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 ?

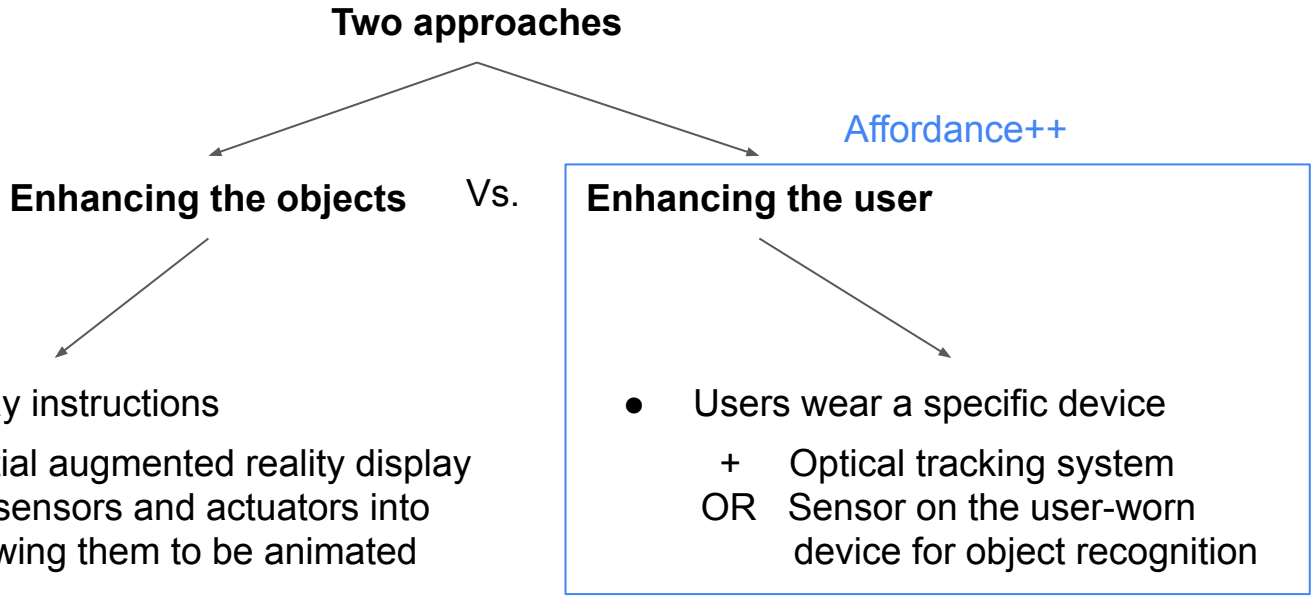
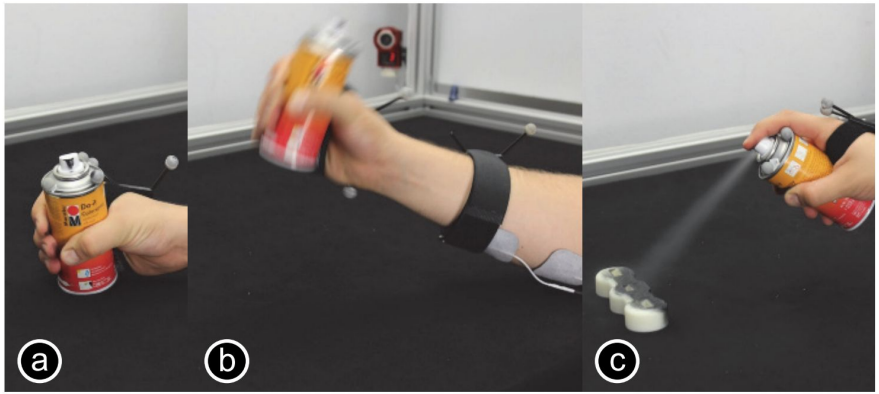


Illustration
(spray can)



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 is such a setup ?