

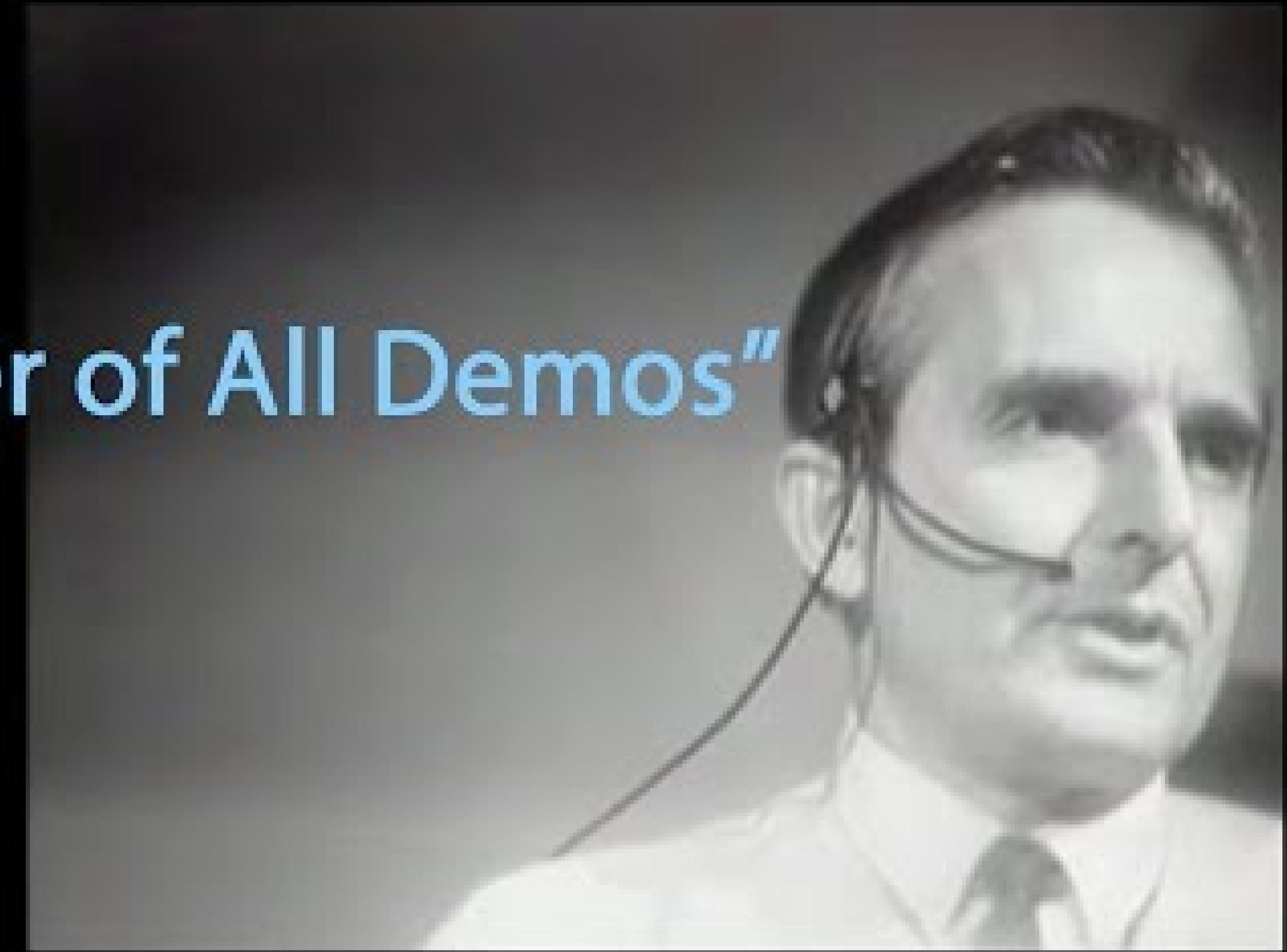
Lec 16

Interfaces (2)

Interface Types, Natural Interfaces

Omar Hammad

"The Mother of All Demos"





FUTURE
INTERFACES GROUP



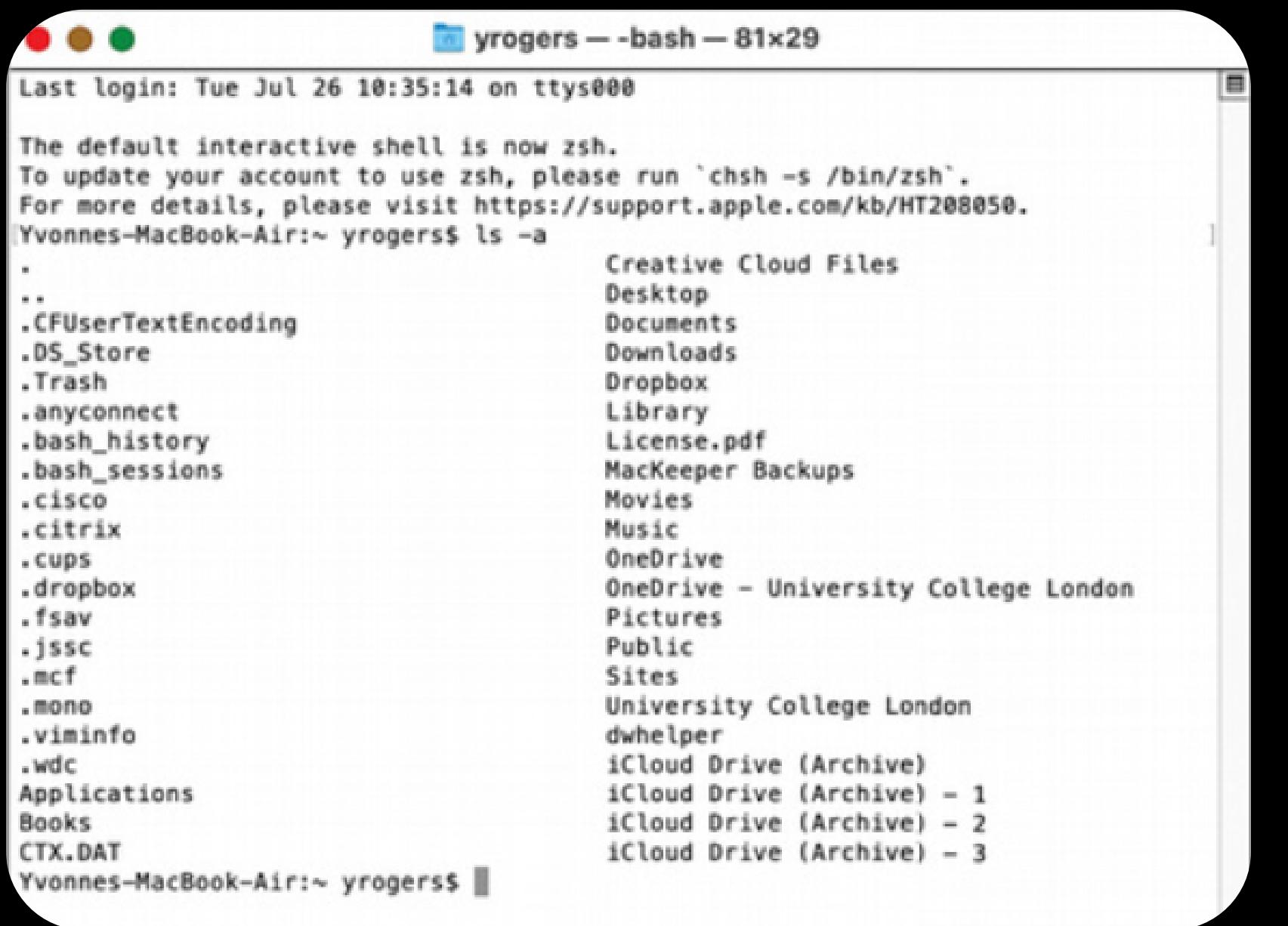
Design an interface of a digital system that

**Helps people
keep track
their tasks**

Using one of the following interfaces

| | |
|--------------------------|-----------------|
| Command-line | Touchless |
| CUI | Haptic |
| Multimedia | Multimodal |
| VR | Sharable |
| Website | Tangible |
| Mobile Device | AR |
| Appliance | Wearables |
| Voice | Robots & Drones |
| Smart Pen | Brain-Computer |
| Touchscreen | Shape Changing |
| | Holographic |

Command Line



Notes

- Replaced by GUI
 - Occasionally faster
 - scripting for batch ops
 - Power users (del 10k files)

Considerations

- Form of commands
 - Syntax
 - Organization

GUI



Notes

- WIMP: (windows, icons, menus, pointer)
- Same building blocks now
- Windows to overcome screen size
- Multiple Menue styles
- Icons used for objects metaphors

Considerations

- Window management
- Form design
- Menus terms
- Meaning of icons

Multimedia



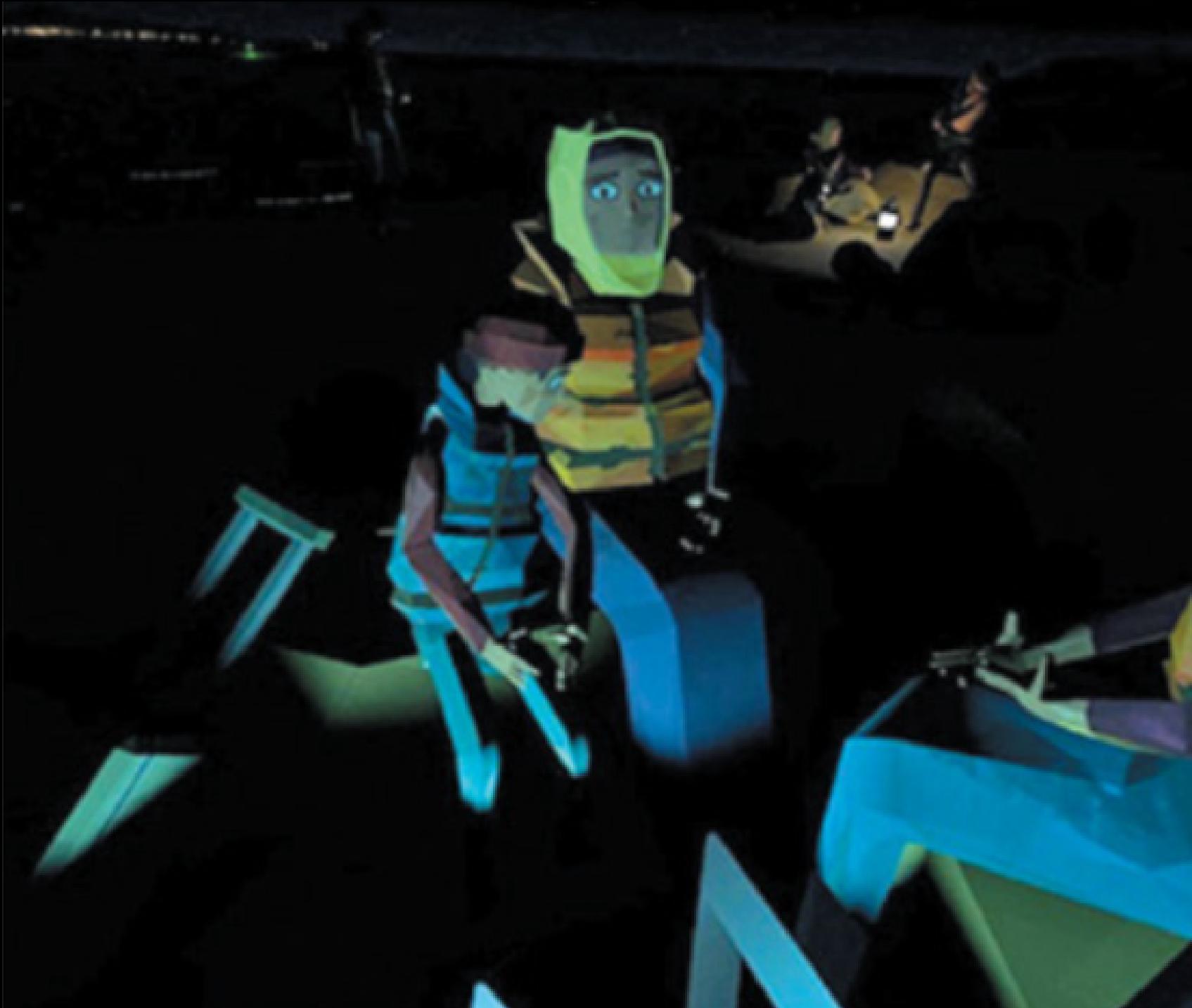
Notes

- Mostly for education and entertainment
- Video, sound, images, interactivity, text ..

Considerations

- How to encourage people to interact with all aspects

Virtual Reality



Notes

- Since 1970
- reality-like experience
- different level of fidelity
- different viewpoints
- high degree of freedom

Considerations

- Used for simulation for danger situations
- Practice social skills
- Used for therapy
- simulator sickness
- Navigation
- Body presence

Tomato Presence (Owlchemy Labs)



Video from *Job Simulator* from <https://owlchemylabs.com/tomatopresence/>

NN/g

VR UX



Appliances



Notes

- everyday machines
- quick task to finish
- some are smart

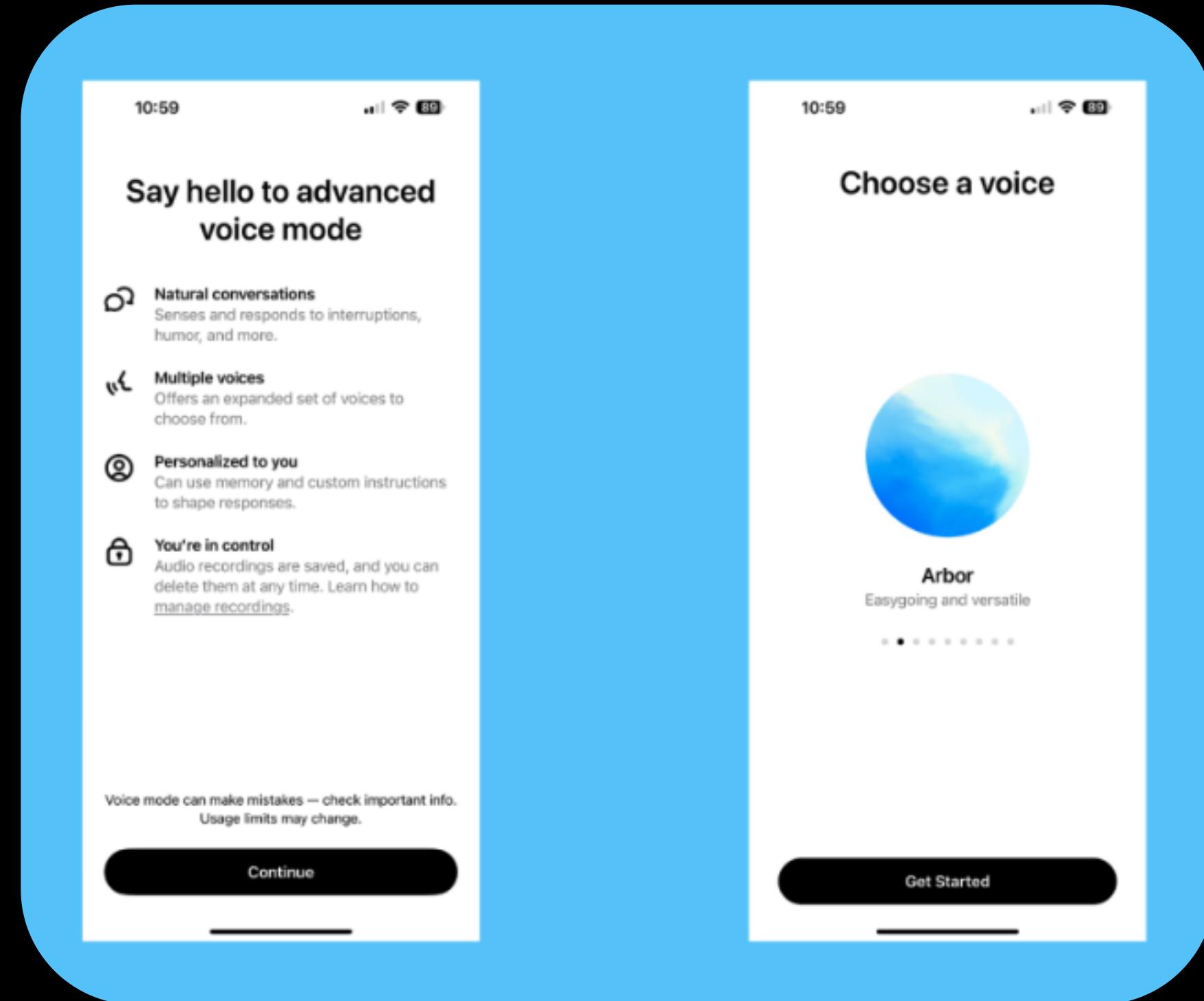
Considerations

- transient: short interaction
- simplicity and visibility
- physical vs digital interface

Fridge Pro MAX+

- Buy Milk
- Low in QG SS
- Oranges are rip
- Tuna Salad
Went bad

Voice



Notes

- mishearing in the past
- now optimized with ML
- faster than typing
- call routing
- people interrupt (barge-in)
- struggle with children
- who is talking

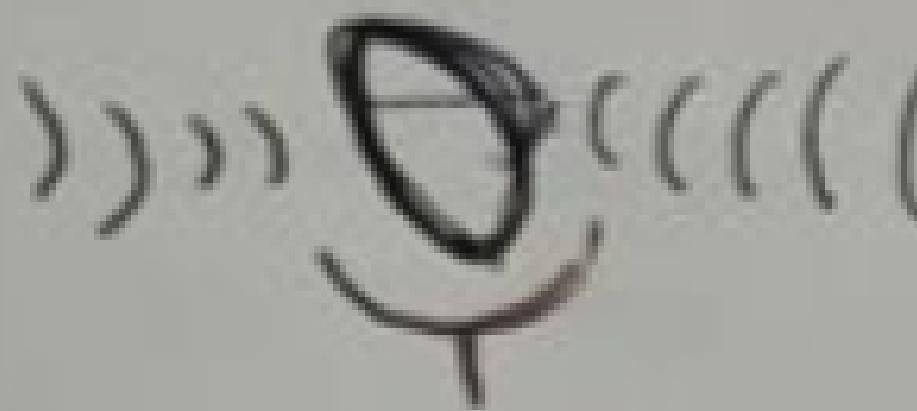
Considerations

- natural
- gender
- flow of conversation
- responses

Reminder!!!

Today date 21 Oct 2024

TIME 9:21 PM



||

Stop
the
reminder



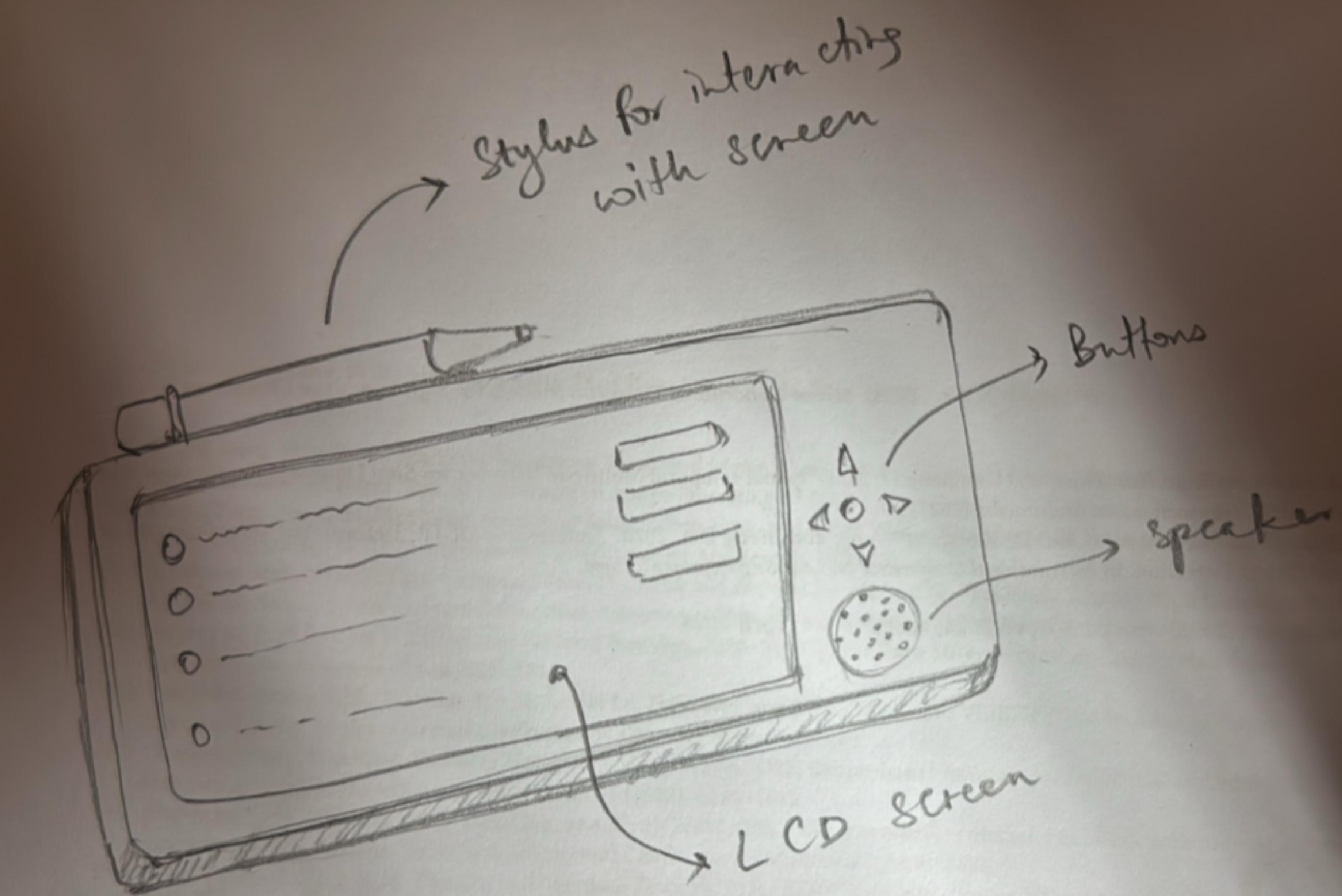
Play
the
reminder

Pen



Notes

- use camera
- infrared
- good for annotations
- .. ?



Touchless



Notes

- moving arms, hands, etc.
- how can tech recognise
- used in operating rooms
- MS kinect

Considerations

- recognition of gestures
- mirroring people

Haptic



Notes

- Tactile feedback
- Tesla's vibrate when off-lane
- Remote communication
- Educational use
- Ultrahaptic (illusive touch)

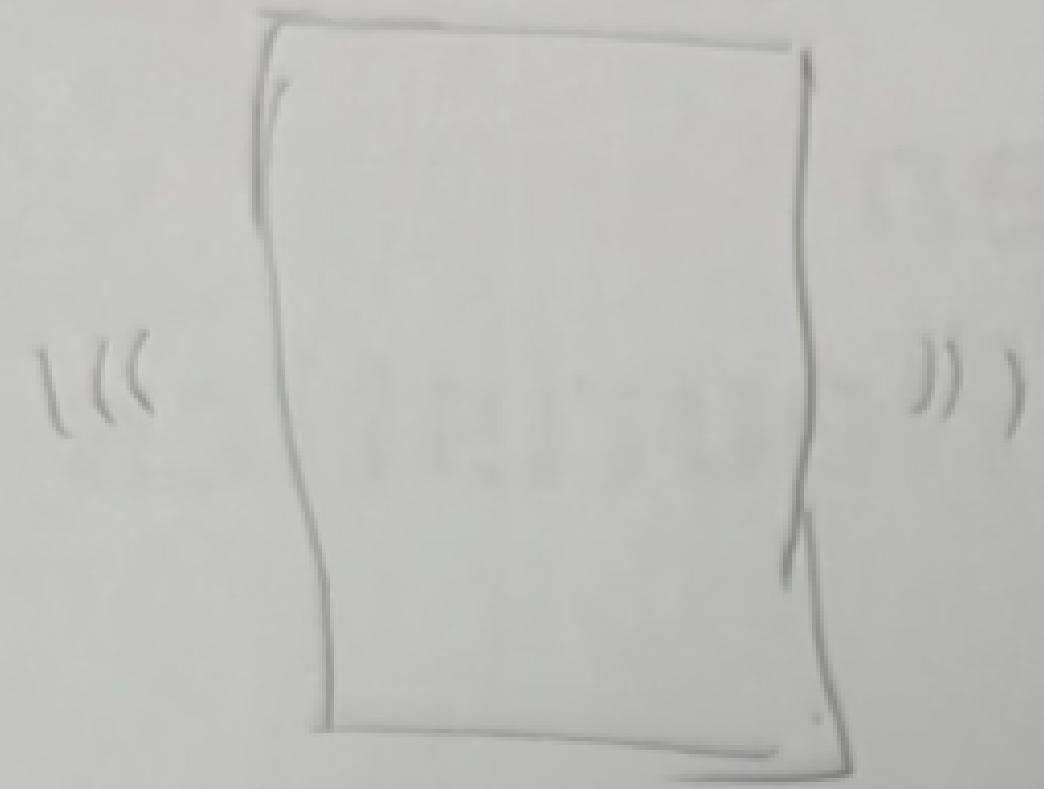
Considerations

- gaming, smartphones
- effect on user experience
- reaction speed
- when, where, how long?
- kind of buzz

BBC TWO



Haptic



Success if done faster to user

Failure if passed

· warning if due soon

it can be with apple watch

Sharable

Notes

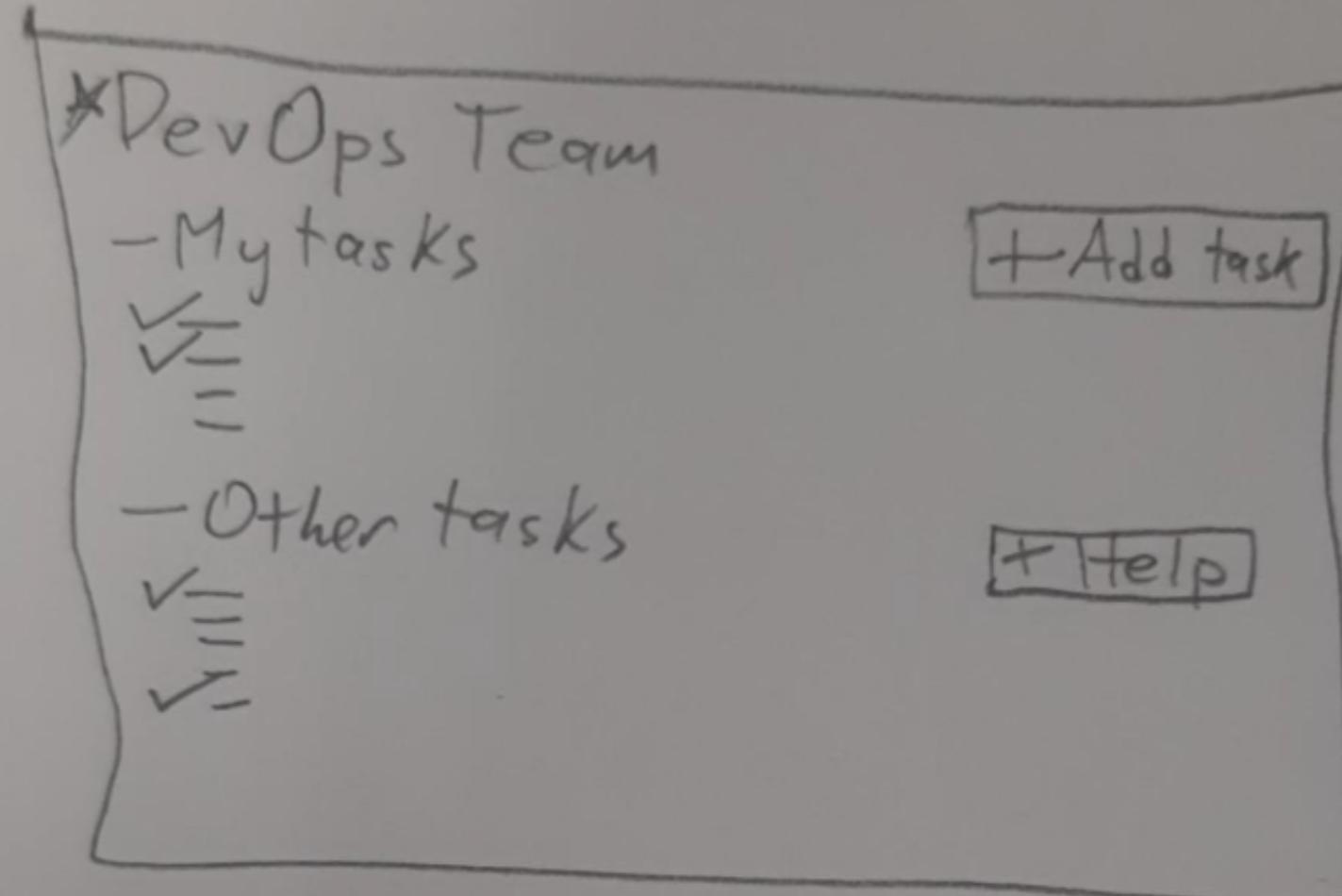


- Multiple people
- screens, boards, etc
- museums, galleries, design studios
- remote shared mode

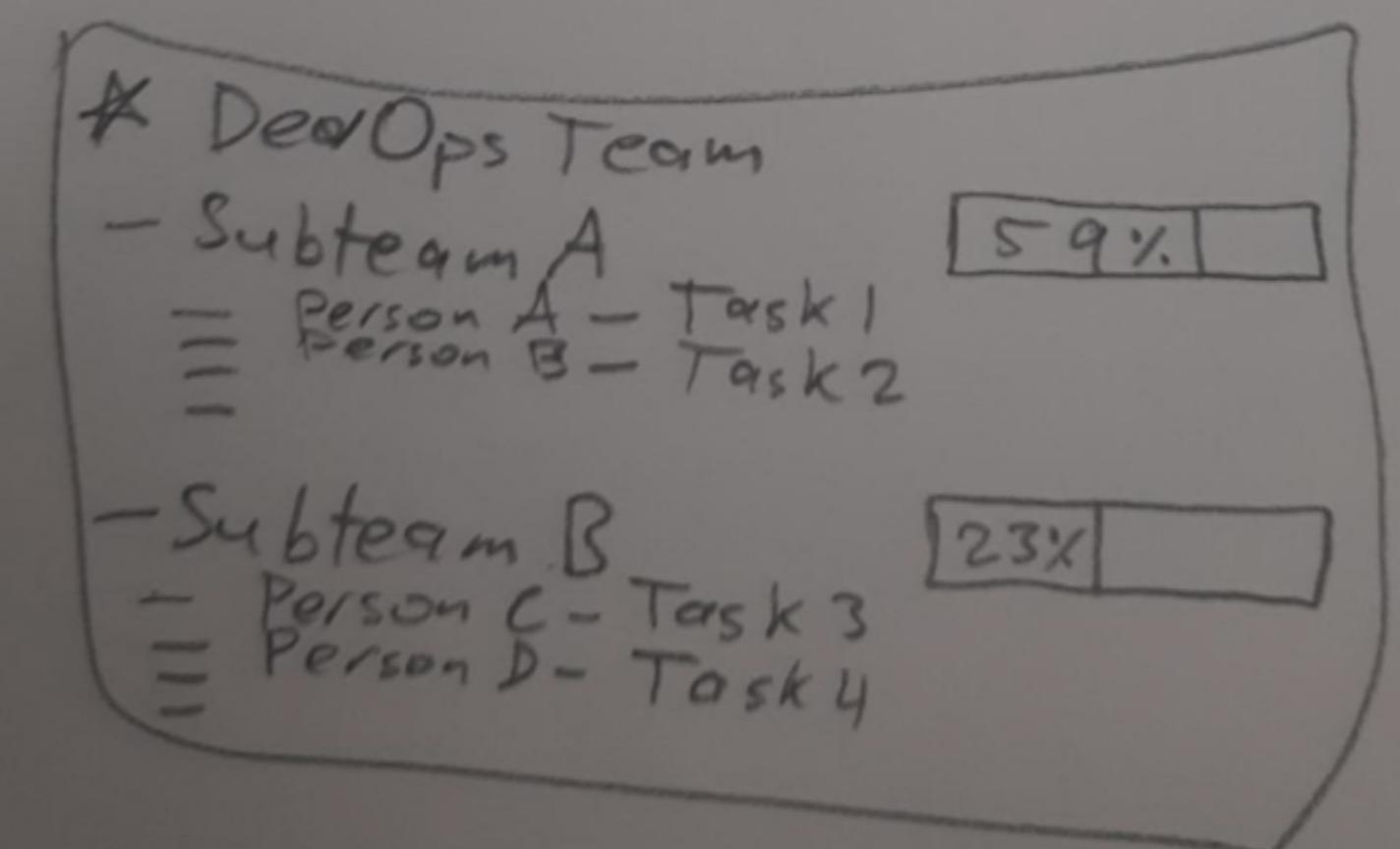
Considerations

- past included electronic issues
- seamless interaction
- facilitate new forms of interaction
- indv vs shared exp

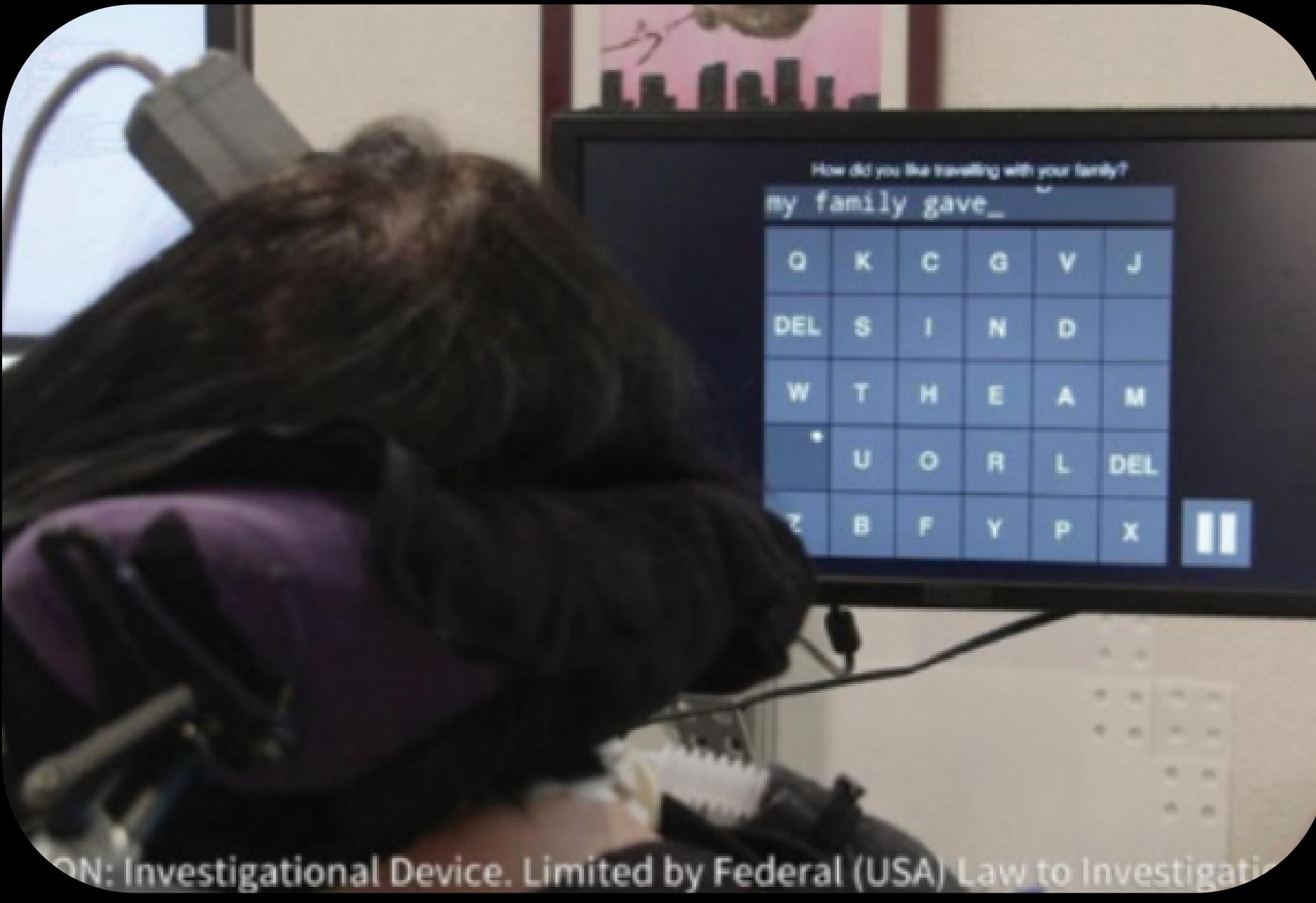
Personal screen



Shared screen



Brain–Computer Interfaces



Notes

- Detect changes in neural function
- BrainGate > control a robot arm and a mouse
- Also for entertainment
- BBI

Considerations

- privacy concerns
- helping paralyzed

Tangible



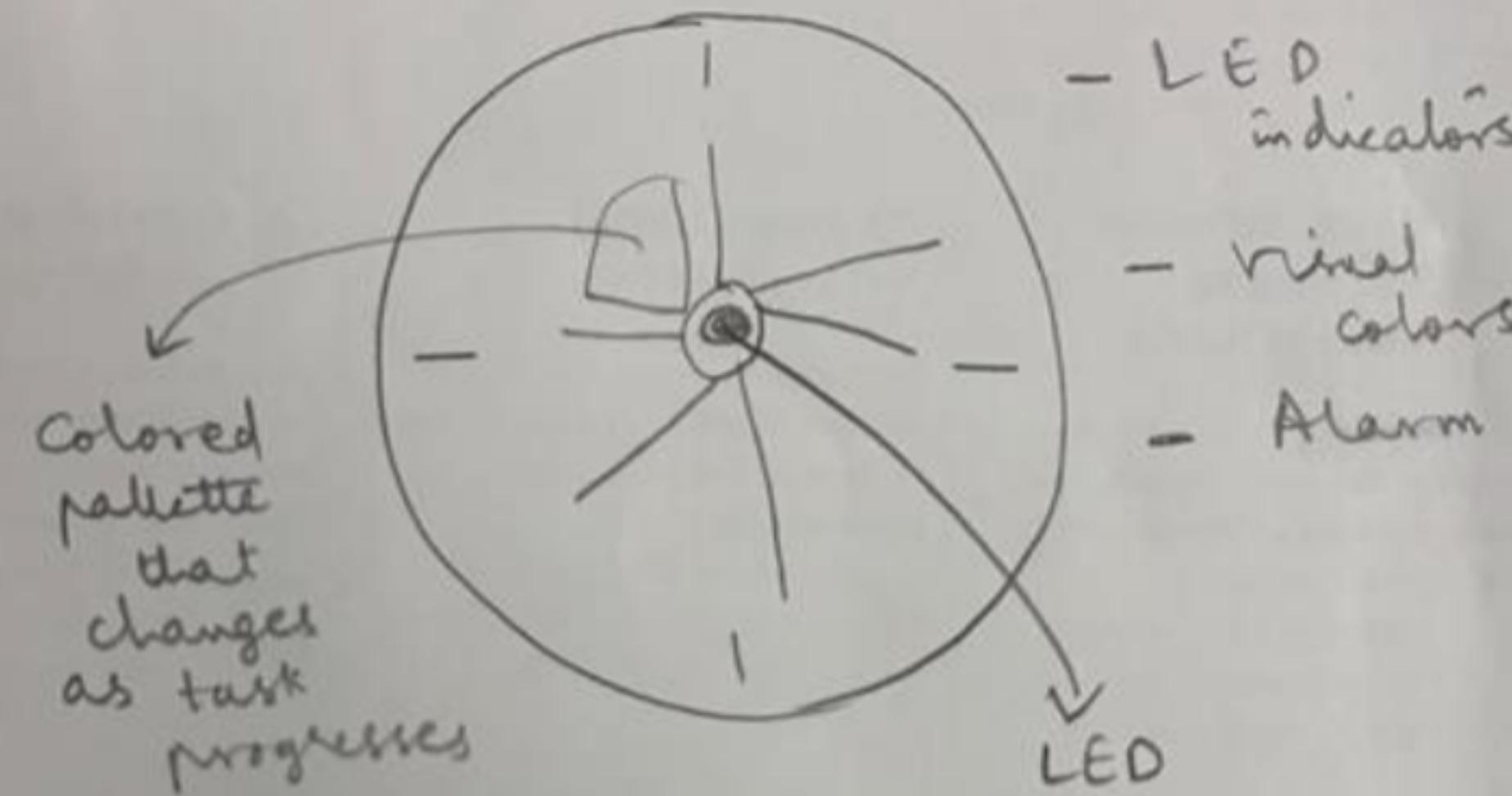
Notes

- sensor-based interaction
- Connected to computer
- good for children edu

Considerations

- coupling btw physical & digital
- feedback

Tangible UI for
helping people track their tasks
(TASK CLOCK INTERFACE)



How Working

- Task divisions
- mapping through colors

Augmented Reality



Notes

- Got famous with Pokemon Go
- Started in medicine (x-rays overlay)
- used in Navigation
- Smart glasses
- complex instructions

Considerations

- Form & location of digital objects
- Concern of ads-noisy world
- a bit off

Robots and Drones



Notes

- conducting danger experiments
- different types of robots
- drones initially in military
- now help with agriculture

Considerations

- Humanizing effects
- privacy in drones
- Safety in drones

Web Interface for Dronetting Industrial Robots

ROBOT AUTOMATION

INDUSTRIAL ROBOT

MANUAL CONTROL

CONTROLE

MANUAL MODE OVERRIDE

EMERGENCY MODE

REPORT

VISUALIZAÇÃO

INDUSTRIAL ROBOTS

AVANÇADA ROBÔTICA AUTOMAÇÃO

DRONE

INDUSTRIAL ROBOTS

VISUALIZAÇÃO

INDUSTRIAL ROBOTS

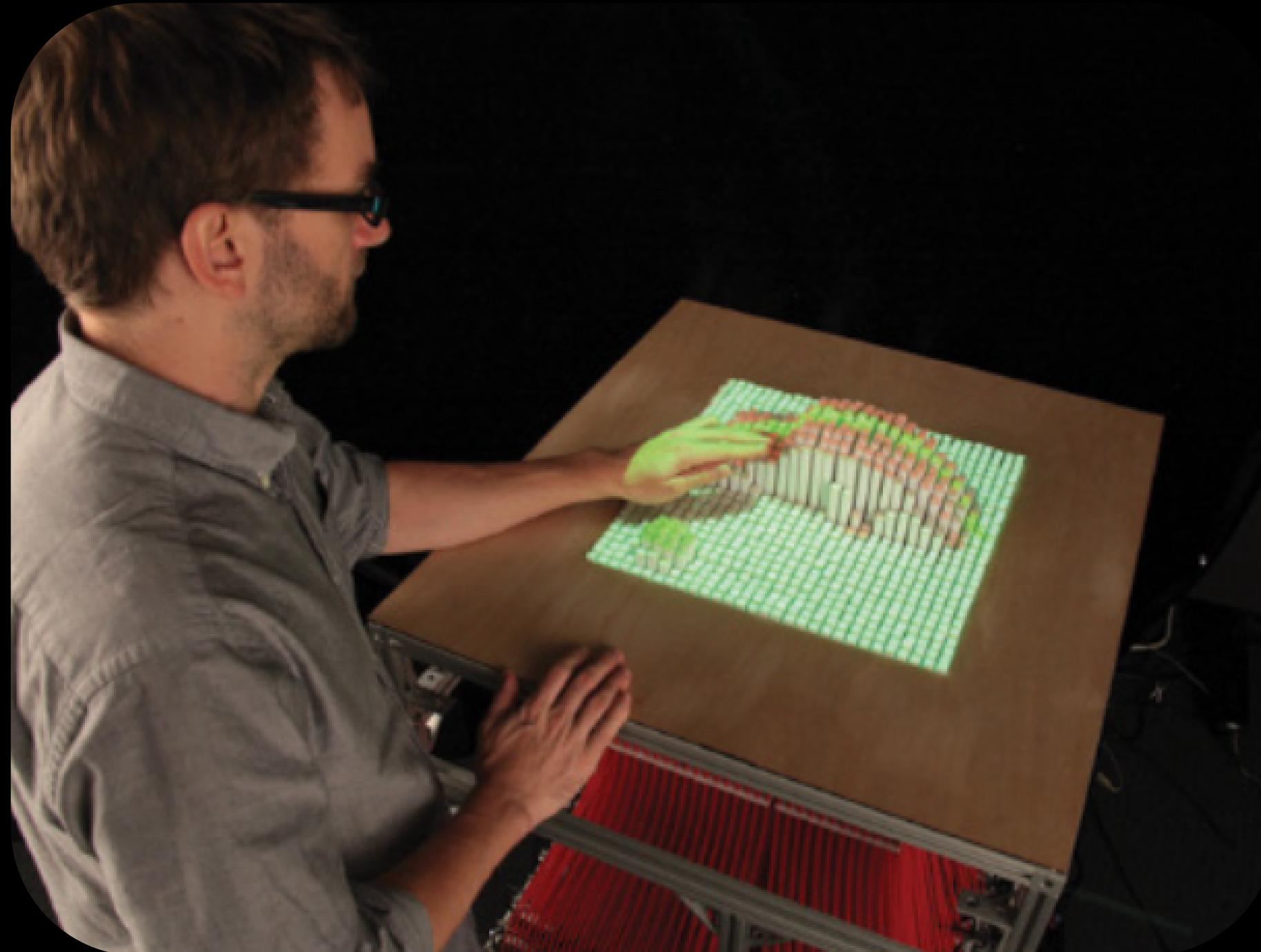
REPORT G-TOF

REPORTATION

REPORT

READY

Shape Changing Interfaces



Notes

- physical-physical systems
- live shape forming

Considerations

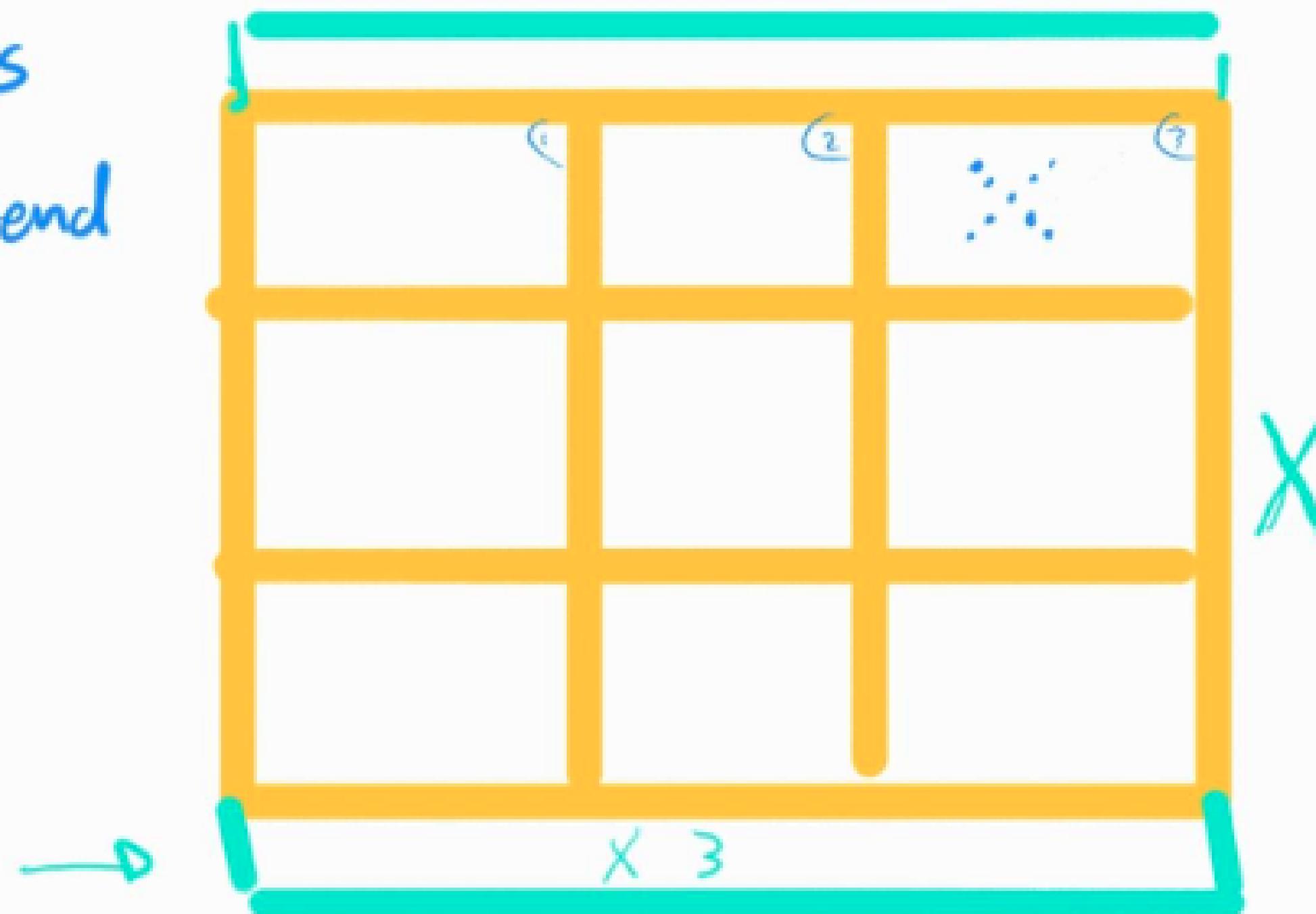
- opts for data analysis
-

<https://x.com/rainmaker1973/status/1126489095365124097?s=46>

Tic - Tac - Toe for Blind people

we will use dynamic pins
that will change depend
on the player input

input using
touchScreen



Multimodal



Notes

- Using different modalities
- assumed to be more efficient
- example: Kinect

Considerations

- recognition of diff human aspects
- what is gained from this different modalities

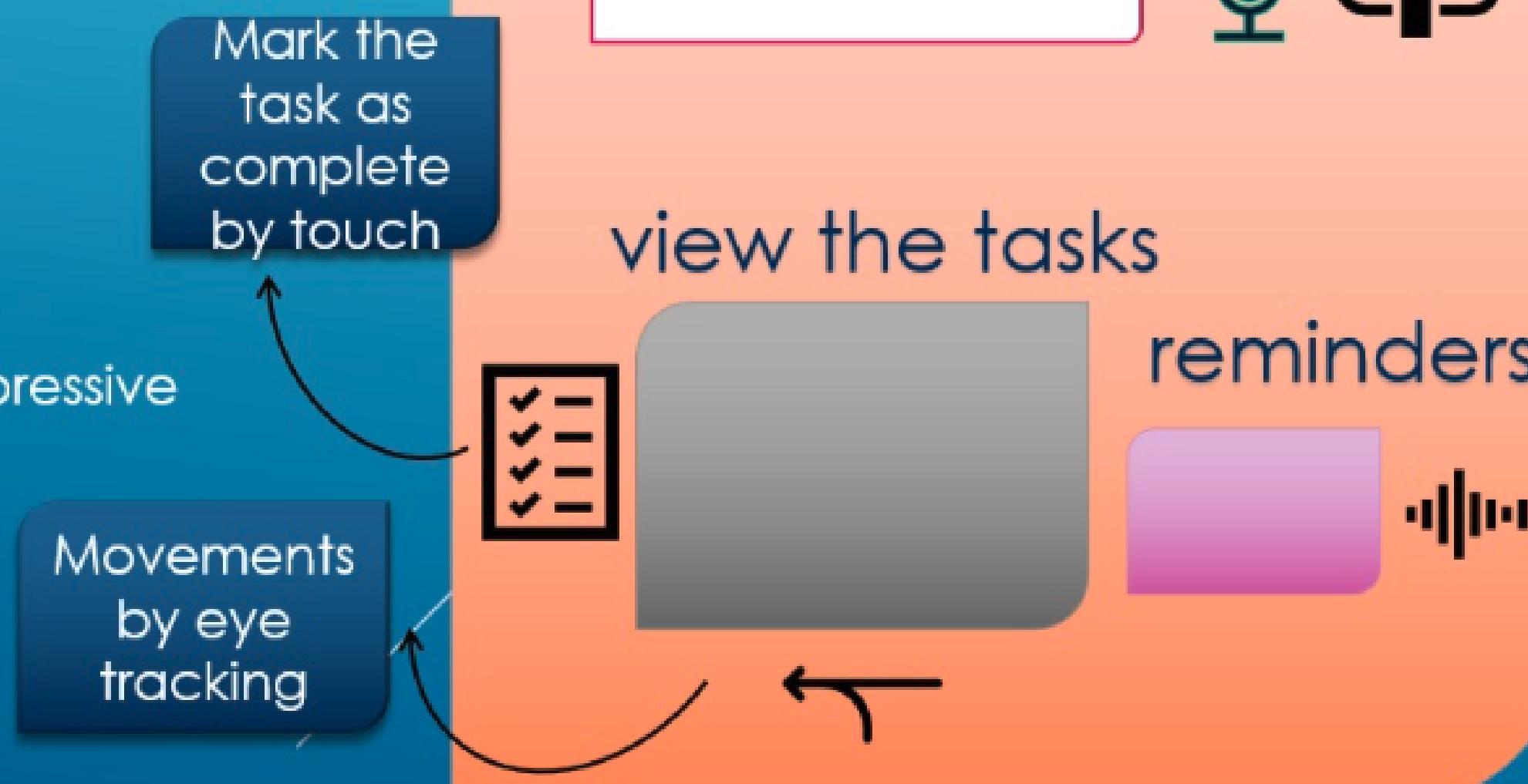
MULTIMODAL INTERFACE

Different modalities, such as touch, sight, sound, and speech

Combined with multisensor input to enable other aspects of the human body to be tracked.

Different input/outputs may be used at the same time,

Support more flexible, efficient, and expressive means of human computer interaction



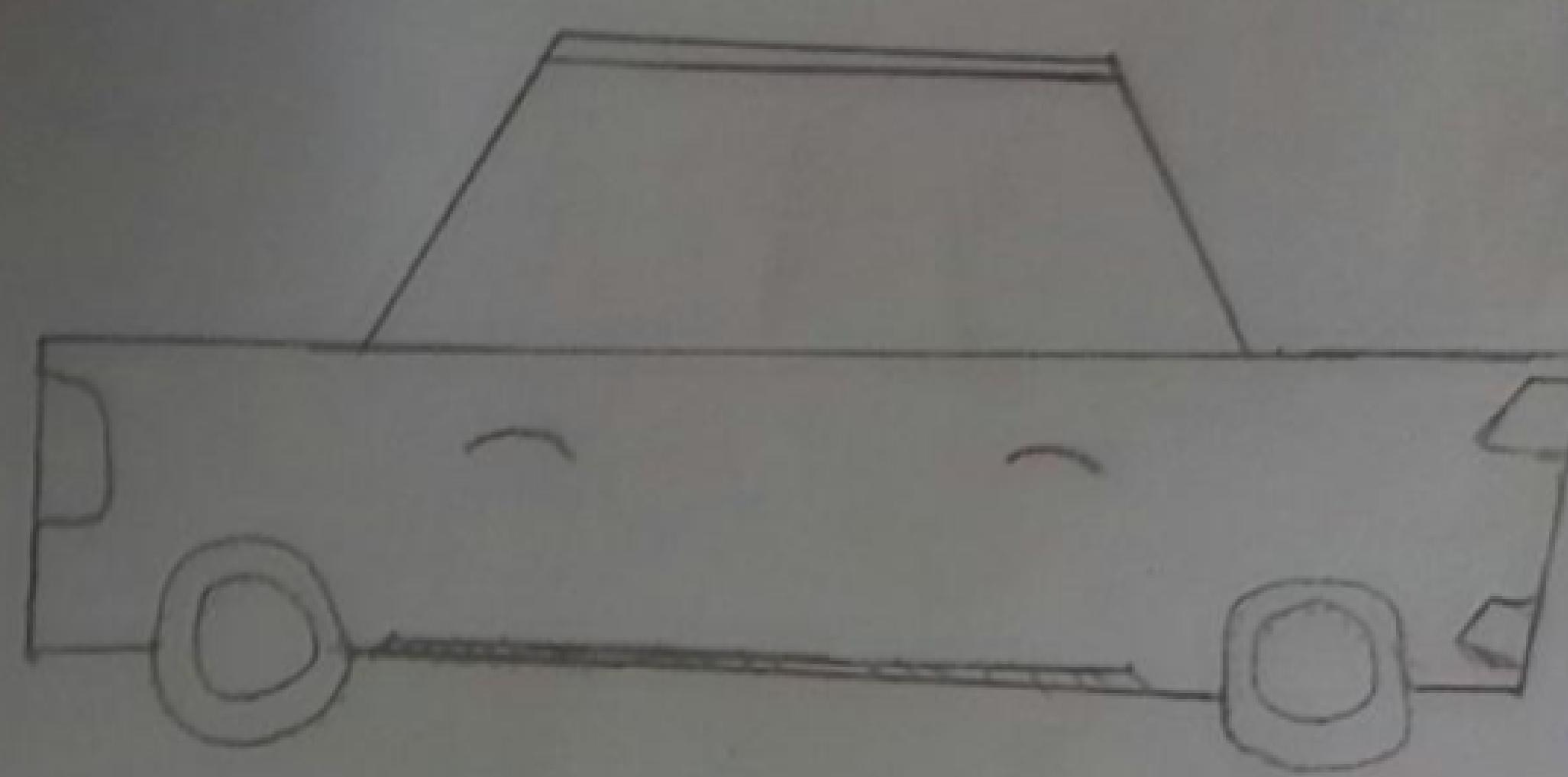
Interfaces

* Voice interface

* Touchscreen ..

* Gesture

NB: - In addition to physical interface which exists.



Inputs

1. adjust music

2. free-hand ctrl

3. GPS

4. weather report

5. change FM/AM

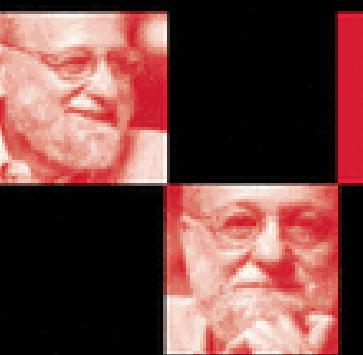
6. adjust volume

7. buttons on S/wheel

In-car Multi-modal Interface

Natural User Interfaces

- **evolution of UIs**
- **NUIs = real-world interaction**
- **Is it easy? faucet example.**



Natural User Interfaces Are Not Natural

Donald A. Norman

Nielsen Norman Group, Northwestern University, KAIST Industrial Design | don@jnd.org

"I believe we will look back on 2010 as the year we expanded beyond the mouse and keyboard and started incorporating more natural forms of interaction such as touch, speech, gestures, handwriting, and vision—what computer scientists call the 'NUI' or natural user interface."

—Steve Ballmer, CEO Microsoft

Gestural interaction is the new excitement in the halls of industry. Advances in the size, power, and cost of microprocessors, memory, cameras, and other sensing devices now make it possible to control by wipes and flicks, hand gestures, and body movements. A new world of interaction is here: The rulebooks and guidelines are being rewritten, or at least, such is the claim. And the new interactions even have a new marketing name: natural, as in "Natural User Interface."

As usual, marketing rhetoric is ahead of reality.

Fundamental principles of knowledge of results, feedback, and a good conceptual model still rule. The strength of the graphical user interface (GUI) has little to do with its use of graphics: It has to do with the ease of remembering actions, both in what actions are possible and how to invoke them. Visible icons and visible menus are the mechanisms, and despite the well-known

problems of scaling up to the demands of modern complex systems, they still allow one to explore and learn. The important design rule of a GUI is visibility: Through the menus, all possible actions can be made visible and, therefore, easily discoverable. The system can often be learned through exploration. Systems that avoid these well-known methods suffer.

Gestural interfaces are not new. Gestures have been part of the interface scene since the very early days. Brad Myers' 1998 review describes work in the 1960s and reminds us that they were first commercially deployed in systems for computer-aided design and with the Apple Newton of 1992. Myron Krueger's pioneering work on artificial reality in the early 1980s was my first introduction to gestural interaction with large, projected images. Multiple-touch systems have been around since the 1980s: Bill Buxton's review correlates the date of the first multi-touch system designed for human-computer interaction with the 1982 M.S. thesis of Nimish Mehta. Specialized sensors for detecting human location and movement have long played a role in game design. Musical instruments are both multi-touch and gestural, and electronic input devices such as

drum pads and electric guitars extend these modes of mechanical interaction into the world of electronics. But even electronically mediated gestures are over a half-century old for musical instruments: The Theremin, a gesture-controlled electronic music synthesizer, was patented by its Russian inventor in 1928.

Most gestures are neither natural nor easy to learn or remember. Few are innate or readily predisposed to rapid and easy learning. Even the simple head-shake is puzzling when cultures intermix. Westerners who travel to India experience difficulty in interpreting the Indian head shake, which at first appears to be a diagonal blend of the Western vertical shake for "yes" and the horizontal shake for "no." Similarly, hand-waving gestures of hello, goodbye, and "come here" are performed differently in different cultures. To see a partial list of the range of gestures used across the world, look up "gestures" and "list of gestures" in Wikipedia.

More important, gestures lack critical clues deemed essential for successful human-computer interaction. Because gestures are ephemeral, they do not leave behind any record of their path, which means that if one makes a gesture and either gets no response or the wrong response, there is little information avail-