

P103 @ Mobile HCI

Sensing Opportunities for Physical Interaction

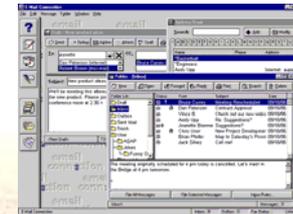
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ETH

Eidgenössische Technische Hochschule Zürich
Swiss Federal Institute of Technology Zurich

Approaching Physical Interaction

- real world: natural interaction
- computers: virtual interaction

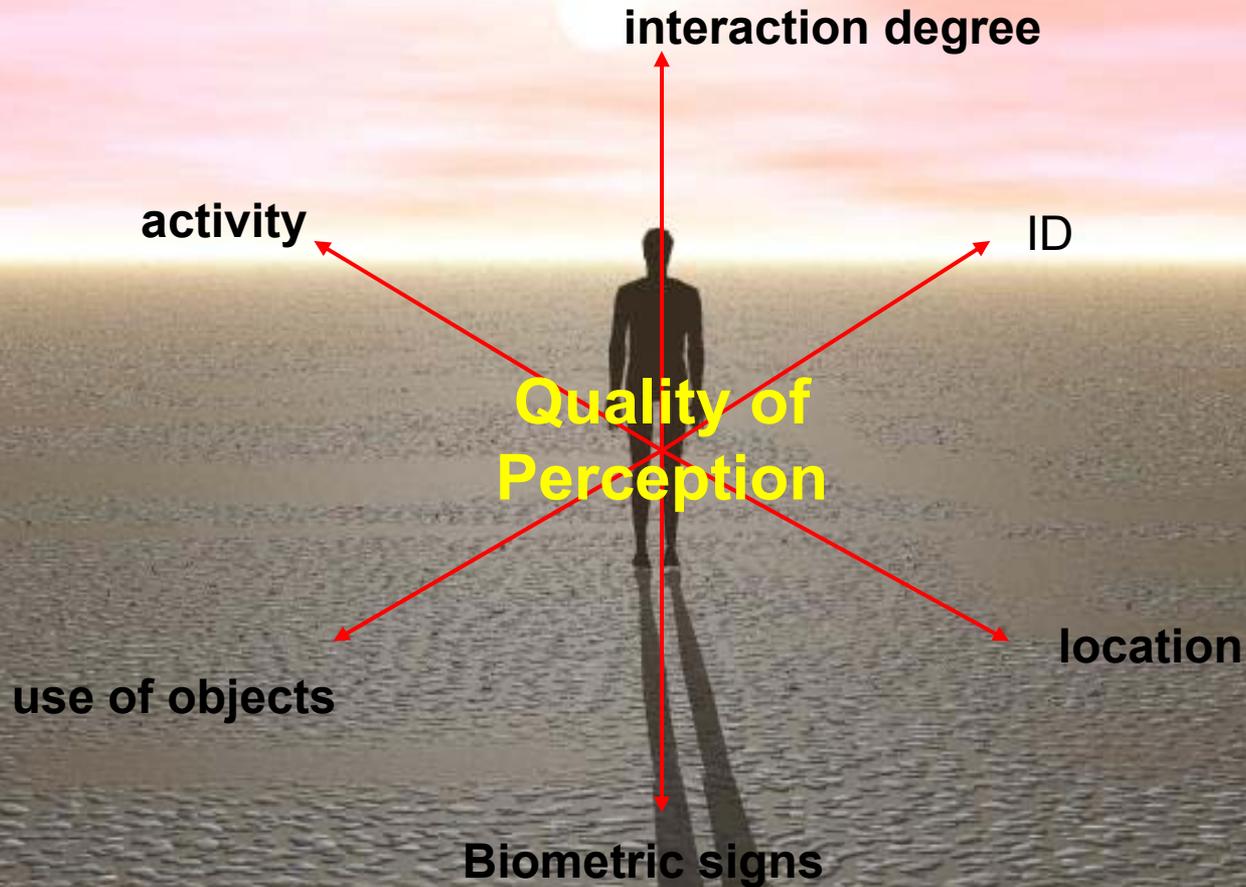


- integration of both worlds: Physical Interaction
 - devices/wearables
 - sensors, computing and communication
 - objects/environments
 - sensing and displaying information



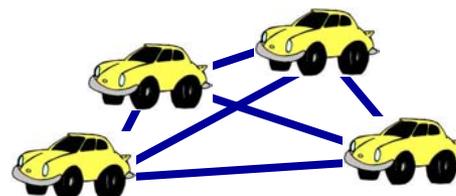
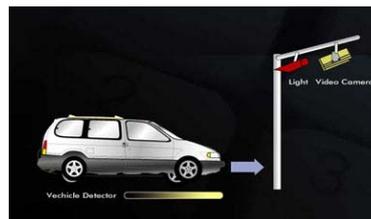
-> What are the appropriate sensors?

Logical View: Dimensions of Sensing



Physical View: Placement of Sensors

- **in environment**
 - hidden
 - works with all users
 - often indirect
- **on human**
 - obvious to user
 - works in all environments
 - direct
- **on object**
 - works in objects proximity
 - depending on object's properties
 - present-to-hand (*vorhandensein*) vs. ready-to-hand (*Zuhandensein*)
- **mutual collaboration**
 - direct
 - works in instrumented environments with instrumented users



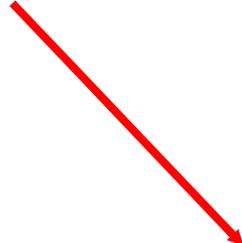
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present-at-hand
ready-to-hand

Placement	Quality of Sensing	Installed in Environment	On Object	On Human	Mutual Collaboration
ID	high	biometric sensing vision audio		audio	location systems
	low	load-cell	inertial sensors	inertial sensors	
Obj. Use	high	load-cell audio vision	inertial sensors load-cell force/distance/capacity	audio inertial sensors	location systems
	low	switch/lightbarriers	light		
Location	high	load-cell radar, laser Vision PIR audio	GPS	GPS	location systems diff. GPS
	low	switches, IR-barrier	pressure, humidity	pressure, humidity	
Bio/Emots	high		force/load touch	GSR oximetry inertial sensors temperature	----
	low				
Activity	high	Smart Board Load-cell vision	----	inertial sensors strain strips	
	low	PIR, pressure, capacity		GPS	location systems
Interaction (humans)	high	Load-cells vision audio	----	inertial sensors vision micro	----
	low			GPS	
		Bandwidth low high	Bandwidth low high	Bandwidth low high	Bandwidth low high

Discussion

Placement	Quality of sensing	Installed in Environment	On Object	On Human	Mutual Collaboration
ID	high	biometric sensing vision	---	audio	location systems
	low	touch and audio	partial sensors	partial sensors	---
Obj. Use	high	touch and audio/vision	partial sensors touch and force/distance/capacity light	audio	location systems
	low	touch/light/biometric	---	partial sensors	---
Location	high	touch and audio/vision	GPS	GPS	location systems cell-GPS
	low	pressure, IR/radar	pressure, humidity	pressure, humidity	---
Bio/Emots	high	vision audio	touch and touch	GPS, camera partial sensors temperature	---
	low	---	---	---	---
Activity	high	Smart Board touch and vision	---	partial sensors near vision	---
	low	touch and pressure, proximity	---	GPS	location systems
Interaction (human)	high	touch and vision	---	partial sensors audio micro	---
	low	---	---	GPS	---



Placement	In Environment	On Object	On Human	Mutual
ID	++	---	+	+
Obj. Use	o	++	+	o
Location	+	o / +	o / +	++
Bio/Emots	+	o	++	---
Activity	+	---	++	o
Interaction	+ / ++	---	+	o

--- not applicable, o possible, + good, ++ very good

Discussion

- each placement is meaningful for at least one dimension
- in environment & on human: best sensing results
- video & audio best suited for environment placement
 - computationally expensive
 - indirect measure
- on object: mostly inertial sensors
- high relevance of location in real-world
 - indirect measure for activity
 - best technology support (GPS, indoor systems...)

Placement	In Environment	On Object	On Human	Mutual
ID	++	---	+	+
Obj. Use	o	++	+	o
Location	+	o / +	o / +	++
Bio/Emots	+	o	++	---
Activity	+	---	++	o
Interaction	+ / ++	---	+	o

-- not applicable, o possible, + good, ++ very good

Conclusion

- six dimensions of sensing represent sensing goals
- review of ubicomp research
- first step to systematize the use of sensors
- future work:
 - classifying combination of sensors
 - design space of sensors
 - sensor cookbook
 - support for application designers
 - sensor selection at run-time

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Thank you!

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Dimensions (cont.)

