for new
objects here.

Object

21



Add your ideas for new
objects here.

Object

22



Criteria

Design feature to
evaluate

TTPtoolkit/cards

Intuitive

What:

Interactions that are natural and easy to do for the users.

How to judge:

Would users be able to unconsciously apply their pre-existing knowledge and interact with the object effectively?

Engaging

What:

Interactions that are appealing or delightful to the users.

How to judge:

Would it attract users' attention or involve them emotionally?

Would the users enjoy it?

Effective

What:

Are users able to achieve the desired results in different contexts?

How to judge:

Would it be able to actively raise users' awareness of potential violations and enable quick control in runtime? Is it integrated across contexts?

Granular

What:

Interactions that allow users to perform coarse-or fine-grained control as per their context.

How to judge:

Would it enable the user to manage their privacy without feeling overloaded in a particular context?

Ad-hoc

What:

Interactions designed for particular purpose.

How to judge:

Would the user be able to manage their privacy as and when needed in an instantaneous manner?

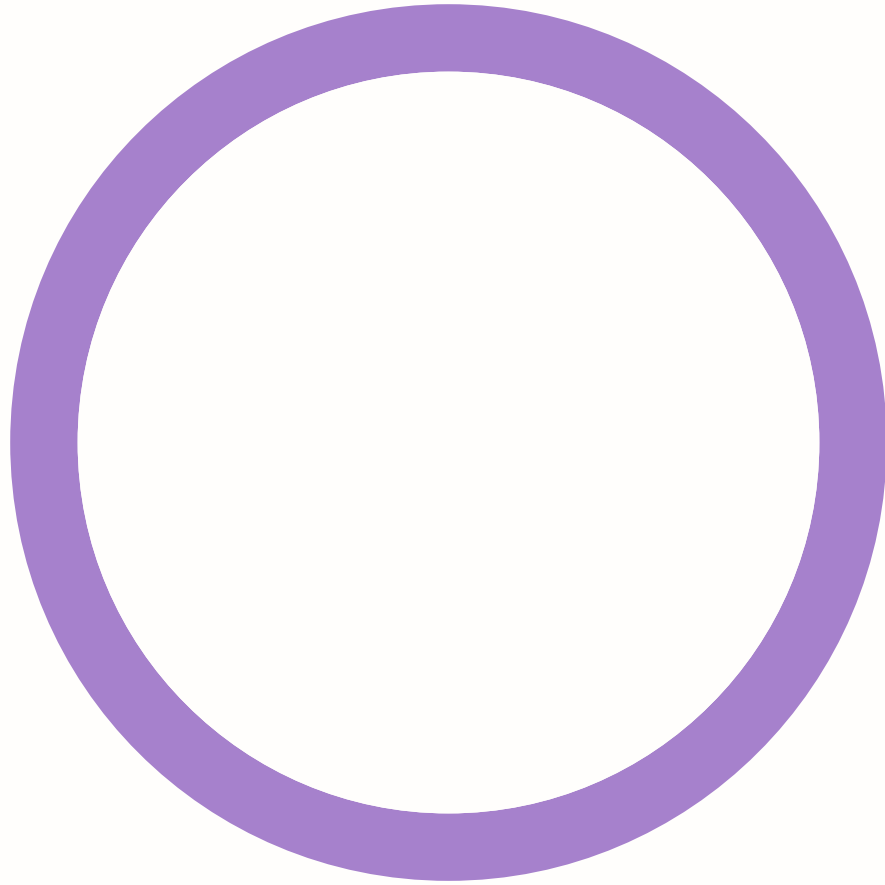
Socially Acceptable

What:

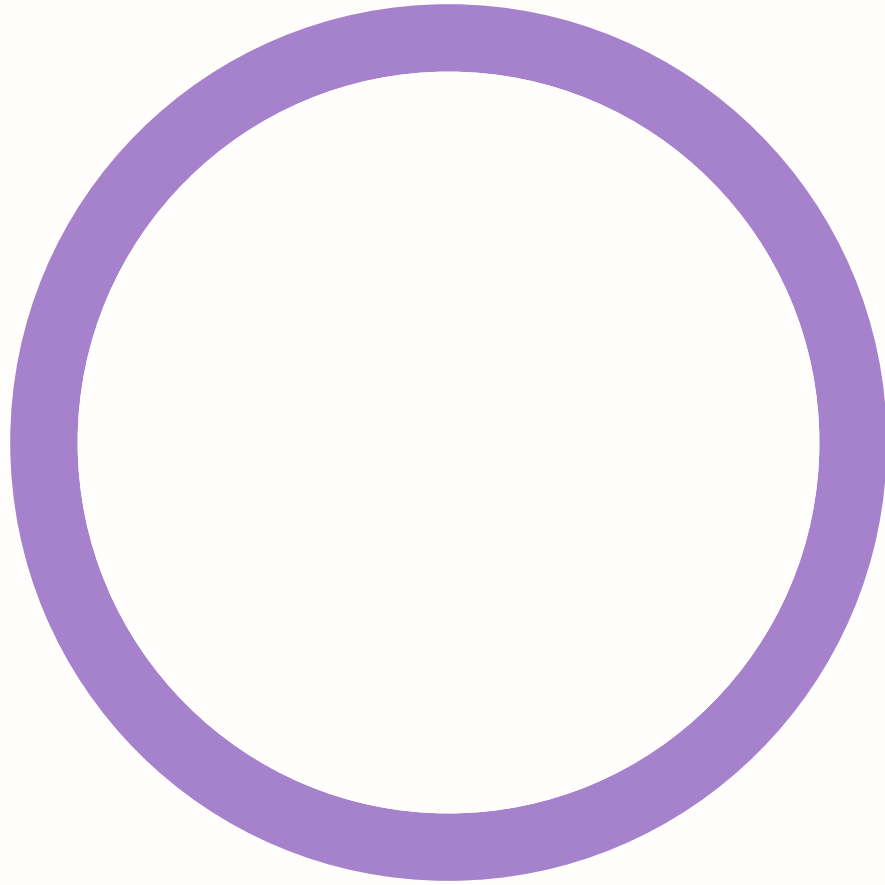
Interactions that are not perceived awkward to do in front of others.

How to judge:

Would it raise users' awareness discreetly and provide them with non-obtrusive controls?



Add your ideas for new
criteria here.



Add your ideas for new
criteria here.