OctoPocus

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Bauhaus Universität Weimar

11th July 2016

Overview

Original Paper: Core Ideas

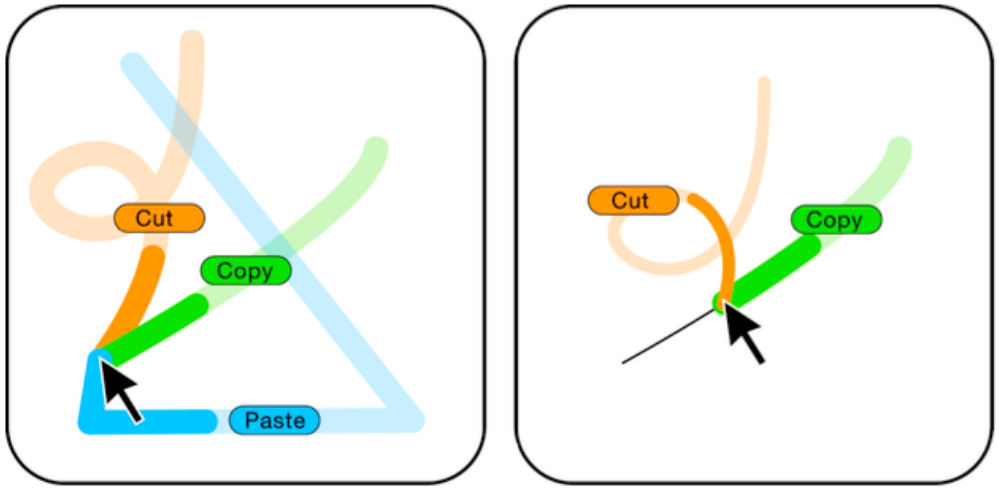

Figure: Left: Feedforward, Right: Feedforward and Feedback

- User can execute gestures dynamically in different directions

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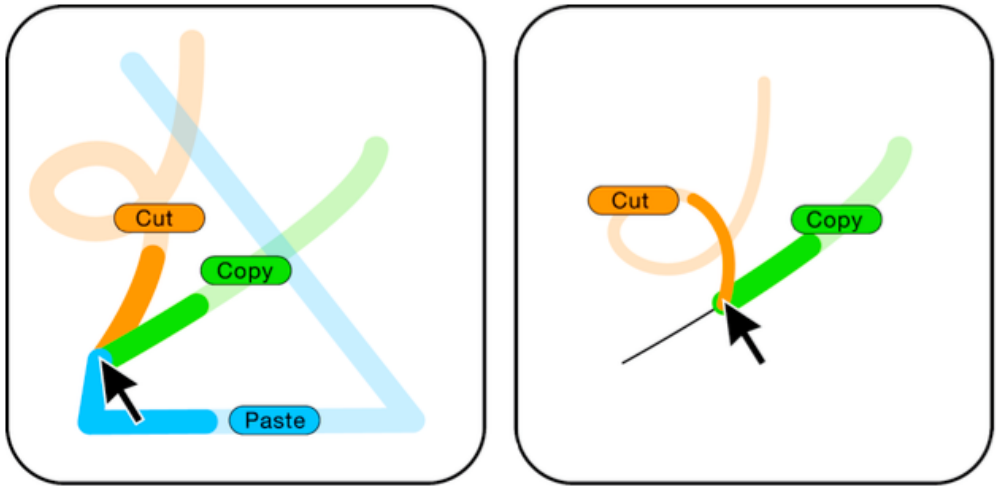

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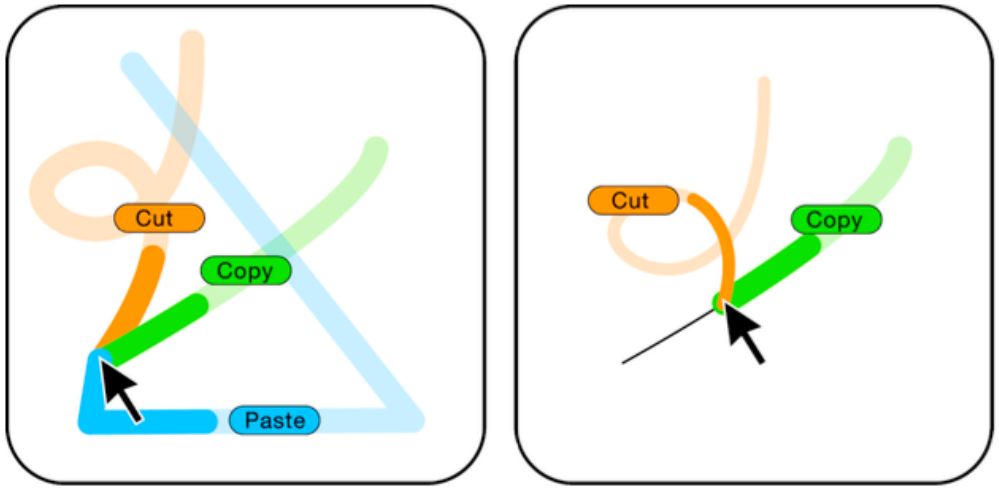

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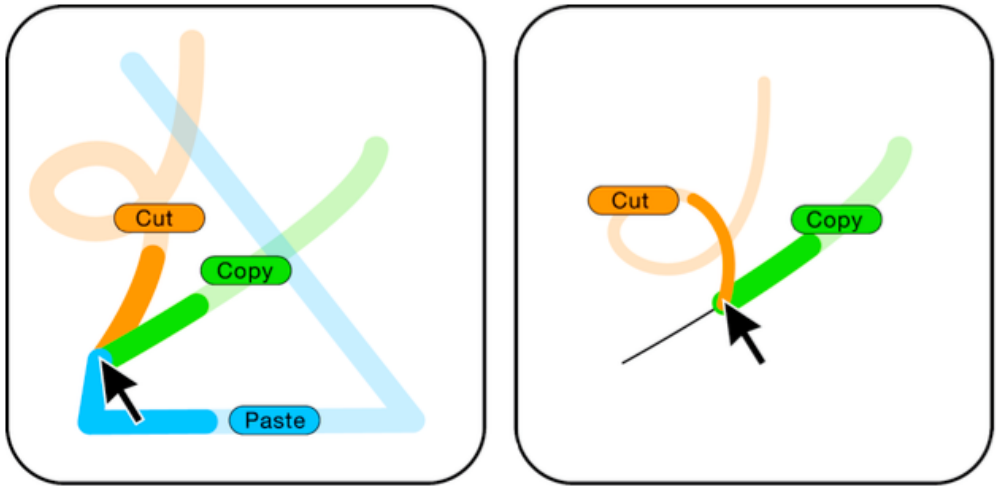

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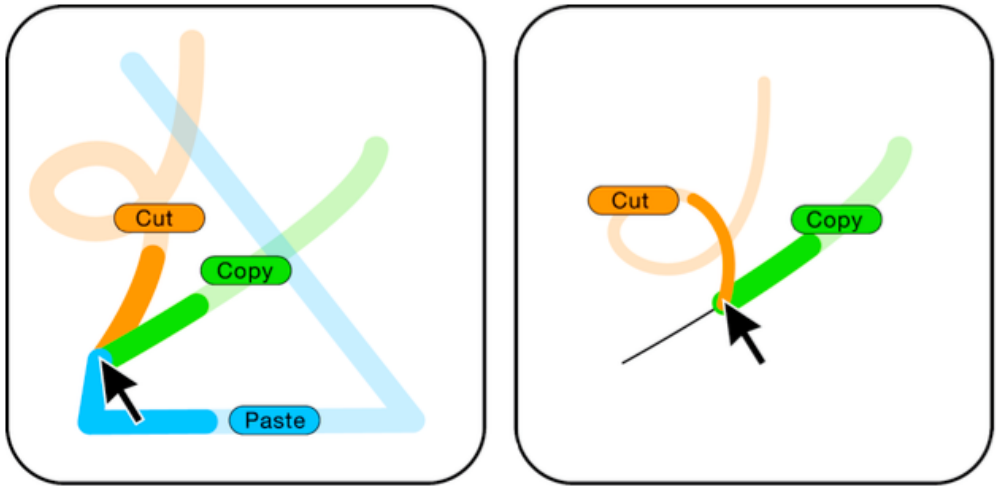

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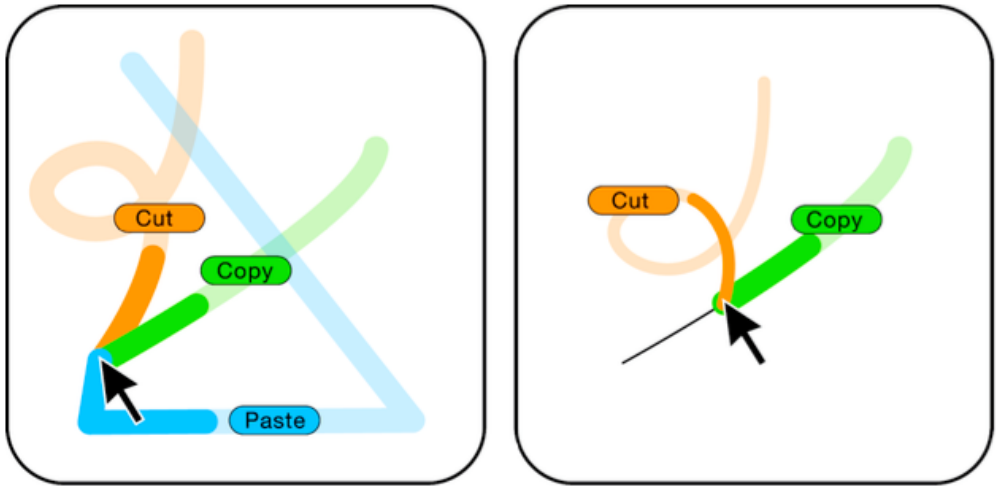

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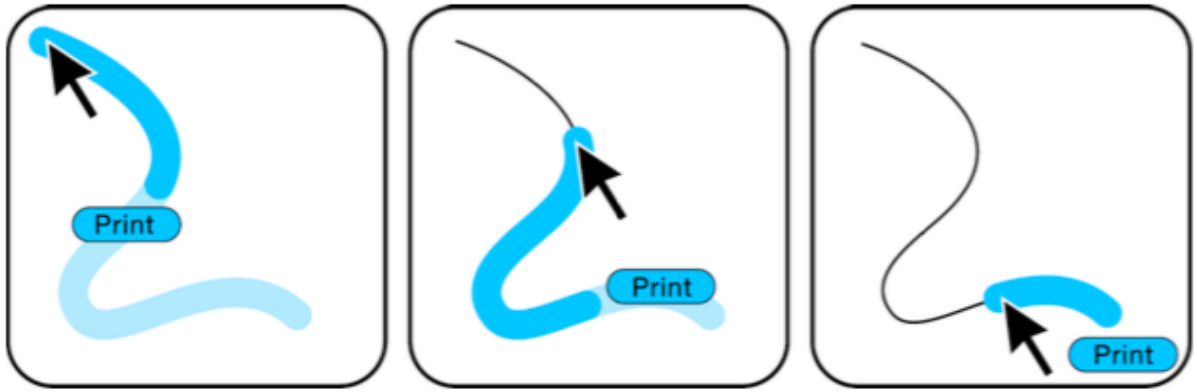
Feedforward mechanism



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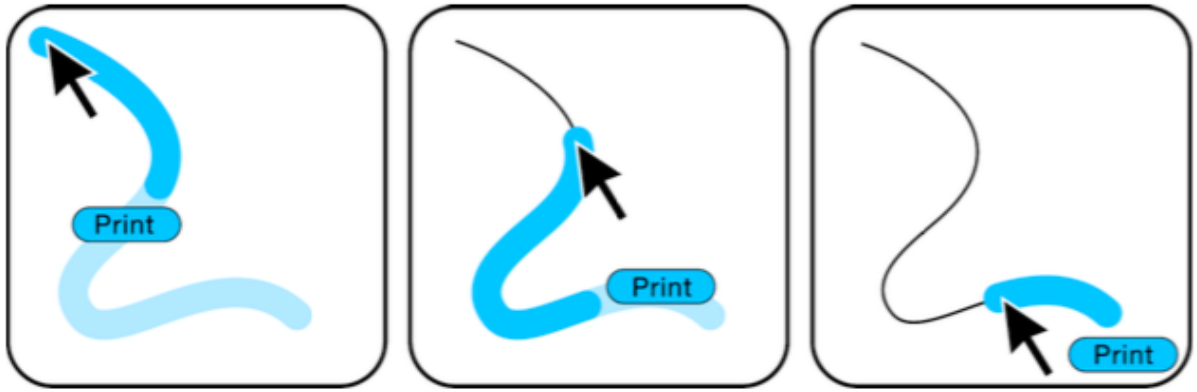

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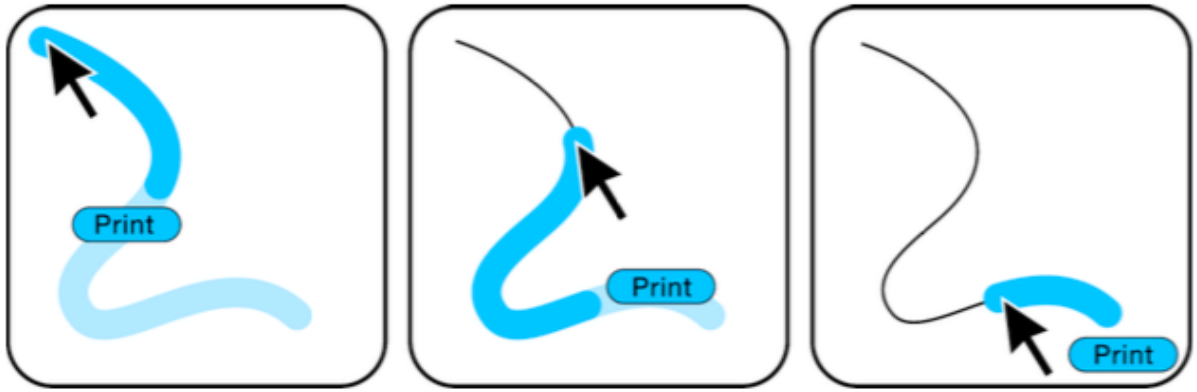

- Gives the user an impression of the gesture's shape and the related command
- Each template gesture has a prefix starting at the cursor and marking a small part of the whole gesture in a deep color, the rest has the same but translucent color
- The associated command is shown at the end of the prefix

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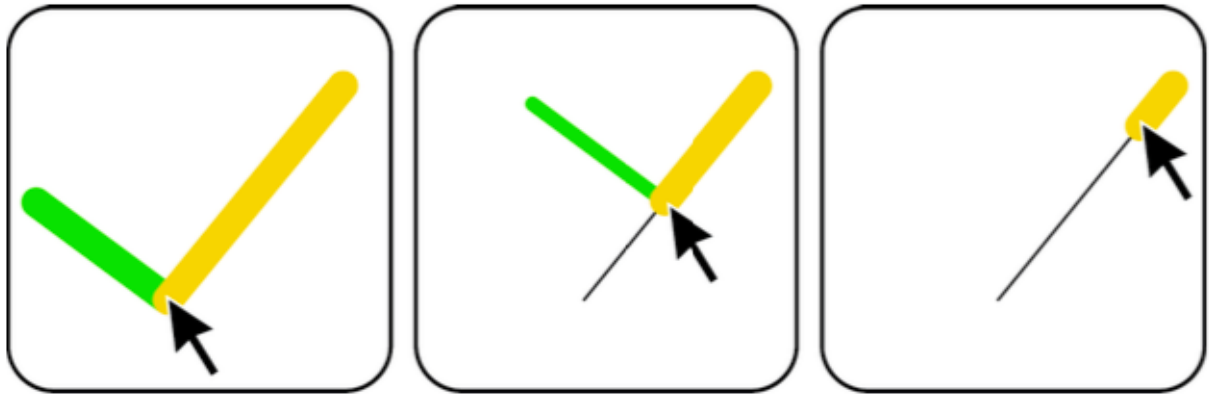

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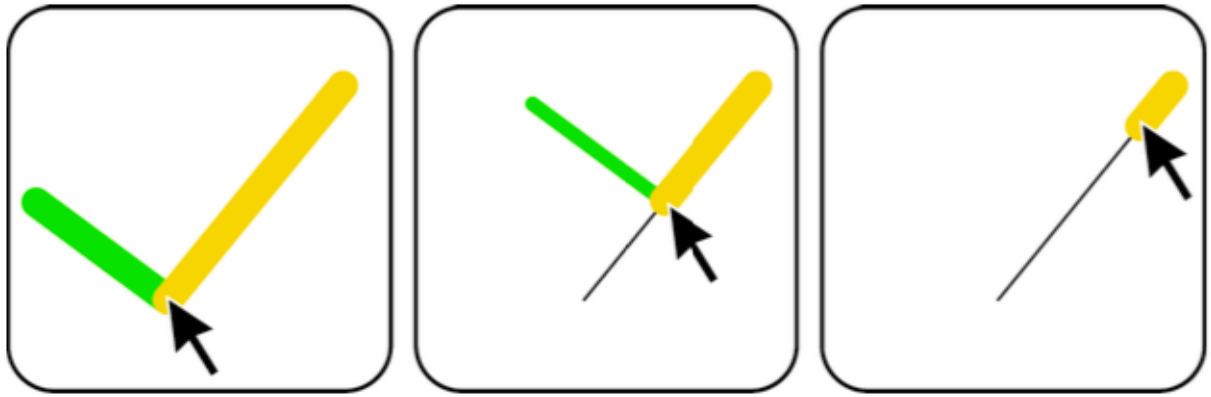

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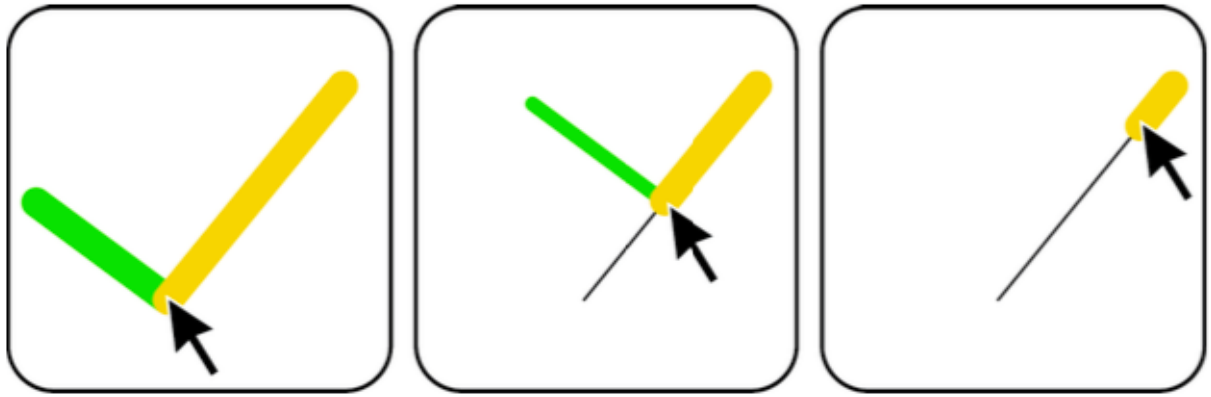

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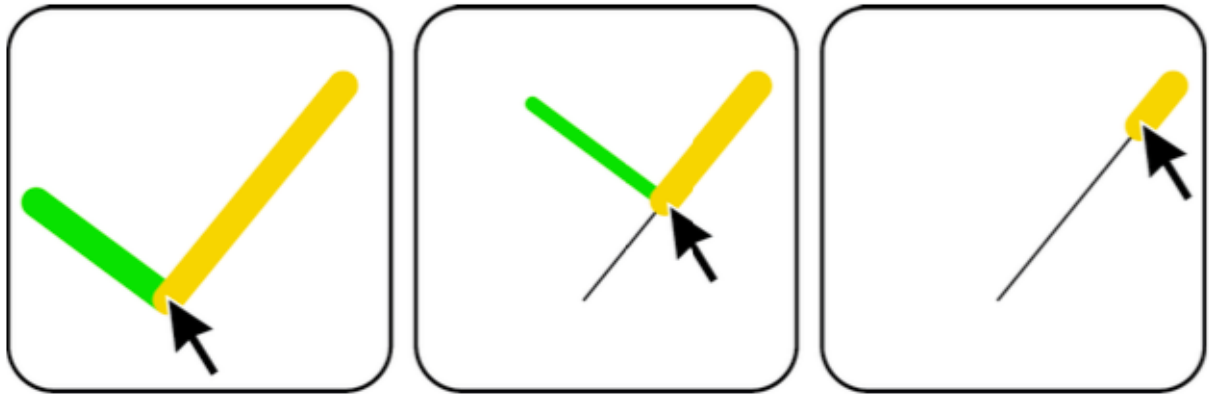

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- The consumable error rate is also mapped onto the thickness of the gesture

Novice or Expert?

Novice version:

- All paths are displayed by doing a long click

Novice or Expert?

Novice version:

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Expert version:

- No paths are displayed

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- One path is provided for the user to create his own gesture paths, replacing it with the old ones

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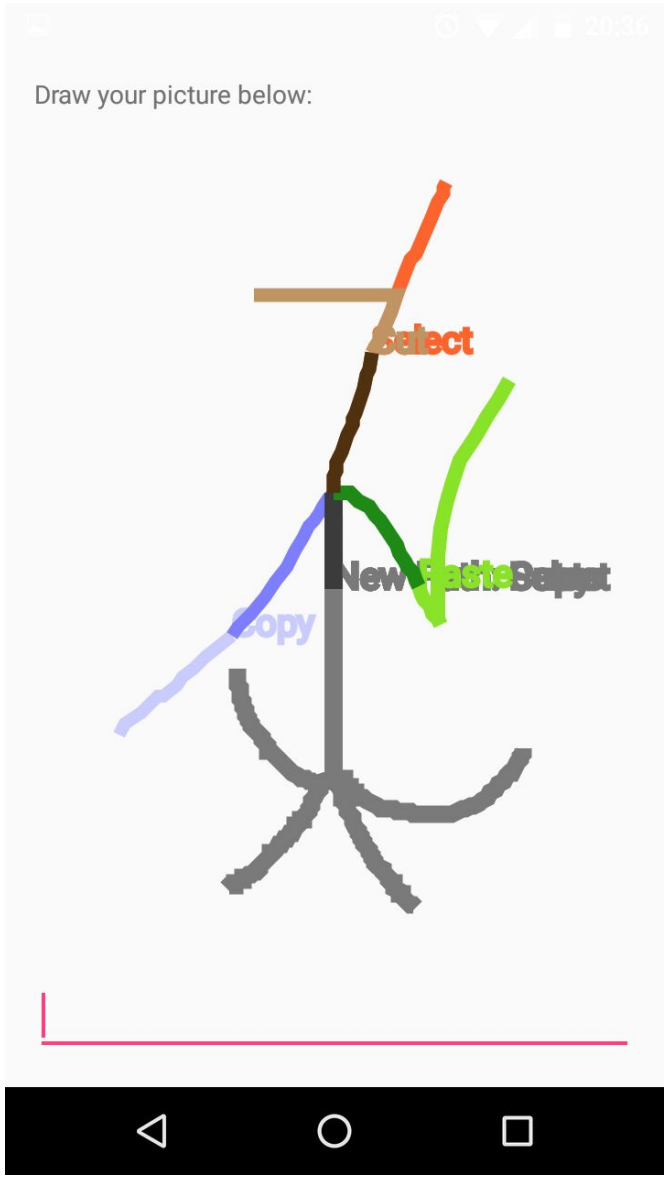
- Finding the right thresholds:
  - Paths can be drawn quite close to each other
  - Solution: Doing error calculation only in the area close to the finger
- Occlusion:
  - All paths point into different directions by default
  - Solution: Default paths can be modified by the “New Path “function, e.g. if the user is right-handed, he can draw all paths from the lower right to the left, upperleft and top direction

Live Demo



References

Olivier Bau & Wendy E. Mackay (2008)

Title of the publication

OctoPocus: A Dynamic Guide for Learning Gesture-Based Command Sets