

Affordance++: allowing objects to communicate dynamic use

by actuating the user using electrical muscle stimulation

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Affordance++: allowing objects to communicate dynamic use

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Context

- The study aims at enhancing the affordance of objects
- Addressed question: what is a best alternative to make objects communicate instructions of use ?

Two approaches

Enhancing the objects

Vs.

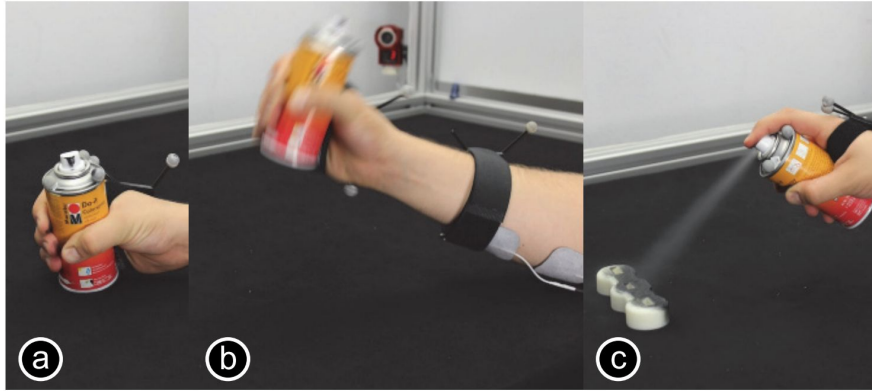
Enhancing the user

Affordance++

- Objects can display instructions
 - + Using a spatial augmented reality display
 - + Embedding sensors and actuators into objects, allowing them to be animated
- Users wear a specific device
 - + Optical tracking system
 - OR Sensor on the user-worn device for object recognition

Illustration

(spray can)



With affordance++ objects afford:

1. motion
2. order of steps
3. hidden state

Opinion

The wearable device is supposed to **suggest** the physical motion for the user's hand. However, this paper did not (rigorously) present how the level of electrical stimulation is computed in such a way that the user is not being **controlled**.

In other words, how responsible is the user in such a setup ?