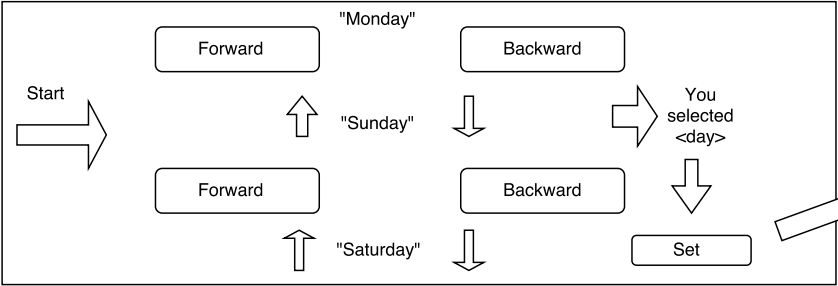
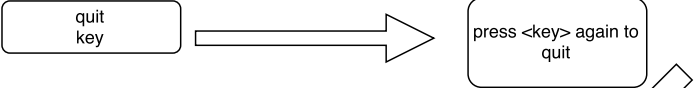


interaction design for an auditory interface used to set a clock.

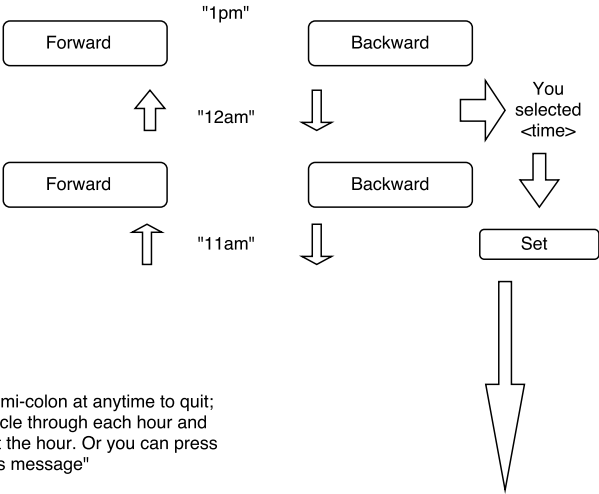
The user selects a day (presses 'j' and 'k' to navigate through days one by one) and then presses the space-bar to select.



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

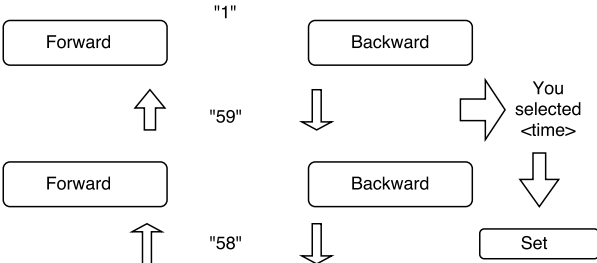


The user selects an hour by scrolling through hours and then pressing the set button



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"

The user selects a minute by scrolling through minutes with j and k then pressing the space bar to set.



'Day' 'Hour', 'am' or 'pm', exiting program  
Example: "Monday 1 am...  
Exiting program"

Set minutes, by selecting with 'J' and 'K' same as with day and hour selection"

"Exiting Program"  
program ends

