

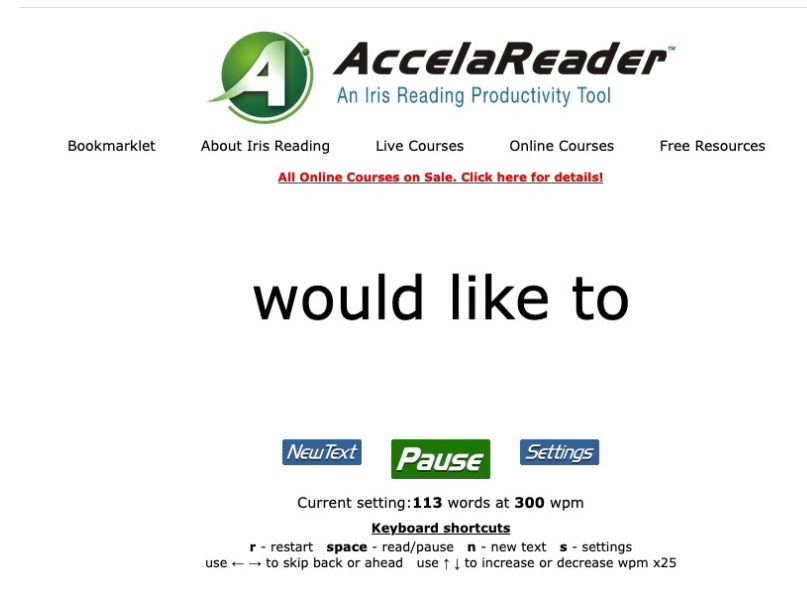
Mobile Interaction

Auditorium Exercise 6

LIVE SESSION

Rapid Serial Visual Presentation (RSVP)

- Idea: Present text serially at a single visual location
- 200-600 wpm (100-300 ms per word)
- Have you ever seen it?



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Rapid Serial Visual Presentation (RSVP)

- Idea: Present text serially at a single visual location
- 200–600 wpm (100–300 ms per word)
- What is the purpose of it?

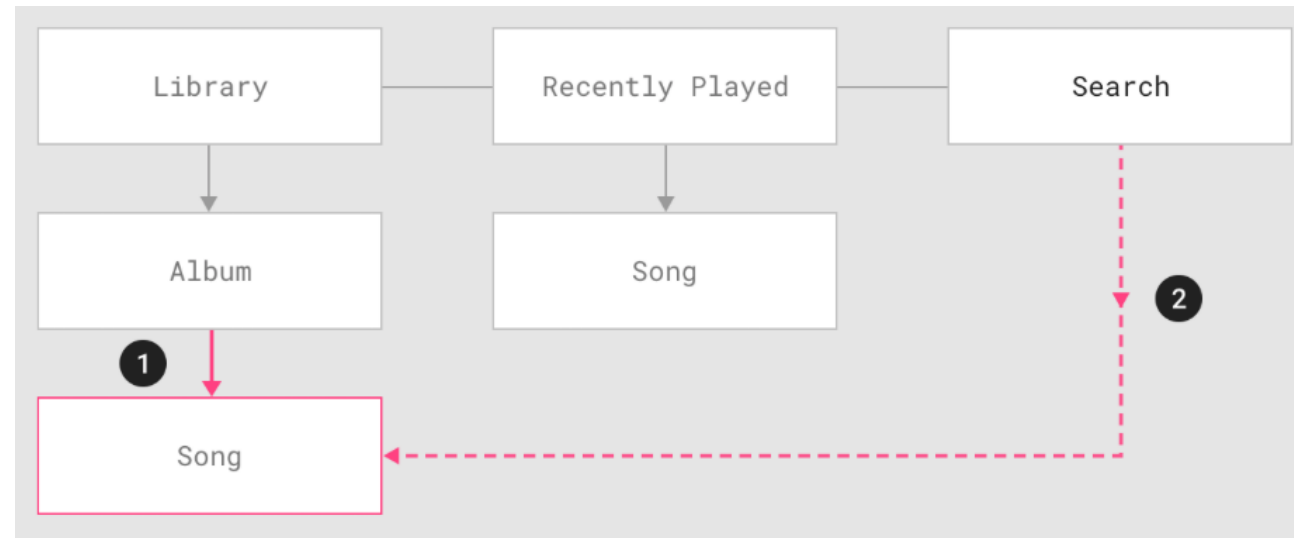
Rapid Serial Visual Presentation (RSVP)

- Idea: Present text serially at a single visual location
- 200–600 wpm (100–300 ms per word)
- Advantages and disadvantages?

Navigation Support in Android

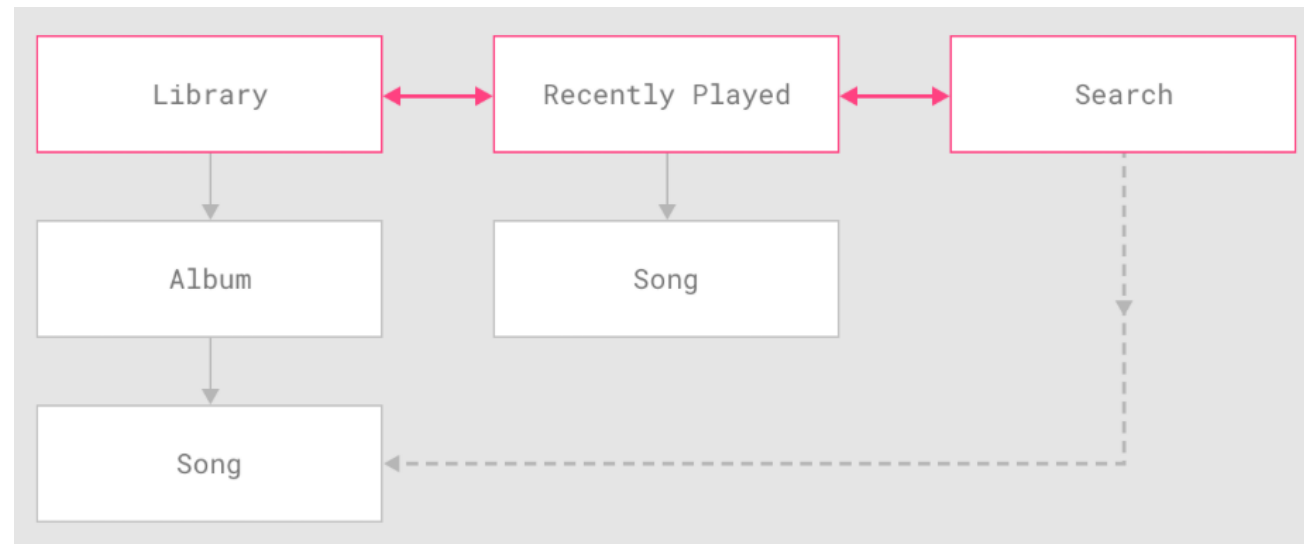
- Android provides GUI elements and conventions that support navigation and orientation
- Navigation directions
 - **Lateral:** Moving between destinations at the same level, initial state of app provides access to top-level destinations
 - **Forward:** Moving downward in an app's hierarchy, forward in a task, forward across apps
 - **Reverse:** Moving back hierarchically or chronologically

Navigation Directions: (A) Lateral, (B) Forward, (C) Backward?



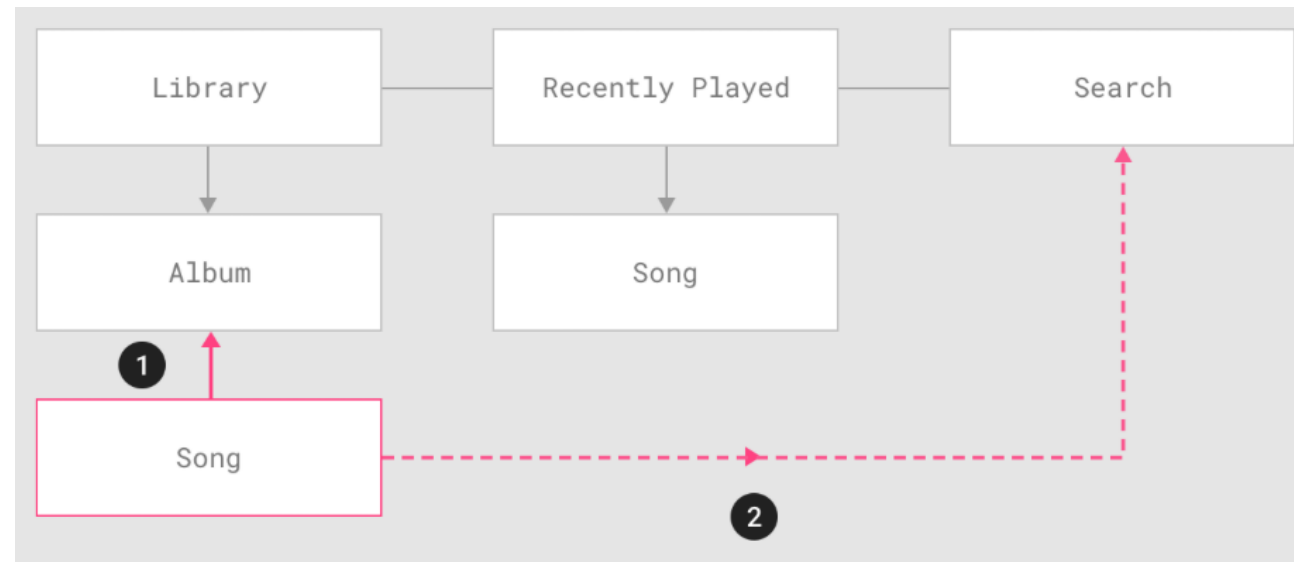
<https://material.io/design/navigation/understanding-navigation.html>

Navigation Directions: (A) Lateral, (B) Forward, (C) Backward?



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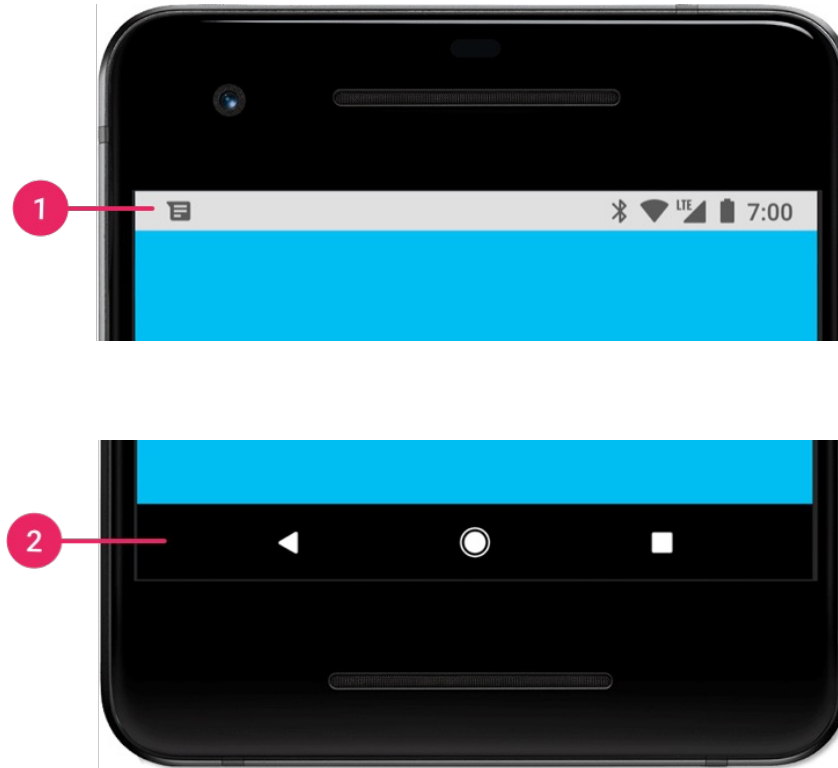
Navigation Directions: (A) Lateral, (B) Forward, (C) Backward?



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Navigation Support in Android

- What kind?
- Properties?

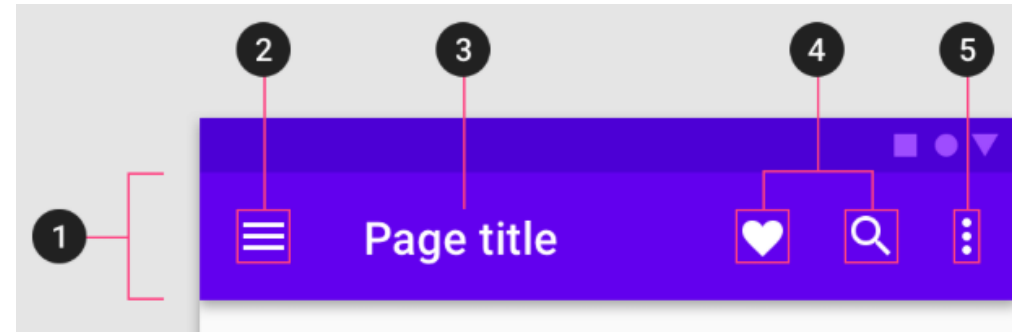


<https://developer.android.com/design/handhelds/>

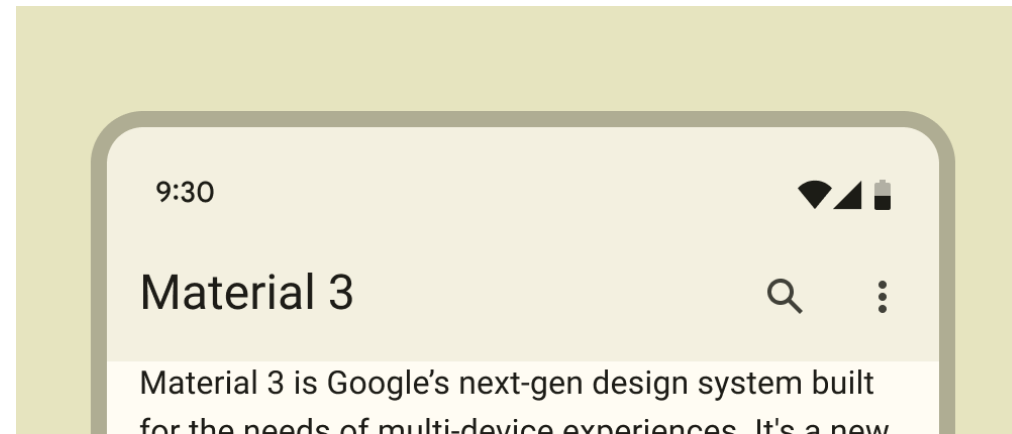
Navigation Support in Android

- What kind?
- Properties?
- When to use?

M2:



M3:

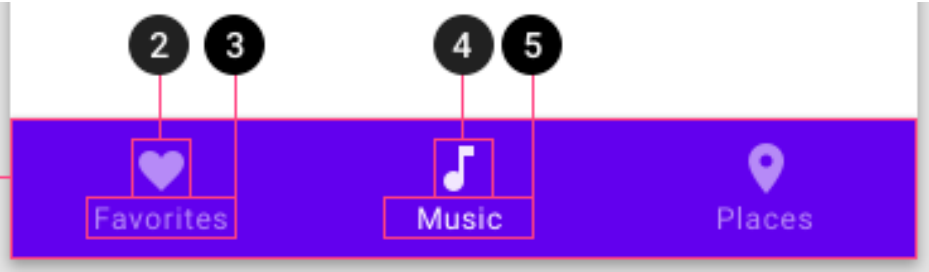


<https://material.io/design/components/app-bars-top.html>

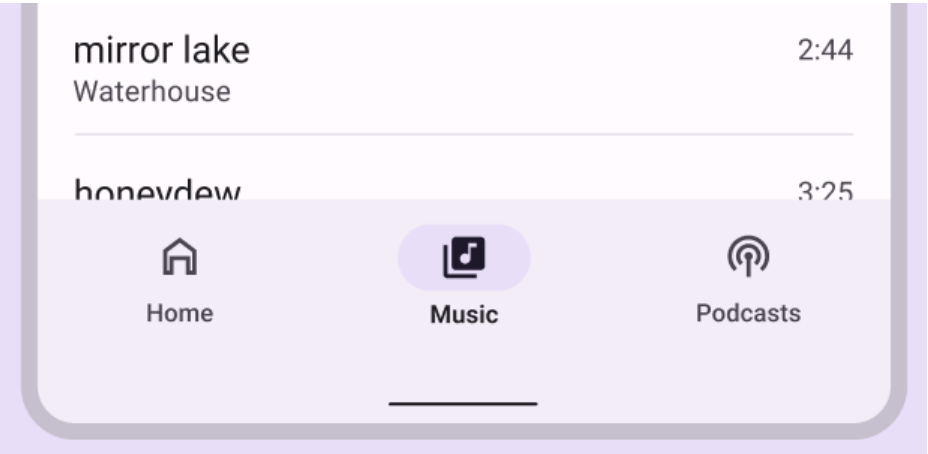
Navigation Support in Android

- What kind?
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M2:



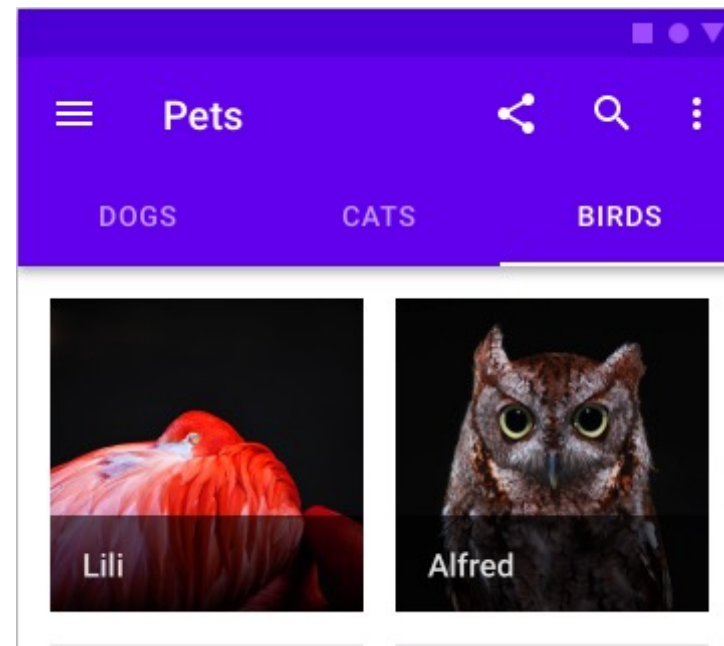
M3:



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Navigation Support in Android

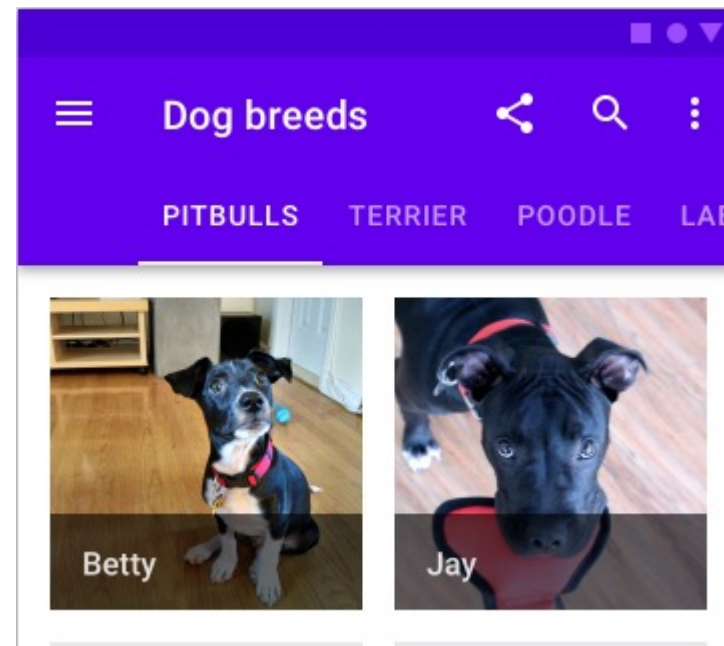
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<https://material.io/design/components/tabs.html>

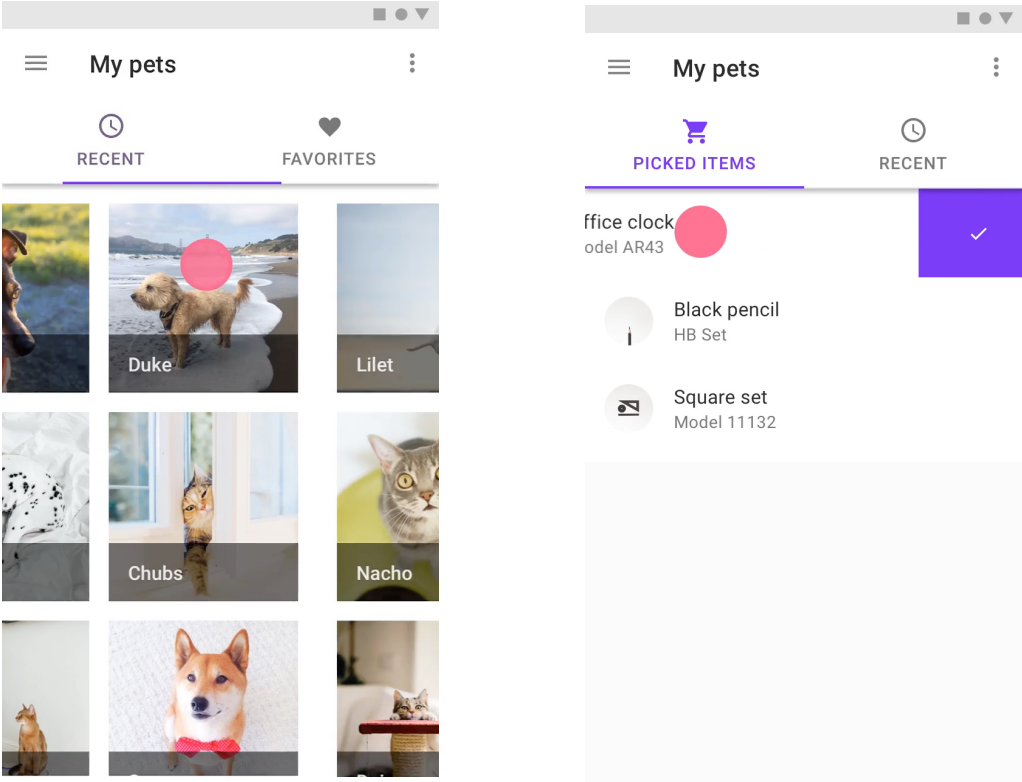
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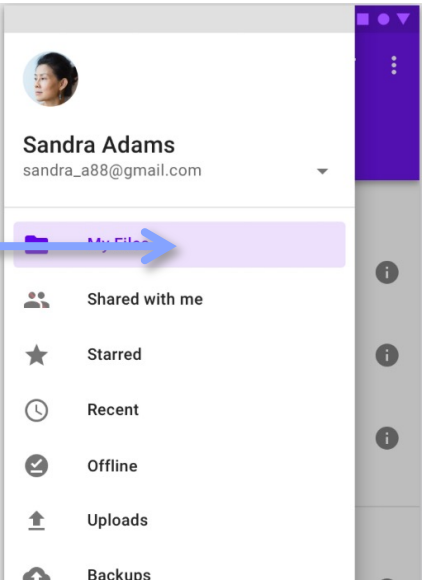
Tabs and Swiping Horizontally: Pitfalls



<https://material.io/design/components/tabs.html>

Navigation Support in Android

- What kind?
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- When to use?

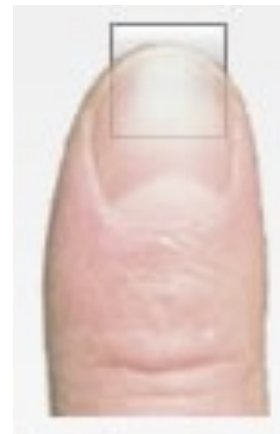


<https://material.io/design/components/navigation-drawer.html>



Target Sizes for One-Handed Thumb Use

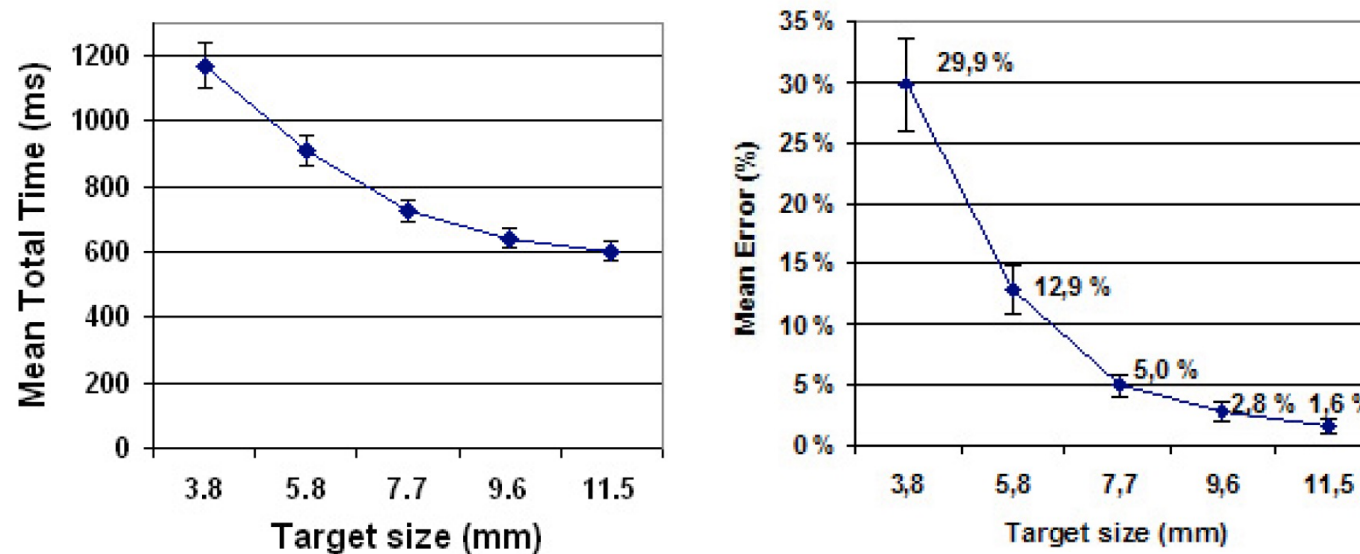
What trade-offs in target sizes?



Parhi, Karlson, Bederson. [Target size study for one-handed thumb use on small touchscreen devices](#). MobileHCI 2006

Target Sizes for One-Handed Thumb Use

- Make targets as small as possible, keep error rate acceptable



Parhi, Karlson, Bederson. [Target size study for one-handed thumb use on small touchscreen devices](#). MobileHCI 2006

Writing Style

Enable server-based spam filtering using advanced deep learning technologies.



<http://developer.android.com/design/style/writing.html>

Writing Style

Do you like using X? Please share your positive experiences and rate the app!

Yes

No

<http://developer.android.com/design/style/writing.html>

Writing Style

We collect your usage data via cookies and a mobile advertising ID in order to continuously improve our offers.



<http://developer.android.com/design/style/writing.html>

ASSIGNMENT 07 PREVIEW

Exercise 1 - RSVP App

Implement Rapid Serial Visual Presentation yourself

- Adhere to Material Design Guidelines



Exercise 1 – RSVP App

- a) Create a Column layout for the three text selection buttons, the animated RSVP text, the WPM slider and text, and the control buttons.

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- c) Implement the WPM rate control using Slider.

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- e) To make the layout fill the screen, use spacers.

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- d) Implement the control buttons : Start, Stop and Continue
- e) To make the layout fill the screen, use spacers.
- f) Pause playback a little longer at end of sentence.

Exercise 2 – RSVP App Evaluation

- a) Three articles of interest from news websites:
- 1st article: Find the number wpm at which you are sure you can still understand and be able to reproduce the entire content.
 - 2nd article: Find the number of wpm at which you are sure you still understand the whole content.
 - 3rd article: Find the number of wpm where you still understand the main points of the article.

Exercise 2 – RSVP App Evaluation

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- b) Based on your experience in (a) what speed would you set for your users? Justify your choice.

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 - 3rd article: Find the number of wpm where you still understand the main points of the article.
- b) Based on your experience in (a) what speed would you set for your users? Justify your choice.
- c) Rate the statements with respect to the trial on a Likert scale of 1 – 7.

QUESTIONS?

GOOD LUCK!