

Context-aware Communication in the Car

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ABSTRACT

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Author Keywords

Automotive user interfaces, calling while driving, context
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INTRODUCTION

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RELATED WORK

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CONCEPT

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IMPLEMENTATION

We designed a simple and ordinary contacts app which is
enhanced by displaying the context of the person you want to
call. For our goal the term context means to consider mostly
all of these information:

Context Information
Activity
Road Type
Destination
Remaining Travel Time
Position
Hands-free Speaking
Speed
Weather

Table 1: Context Information.

First of all you want to know what the person you want to
call is doing at the moment. We distinguished between the
activities *driving*, *cycling* and *still* where the latter means the
person to call is doing nothing right now and his/her device is
motionless on a table for example. Depending on if someone
is driving you want to have the listed additional information.
One would be the road type which lets you know if someone
is driving e.g. in a city or on a highway etc. Another one
is the destination the person is heading to and the remaining
travel time. Therefore you need the person's position. This
could either be a pinpoint GPS-coordinate, or if the user does
not want to share his exact location, just a radius or a place
name of his current position. Another very important aspect
of the person's context is if hands-free speaking is enabled or
disabled while in the car.

Besides information about the speed and the current weather
situation are helpful to know. At the current state of our app
all of these information can be accessed automatically except
the destination and the remaining travel time, which have to
be typed in manually.

App Design

The Android-App we build basically consists of two different
views, an overview and a detail view (see figure 1).

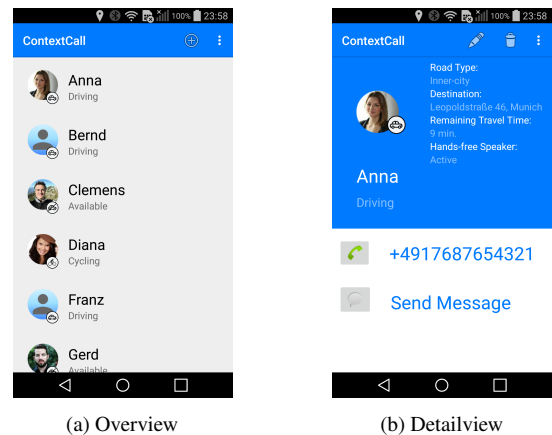


Figure 1: Android Application ContextCall

On the overview on the left you see all your contacts as you
know it from other contacts apps, but with the additional
information about a person's activity, which is shown by the
icons next to the image and the string below the name. By

taping on a contact, the detail view appears and shows the additional context information mentioned in table 1. The particular case in figure 1b for example gives information about the road type, the destination and the remaining travel time. Furthermore you get informed that hands-free speaking is enabled. If you then decide to call 'Anna' although she is driving, a small alert pops up and gives you three options (see figure 2). You can either call her or not, or you make use of the 'remind me'-option which notifies you when her status is 'still'.

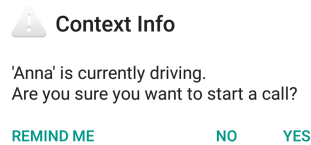


Figure 2: Alert Pop-Up

At the beginning we implemented most of the context recognition by our own. We used for example GPS to find out if someone is driving. If someone's speed was over 10 kilometers per hour we set the status to 'driving'. But in mid-May of 2016 Google released its new so-called *Awareness API*¹ which made things much easier for us as programmers. From this point on we were able to get the activity of a user by only a few lines of code and this API became the core of our application.

The Awareness API is part of the *Google Play Services* and is a unified sensing platform, enabling apps to be aware of all aspects of a user's context, while managing system health for you [?]. With this API your app is able to recognize the following 7 different context types [?]:

Location The user's current location as a latitude and longitude value.

Place A semantic version of a location that is called place (including the place type, e.g. a coffee shop).

Beacons What is around a user? Are there nearby beacons that can be detected and identified?

Time The local time of a user that can be combined with other context information to form a more complex condition.

Headphones' State Are headphones plugged in the device or not?

Weather Ambient conditions like the weather, which have an effect on the user's behavior.

Activity The detected user activity (e.g. walking, running, biking and driving)

The latter of these is the important one for the goal of activity and context recognition. All of these information can be combined using *AND*, *OR*, and *NOT* boolean operators to build

complicated conditions that have to be met to trigger a notification. E.g. you can construct a condition that says that the user is driving in the car *AND* he is near a pharmacy *AND* it is during the opening hours of that shop. If these requirements are fulfilled, then you tell the user that he can pick up the wanted medication.

In particular, we used the *Fence API*², which is part of the Awareness API. The concept of *fences* is taken from Geo-Fencing, in which a geographic region, or "Geo-Fence", is defined, and an app receives callbacks when a user enters or leaves a region. Only that in this case it is not a region that is entered but an activity. So whenever the activity state transitions, it lets our app react to the user's current activity. For example, "Tell me whenever the user is driving". Once the conditions are met the app receives a callback and we can update the status of a user.

USER STUDY

To evaluate our concept and the actual implementation we invited a total of 25 participants to our user study. As the overall goal was to evaluate if users perceive the context information provided by our application correctly, we decided to generate 10 different use-cases (scenarios). We vocally discussed each scenario with the current participant, but all the context information had to be pulled out from the running app on a provided smartphone. Differing by the call trigger (meaning the reason why a participant had to call a person) and the context the person being called is in, the participants had to decide whether they would like to:

1. Make the call (or)
2. Not make the call (and)
3. Not make the call but send a text message (and/or)
4. Not make the call but get notified when the driver status changes

Following the scenarios we asked additional questions with the participants acting the role of the driver (the person being called). Goal of these questions was to gather inside in the willingness of potential users to share more or less specific information.

The following figures visualise the outcome of our user study. Figure 3 to 5 focus on the 10 different scenarios which can be distinguished along the x-axis. As mentioned they differ in the status the person being called is in (driving, cycling, still). Distribution of the answers given by our participants can be seen along the y-axis, while colours visualise the four possible choices.

Highlighted in figure 3 you can see three different scenarios with the person being calling in the status 'driving'. As anticipated the majority of participants would not make a call in this situation (red bar). Moreover the majority would not like to send a text message straight away, or get notified if the status of the driver changes. Regarding our concept this outcome allows us to suppose that participants pulled the correct context

¹<https://developers.google.com/awareness/>

²<https://developers.google.com/awareness/android-api/fence-api-overview>

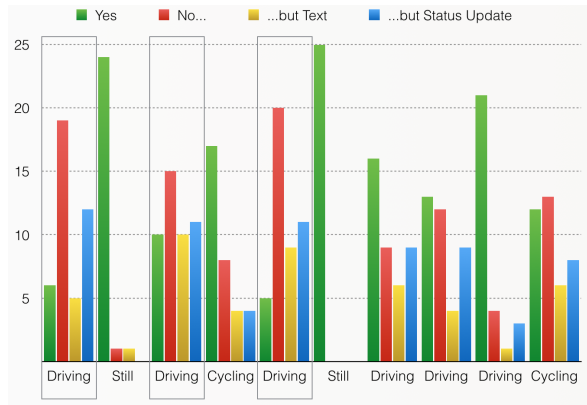


Figure 3: User Study: Would you make the call (different scenarios)

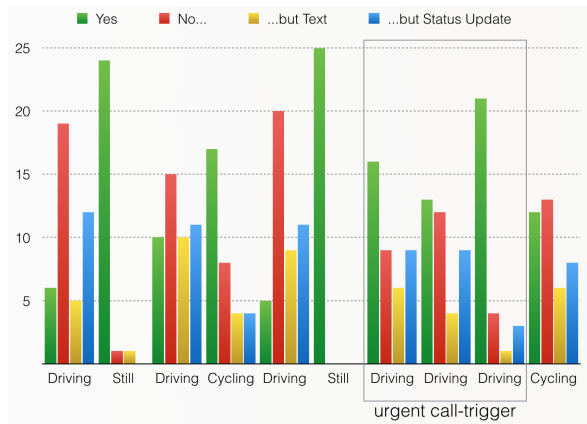


Figure 4: User Study: Would you make the call (different scenarios)

information out of the app and that they consider the safety of the person they want to call.

In figure 4

In figure 5

In figure 6

CONCLUSION AND FUTURE WORK

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Sample text: We thank all the volunteers, and all publications support and staff, who wrote and provided helpful comments on previous versions of this document. Authors 1, 2, and 3 gratefully acknowledge the grant from NSF (#1234–2012–ABC). *This whole paragraph is just an example.*

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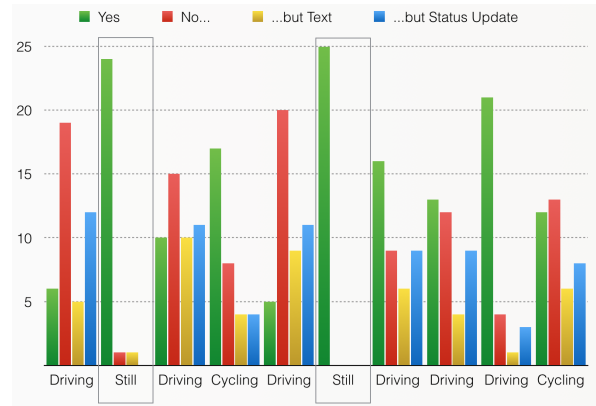


Figure 5: User Study: Would you make the call (different scenarios)

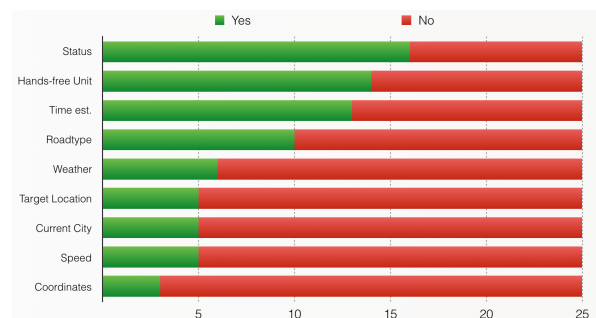


Figure 6: User Study: What information are you willing to share

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