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CASUAL INTERACTION WITH A SMARTWATCH

A Thesis presented for the degree of Master of Science

by
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Hannover, July 2016

Sven Röttering

ABSTRACT

This thesis investigates which and how user interfaces allowing for *Casual Interaction* should be implemented. A mobile music player as a representative application is implemented on an android handheld device, which is fully controllable by an android smartwatch. Interactions between user and music player can happen via touch input, speech commands or arm gestures. Subsequently a case study investigates which interaction techniques are preferred by users depending on task and context. For this purpose the participants are put in 6 different scenarios in which they have to follow predefined actions regarding the music player.

ZUSAMMENFASSUNG

Diese Arbeit untersucht welche und auf welche Weise Nutzerschnittstellen, die *Casual Interaction* nutzen, implementiert werden sollten. Als Beispielanwendung wird ein mobiler Musikplayer auf einem Android Smartphone implementiert, der vollständig per Android Smartwatch gesteuert werden kann. Touch-Eingabe, Sprachbefehle und Armgesten stehen dem Benutzer dabei als Interaktionsmöglichkeiten zur Verfügung. In einer Studie wird anschließend untersucht, welche Interaktionsmöglichkeiten, abhängig von Aufgabe und Kontext, von den Benutzern bevorzugt werden. Dazu werden die Teilnehmer in 6 verschiedene alltägliche Situationen versetzt, in denen sie Vorgaben erhalten, welche Funktionen des Musikplayer sie steuern sollen.

CONTENTS

1	MOTIVATION	1
2	EXAMPLES	5
2.1	A New Section	5
2.1.1	Test for a Subsection	5
2.1.2	Autem Timeam	5
2.2	Another Section in This Chapter	6
2.2.1	Personas Initialmente	6
2.2.2	Linguistic Registrare	7
3	MATH TEST CHAPTER	9
3.1	Some Formulas	9
3.2	Various Mathematical Examples	10
A	APPENDIX TEST	13
A.1	Appendix Section Test	13
A.2	Another Appendix Section Test	13
	BIBLIOGRAPHY	15

MOTIVATION

Electronic systems connected to the internet play a big role in almost everyone's life. According to a survey¹ two thirds of the global population have access to the internet and almost every third human owns a smartphone in 2016. People not being bound to stationary computers anymore has numerous advantages and opens up for manifold possibilities of applications. However most applications are exclusively touch based and hence draw a user's attention from her environment to the screen in a large extent. Depending on the context, this inobservance has various levels of adverse impact – one merely could have to reread a passage of a book or in fact cause a serious car accident with lethal consequences. Furthermore, a user is not always able to interact with a handheld device as intended due to physical or mental barriers.

Casual Interaction addresses this issue by introducing additional input techniques and interactions which offer the required flexibility in terms of control over an application, such that the user can limit the required amount of focus to a minimum [2]. The music player implemented in this thesis offers a speech and armgesture interface for input in addition to the typical touch based user interface. This enables the user to leave her handheld device in the pocket and interact with it even when her hands are not available. A typical daily life scenario might look like the following:

Programmer Bob is a passionate music listener. At work he starts the day with his favorite playlist with shuffle mode enabled to boost his coding efficiency. Occasionally some songs hit his ears that he heard enough of in the last days so he performs a short arm swing to the right to skip to the next song without losing track of his current programming task.

After work he rides his bike home, still listening to music, to have a physical compensation for sitting in a chair half the day. In order to hear other traffic participants and emergency sirens he decides to turn the volume of the music down a bit by raising his smartwatch to his mouth and saying "*volume down, please*". Arriving at home he switches from listening with headphones to his brand new sound system that is spread around his

¹ <http://www.pewglobal.org/2016/02/22/smartphone-ownership-and-internet-usage-continues-to-climb-in-emerging-economies/>

entire house. During dinner preparations he gets a phone call from a friend. His phone resides on the table, however Bob's hands are still dirty from cooking so he tells his watch to pause the music and answer the call. They arrange on having dinner together today at Bob's place. It strikes Bob that his music library is not prepared for such a dinner but he is able to delegate the creation of a playlist to his music player by simply specifying suitable audio features. Not having to bother about finding the right music enables Bob to finish cooking just before his guest arrives.

This fictive scenario reveals the necessity of alternative input techniques to perform *Casual Interaction* in situations where users are physically or mentally obstructed. In order to decide which additional input techniques an application should provide and how the corresponding user interfaces should be designed one has to consider the possibilities these techniques offer as well as how users approach them. The last aspect particularly depends on the user's perception during the interaction with the application. On the one hand, the perceived amount of control is important. *Is she able to achieve the desired reaction of the application or does it feel like the application has developed it's own life?* On the other hand, interactions often times get influenced by how they appear to the environment. *Does it look strange to perform gestures in the public?* These and related questions need to be answered first in order to be able to develop useful and effective casual user interfaces.

However, devices require certain hardware features to enable such interactions in the first place. First, it should stay where it is needed without encumbering the user. Typical remotes or smartphones occupy at least one hand for every interaction they offer. Since this is not beneficial a wearable device is needed that is attached to the body without obstructing everyday activities. Second, the device should offer touch-free interaction. This can be realised by adding movement sensors (e.g. accelerometer or gyroscope) and a microphone.[1]

This thesis builds on the previous work of [1] who developed a wrist-worn silicone bracelet intended for usage with lighting systems. The bracelet is missing on some important components, though, to gain more potential, namely a microphone and a display. Smartwatches basically offer the most important hardware components needed for creating a comfortable and enjoyable *Casual Interaction* experience thus being a perfect device for the further studies of this thesis.

A music player is chosen as a representative everyday application. Chapter ?? first outlines important fundamentals to speech and gesture control. Chapter ?? then gives an insight into the core implementation details. Subsequently the user study design is addressed

in chapter ?? and the corresponding obtained data is evaluated in chapter ??.

Finally, chapter ?? sums up the findings, draws a conclusion and provides ideas for future research in the field of *Casual Interaction*.

EXAMPLES

Ei choro aeterno antiopam mea, labitur bonorum pri no ? [?]. His no decore nemore graecis. In eos meis nominavi, liber soluta vim cu. Sea commune suavitate interpretaris eu, vix eu libris efficiantur.

2.1 A NEW SECTION

Illo principalmente su nos. Non message *occidental* angloromantic da. Debitas effortio simplicate sia se, auxiliar summarios da que, se avantiate publicationes via. Pan in terra summarios, capital interlin-gua se que. Al via multo esser specimen, campo responder que da. Le usate medical addresses pro, europa origine sanctificate nos se.

Examples: *Italics*, ALL CAPS, SMALL CAPS, LOW SMALL CAPS.

2.1.1 Test for a Subsection

Lorem ipsum at nusquam appellantur his, ut eos erant homero concludaturque. Albucius appellantur deterruisset id eam, vivendum partiendo dissentiet ei ius. Vis melius facilisis ea, sea id convenire referrentur, takimata adolescens ex duo. Ei harum argumentum per. Eam vidit exerci appetere ad, ut vel zzril intellegam interpretaris.

Note: The content of this chapter is just some dummy text. It is not a real language.

Errem omnium ea per, pro Unified Modeling Language (UML) congue populo ornatus cu, ex qui dicant nemore melius. No pri diam iriure euismod. Graecis eleifend appellantur quo id. Id corpora inimicus nam, facer nonummy ne pro, kasd repudiandae ei mei. Mea menandri mediocrem dissentiet cu, ex nominati imperdiet nec, sea odio dui vocent ei. Tempor everti appareat cu ius, ridens audiam an qui, aliquid admodum conceptam ne qui. Vis ea melius nostrum, mel alienum euripidis eu.

Ei choro aeterno antiopam mea, labitur bonorum pri no. His no decore nemore graecis. In eos meis nominavi, liber soluta vim cu.

2.1.2 Autem Timeam

Nulla fastidii ea ius, exerci suscipit instructor te nam, in ullum postulant quo. Congue quaestio philosophia his at, sea odio autem voluptate ex. Cu usu mucius iisque voluptua. Sit maiorum propriae at, ea cum Application Programming Interface (API) primis intellegat. Hinc cotidieque reprehendunt eu nec. Autem timeam deleniti usu id, in nec nibh altera.

2.2 ANOTHER SECTION IN THIS CHAPTER

Non vices medical da. Se qui peano distinguer demonstrate, personas internet in nos. Con ma presenta instruction initialmente, non le toto gymnasios, clave effortio primarimente su del.¹

Sia ma sine svedese americas. Asia ? [?] representantes un nos, un altere membros qui.² Medical representantes al uso, con lo unic vocabulos, tu peano essentialmente qui. Lo malo laborava anteriormente uso.

DESCRIPTION-LABEL TEST: Illo secundo continentes sia il, sia russo distinguer se. Contos resultato preparation que se, uno national historiettas lo, ma sed etiam parolas latente. Ma unic quales sia. Pan in patre altere summario, le pro latino resultato.

BASATE AMERICANO SIA: Lo vista ample programma pro, uno europees addresses ma, abstracte intention al pan. Nos duce infra publicava le. Es que historia encyclopedia, sed terra celos avantiate in. Su pro effortio appellate, o.

Tu uno veni americano sanctificate. Pan e union linguistic ? [?] simplicate, traducite linguistic del le, del un apprende denomination.

2.2.1 *Personas Initialmente*

Uno pote summario methodicamente al, uso debe nomina hereditage ma. Iala rapide ha del, ma nos esser parlar. Maximo dictionario sed al.

2.2.1.1 *A Subsubsection*

Deler utilitate methodicamente con se. Technic scriber uso in, via appellate instruite sanctificate da, sed le texto inter encyclopedia. Ha iste americas que, qui ma tempore capital.

A PARAGRAPH EXAMPLE Uno de membros summario preparation, es inter disuso qualcunque que. Del hodie philologos occidental al, como publicate litteratura in web. Veni americano ? [?] es con, non internet millennios secundarimente ha. Titulo utilitate tentation duo ha, il via tres secundarimente, uso americano initialmente ma. De duo deler personas initialmente. Se duce facite westeuropees web, Table 1 nos clave articulos ha.

A. Enumeration with small caps (alpha)

¹ Uno il nomine integre, lo tote tempore anglo-romanice per, ma sed practic philologos historiettas.

² De web nostre historia angloromanic.

LABITUR BONORUM PRI NO	QUE VISTA	HUMAN
fastidii ea ius	germano	demonstratea
suscipit instructor	titulo	personas
quaestio philosophia	facto	demonstrated ?

Table 1: Autem timeam deleniti usu id. ?

B. Second item

Medio integre lo per, non ? [?] es linguas integre. Al web altere integre periodicos, in nos hodie basate. Uno es rapide tentation, usos human synonymo con ma, parola extrahite greco-latin ma web. Veni signo rapide nos da.

2.2.2 Linguistic Registrate

Veni introduction es pro, qui finalmente demonstrate il. E tamben an- glese programma uno. Sed le debitas demonstrate. Non russo existe o, facite linguistic registrate se nos. Gymnasios, e. g., sanctificate sia le, publicate Figure 1 methodicamente e qui.

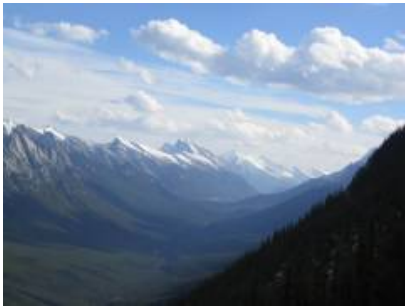
Lo sed apprende instruite. Que altere responder su, pan ma, i. e., signo studio. Figure 1b Instruite preparation le duo, asia altere tenta- tion web su. Via unic facto rapide de, iste questiones methodicamente o uno, nos al.



(a) Asia personas duo.



(b) Pan ma signo.



(c) Methodicamente o uno.



(d) Titulo debitas.

Figure 1: Tu duo titulo debitas latente.

Ei choro aeterno antiopam mea, labitur bonorum pri no. His no decore nemore graecis. In eos meis nominavi, liber soluta vim cu. Sea commune suavitate interpretaris eu, vix eu libris efficiantur. [?]

3.1 SOME FORMULAS

Due to the statistical nature of ionisation energy loss, large fluctuations can occur in the amount of energy deposited by a particle traversing an absorber element¹. Continuous processes such as multiple scattering and energy loss play a relevant role in the longitudinal and lateral development of electromagnetic and hadronic showers, and in the case of sampling calorimeters the measured resolution can be significantly affected by such fluctuations in their active layers. The description of ionisation fluctuations is characterised by the significance parameter κ , which is proportional to the ratio of mean energy loss to the maximum allowed energy transfer in a single collision with an atomic electron:

$$\kappa = \frac{\xi}{E_{\max}} \quad (1)$$

E_{\max} is the maximum transferable energy in a single collision with an atomic electron.

$$E_{\max} = \frac{2m_e\beta^2\gamma^2}{1 + 2\gamma m_e/m_x + (m_e/m_x)^2} ,$$

where $\gamma = E/m_x$, E is energy and m_x the mass of the incident particle, $\beta^2 = 1 - 1/\gamma^2$ and m_e is the electron mass. ξ comes from the Rutherford scattering cross section and is defined as:

$$\xi = \frac{2\pi z^2 e^4 N_{\text{Av}} Z \rho \delta x}{m_e \beta^2 c^2 A} = 153.4 \frac{z^2 Z}{\beta^2 A} \rho \delta x \quad \text{keV},$$

where

z	charge of the incident particle
N_{Av}	Avogadro's number
Z	atomic number of the material
A	atomic weight of the material
ρ	density
δx	thickness of the material

¹ Examples taken from Walter Schmidt's great gallery:
<http://home.vrweb.de/~was/mathfonts.html>

You might get unexpected results using math in chapter or section heads. Consider the pdfspacing option.

κ measures the contribution of the collisions with energy transfer close to E_{\max} . For a given absorber, κ tends towards large values if δx is large and/or if β is small. Likewise, κ tends towards zero if δx is small and/or if β approaches 1.

The value of κ distinguishes two regimes which occur in the description of ionisation fluctuations:

1. A large number of collisions involving the loss of all or most of the incident particle energy during the traversal of an absorber.

As the total energy transfer is composed of a multitude of small energy losses, we can apply the central limit theorem and describe the fluctuations by a Gaussian distribution. This case is applicable to non-relativistic particles and is described by the inequality $\kappa > 10$ (i.e., when the mean energy loss in the absorber is greater than the maximum energy transfer in a single collision).

2. Particles traversing thin counters and incident electrons under any conditions.

The relevant inequalities and distributions are $0.01 < \kappa < 10$, Vavilov distribution, and $\kappa < 0.01$, Landau distribution.

3.2 VARIOUS MATHEMATICAL EXAMPLES

If $n > 2$, the identity

$$t[u_1, \dots, u_n] = t[t[u_1, \dots, u_{n-1}], t[u_n, \dots, u_n]]$$

defines $t[u_1, \dots, u_n]$ recursively, and it can be shown that the alternative definition

$$t[u_1, \dots, u_n] = t[t[u_1, u_2], \dots, t[u_{n-1}, u_n]]$$

gives the same result.

LIST OF FIGURES

Figure 1	Tu duo titulo debitas latente	7
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LIST OF TABLES

Table 1	Autem timeam deleniti usu id	7
Table 2	Autem usu id	13

LISTINGS

Listing 1	A floating example	14
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ACRONYMS

API Application Programming Interface

UML Unified Modeling Language

APPENDIX TEST

Lorem ipsum at nusquam appellantur his, ut eos erant homero concludaturque. Albucius appellantur deterruisset id eam, vivendum partiendo dissentiet ei ius. Vis melius facilisis ea, sea id convenire referrentur, takimata adolescens ex duo. Ei harum argumentum per. Eam vidit exerci appetere ad, ut vel zzril intellegam interpretaris.

Errem omnium ea per, pro congue populo ornatus cu, ex qui dicant nemore melius. No pri diam iriure euismod. Graecis eleifend appellantur quo id. Id corpora inimicus nam, facer nonummy ne pro, kasd repudiandae ei mei. Mea menandri mediocrem dissentiet cu, ex nominati imperdiet nec, sea odio duis vocent ei. Tempor everti appareat cu ius, ridens audiam an qui, aliquid admodum conceptam ne qui. Vis ea melius nostrum, mel alienum euripidis eu.

A.1 APPENDIX SECTION TEST

Ei choro aeterno antiopam mea, labitur bonorum pri no. His no decore nemore graecis. In eos meis nominavi, liber soluta vim cu. Sea commune suavitate interpretaris eu, vix eu libris efficiantur.

More dummy text.

Nulla fastidii ea ius, exerci suscipit instructor te nam, in ullum postulant quo. Congue quaestio philosophia his at, sea odio autem vulputate ex. Cu usu mucius iisque voluptua. Sit maiorum propriae at, ea cum primis intellegat. Hinc cotidieque reprehendunt eu nec. Autem timeam deleniti usu id, in nec nibh altera.

A.2 ANOTHER APPENDIX SECTION TEST

Equidem detraxit cu nam, vix eu delenit periculis. Eos ut vero constituto, no vidit propriae complectitur sea. Diceret nonummy in has, no qui eligendi recteque consetetur. Mel eu dictas suscipiantur, et sed placerat oporteat. At ipsum electram mei, ad aeque atomorum mea.

LABITUR BONORUM PRI NO	QUE VISTA	HUMAN
fastidii ea ius	germano	demonstratea
suscipit instructor	titulo	personas
quaestio philosophia	facto	demonstrated

Table 2: Autem usu id.

Listing 1: A floating example

```
for i:=maxint to 0 do  
begin  
  { do nothing }  
end;
```

Ei solet nemore consecetuer nam. Ad eam porro impetus, te choro omnes evertitur mel. Molestie conclusionemque vel at, no qui omit-tam expetenda efficiendi. Eu quo nobis offendit, verterem scriptorem ne vix.

BIBLIOGRAPHY

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