interaction design for an auditory interface used to set a clock.

The user selects a day (presses 'j' and 'k' to navigate through days one by one)

"Monday"

Start

| Forward | | Backward |

↑ "Sunday" ↓

You selected <day>

| Forward | | Backward |

↑ "Saturday" ↓

Set

| quit key |

press <key> again to quit

Set day and time, you can press the semi-colon at anytime to quit; you can press 'J' and 'K' to cycle through each day of the week and then press the space bar to set the day. Or you can press R to repeat this message

"Exiting Program" program ends

The user selects an hour by scrolling though hours and then pressing the set button

"1pm"

| Forward | | Backward |

↑ "12am" ↓

You selected <time>

| Forward | | Backward |

↑ "11am" ↓

Set

Set time, you can press the semi-colon at anytime to quit; you can press 'J' and 'K' to cycle through each hour and then press the space bar to set the hour. Or you can press R to repeat this message"

KEY

| What the user presses |

User system interactions
"Auditory system output"

Description of state

Auditory output by program