

# Vorlesung

# Mensch-Maschine-Interaktion

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# Chapter 4

## Analyzing the Requirements and Understanding the Design Space

- 3.1 Factors that Influence the User Interface
- 3.2 Analyzing work processes and interaction
- 3.3 Conceptual Models – How the users see it
- 3.4 Analyzing existing systems
- 3.5 Describing the results of the Analysis
- 3.6 Understanding the Solution Space
- **3.7 Design space for input/output, technologies**
  - 3.7.1 2D input
  - 3.7.2 3D input
  - 3.7.3 Force feedback
  - 3.7.4 Input device taxonomy
  - **3.7.5 Further forms of input and capture (cont.)**
  - 3.7.6 Visual and audio output
  - 3.7.7 Printed (2D/3D) output
  - 3.7.8 Further output options

# Media Capture

## Text

- Legacy content (documents, books)
- Technologies for capture
  - Scanner
  - Digital photo camera
  - Results in a bitmap of the text
- Technology for recognition / transformation into text
  - OCR (optical character recognition)
  - Recognize text and format
  - less storage required (if only textual content is of value)
  - Allow search in archived documents

# Media Capture

## Still images, graphics

<http://www.reflecta.de>



- Drawing (e.g. cartoon, caricature)
  - Artistic interpretation
  - Digital input (pen, tablet, mouse?)
  - Analog creation and digitizing
  
- Photo capture (chemical) and digitizing
  - High resolution (e.g. photo for a 4m x 8m poster or A1 Poster with 100dpi)
  
- Legacy content (e.g. slides, photos, book pages)
  
- Technologies for still image digital capture
  - Scanner
  - Digital photo camera

# Scanner, examples

- Xerox DigiPath Network Scanner

- Up to 65 pages per minute
- Automatic duplex
- document handler with a 100-sheet capacity



- Polaroid SprintScan 120

- optical resolution 4000 dpi
- medium-format film scanner
- E.g. theoretical 6cm x 9cm ~ 9400 pixel x 14000 pixel = 126 Mega Pixel
- 6cm x 6cm scan about 1 minute



# Media Capture Video

- Record on photographic film and subsequent digitizing
- Digital capture, examples
  - DV (e.g. Canon XL1 DV)
  - Betacam digital (Sony Betacam SX Camcorder)
  - D1 (8-bit uncompressed digital)
- Capture analog video signal
  - Digitizing legacy content

<http://videoexpert.home.att.net/artic3/256atab.htm>

<http://www.belle-nuit.com/dv/dvddix.html>

<http://www.jamesarnett.com/2-1-6-4.html>



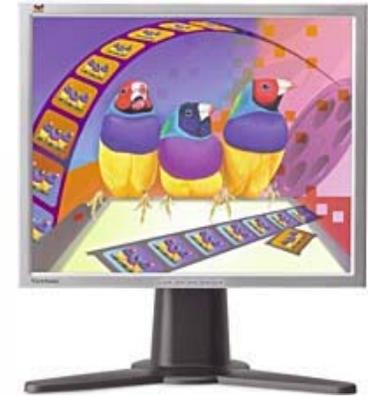
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# TFT LCD Screens

- Typical color resolution 640x480 to 1920x1200
- ~ 85 pixel/inch
- viewing angle to 170°
- pivot function (90° rotation)



- More on the basic technology

- <http://electronics.howstuffworks.com/lcd.htm>
- <http://www.pctechguide.com/07panels.htm>

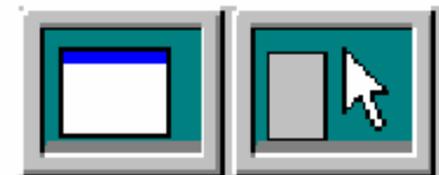
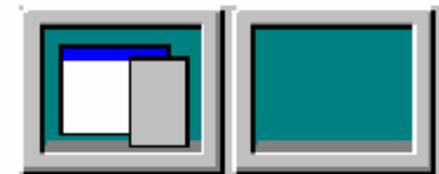
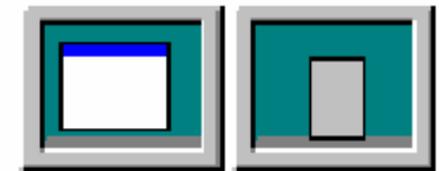
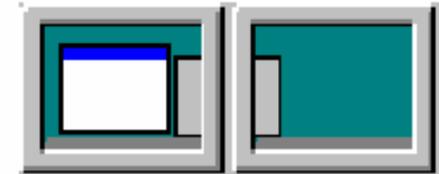
# Multiple Screens

- Increased screen real estate
- Connected to one computer (one keyboard and one mouse)
- Screen arrangements with standard hard- and software
  - Dual display
  - Triple display
  - Quad display
- Application areas
  - CAD
  - Software development
  - Media production
  - Financial software
  - Comparison tasks
  - Customer info & adverts
  - Time tables



# Multi-screen problems & solutions

- Dialog box appears on the boarder between the screens
  - Position in new screen
  - Position in application screen
  - Position at the cursor
- What is the meaning of maximizing a window
  - Within the current screen
  - overall
- Losing the cursor
  - Example of a solution: High density cursor
    - <http://www.patrickbaudisch.com/projects/highdensitycursor/>



# More on Multi Displays

Hutchings, D., Smith, G., Meyers, B., Czerwinski, M., & Robertson, G. (2004).

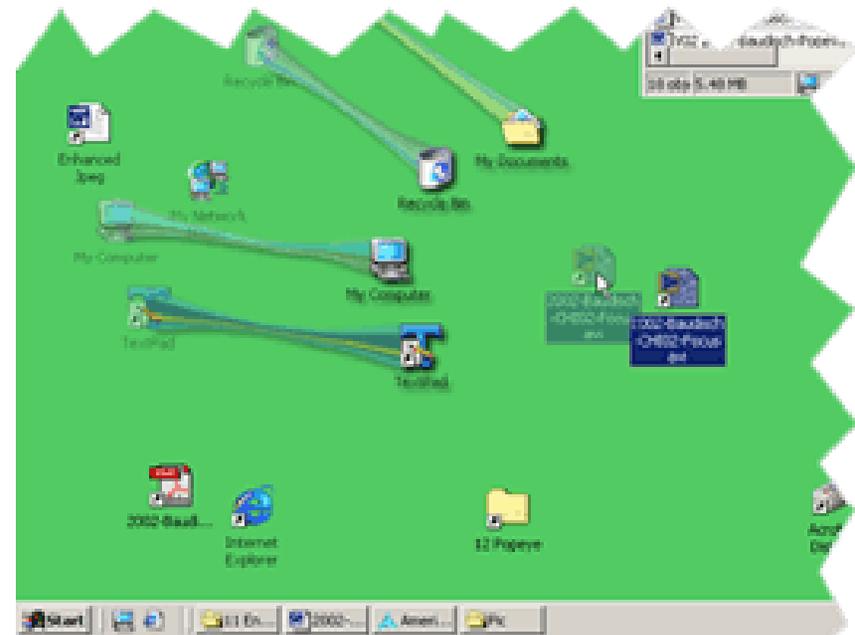
**Display space usage and window management operation comparisons between single monitor and multiple monitor users.**

In Proceedings of the working conference on Advanced Visual Interfaces, AVI 2004, p. 32-39.

# Multi-screen problems & solutions

## drag and drop over screen borders

- Scenario:
  - Multiple touch screens (e.g. smart boards) are connected to become “one” display
  - Drag-and-drop does not work over borders



- Suggested solution – move possible targets to the object that is dragged

- Drag-and-Pop

<http://www.patrickbaudisch.com/projects/dragandpop/>

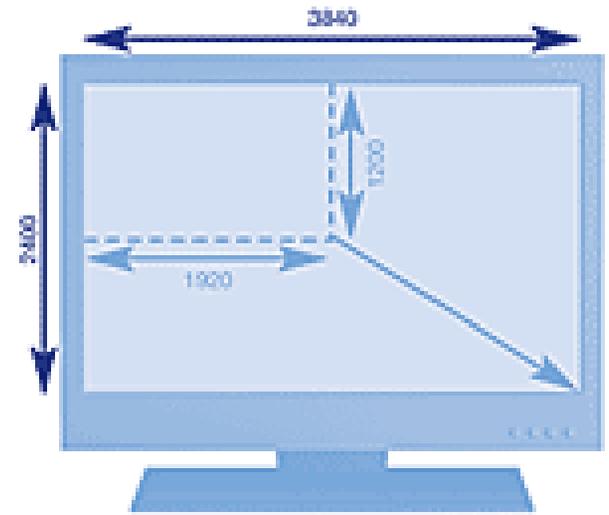
# Hi-Resolution Grayscale Displays

- Use for medical imaging, radiology
- Image presentation according to DIN 6868-57
- Calibration software
  
- E.g. Eizo RadiForce G51
  - 21.3" monochrome LCD
  - 5 mega pixel
  - 2560 × 2048 pixel
  - 154 pixel/inch
  - 10-Bit simultaneous grayscale display



# Hi-Resolution Color Displays

- Application examples
  - Medical imaging
  - CAD and construction
  - Digital content creation
  - Geophysical imaging
- E.g. IBM T221 Flat Panel Monitor.
  - 3840x2400 pixel
  - 9.2 million pixel
  - 22.2" TFT LCD
  - 204 pixels/inch
- Resolution close to a photo



# Hi-Resolution Displays

## Potential Problem

- Often standard software is designed for different resolution (e.g. 90 pixel/inch)
  - controls are too small
  - fonts are hardly readable in normal size
- Approach
  - Design for the specific characteristics of the output device

# Context & Focus

Baudisch et al.

- Central area is a high resolution display
- Peripheral area is low resolution and provides context



- <http://www.patrickbaudisch.com/projects/focuspluscontextscreens/>

# Context & Focus

Baudisch et al.

- Central area realized as TFT screen
- Periphery is projected
- Helps with task where context does provide important information



# Projectors



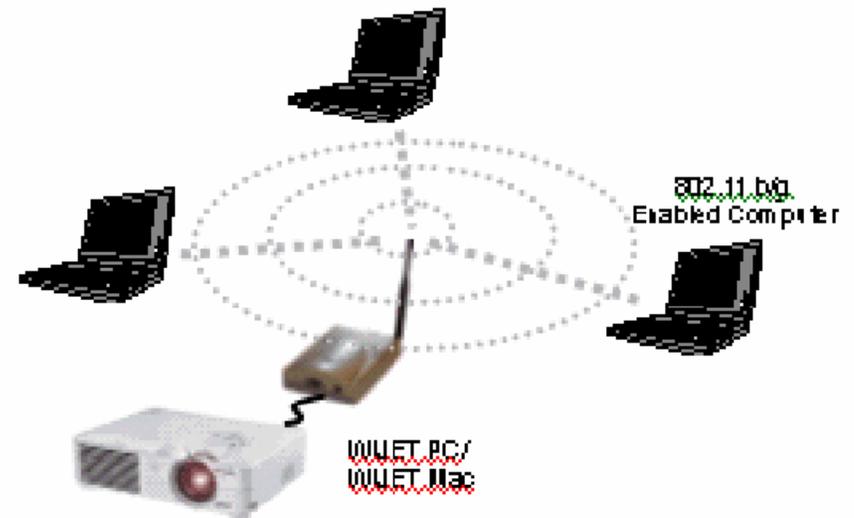
# Projectors

## ■ Key Criteria

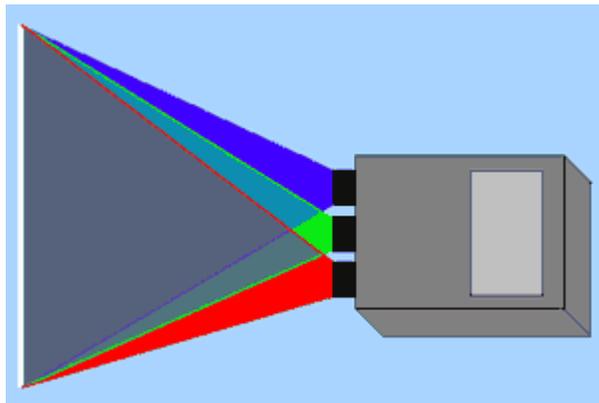
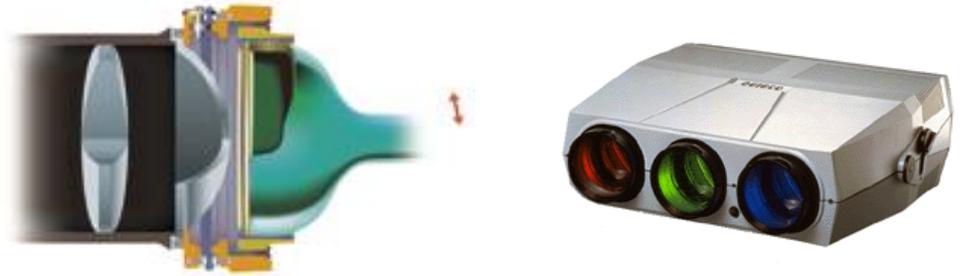
- Resolution
- Brightness
- Weight
- Noise
- Lens
- Image correction
- Projection distance
- Connections
- Lamp life time



- E.g. Toshiba TLP-T720U
  - Wireless 802.11B
- E.g. WiJET
  - <http://www.otcwireless.com/802/wijet.htm>



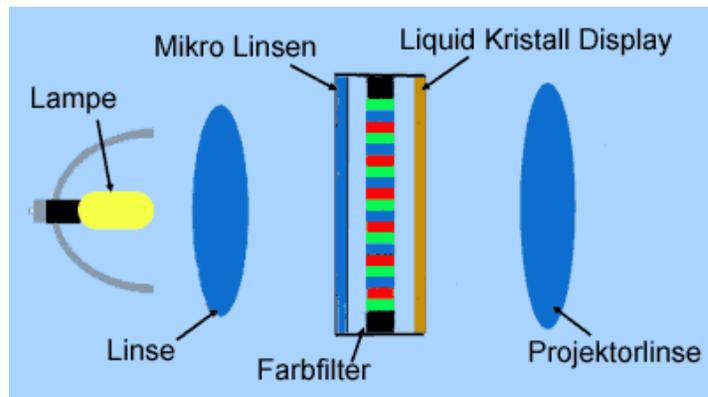
# CRT projector



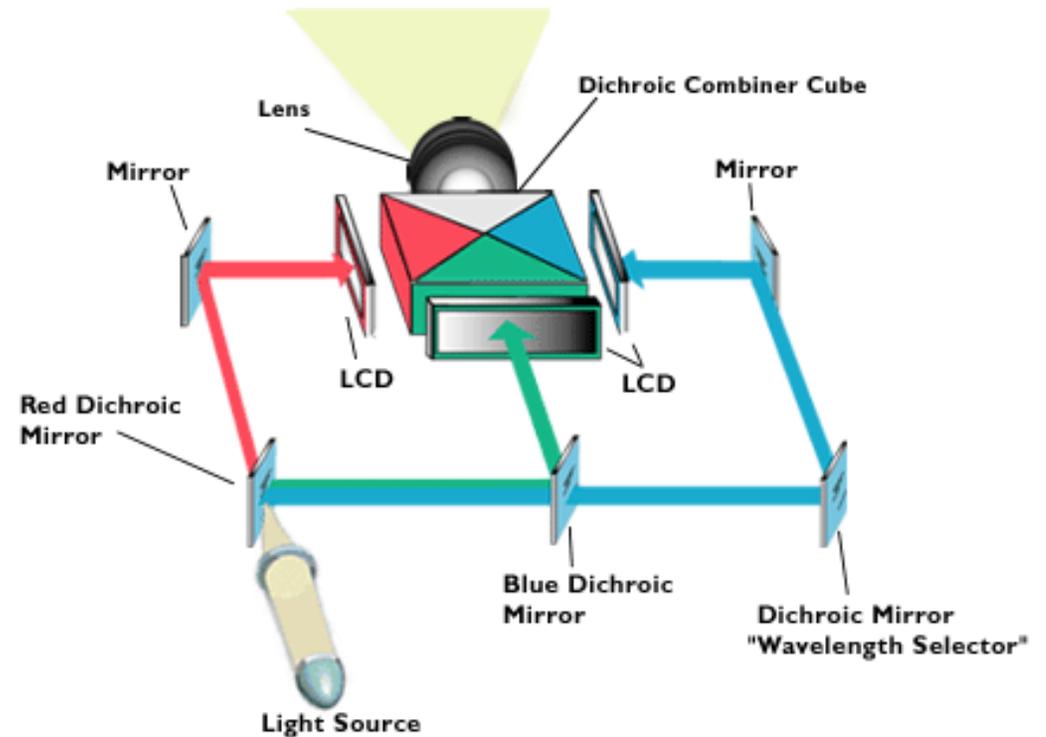
- Use R,G+B CRTs as light sources
- Good black areas
- Low brightness
- Fast
- Need to calibrate convergence!

[www.projektoren-datenbank.com/rohre.htm](http://www.projektoren-datenbank.com/rohre.htm)

# LCD projector

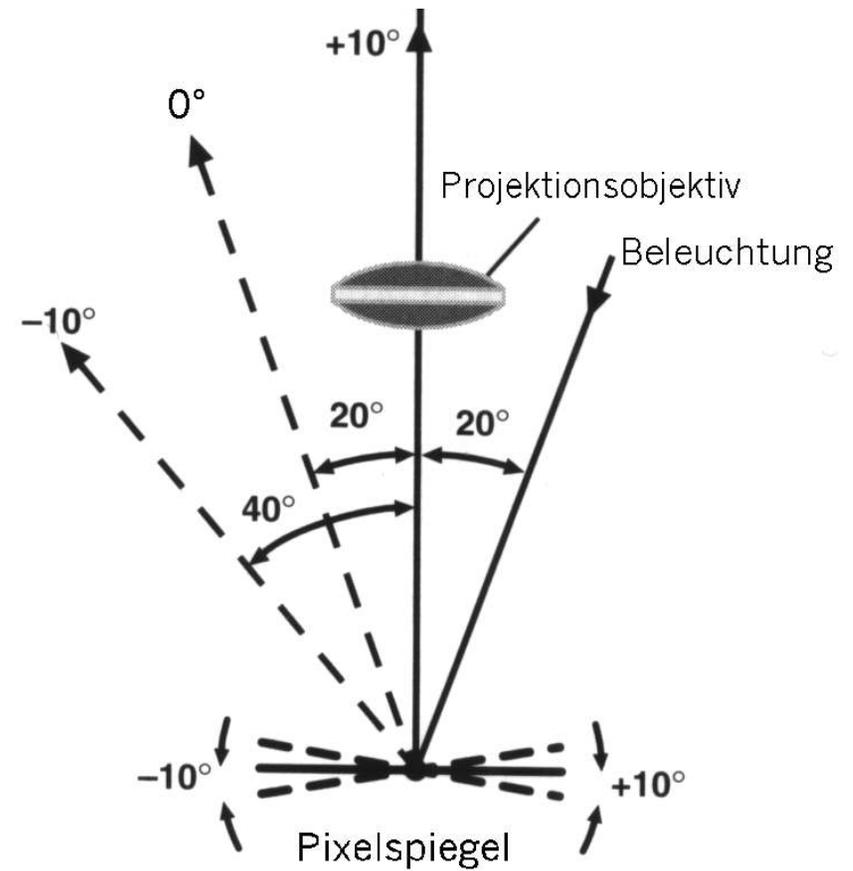
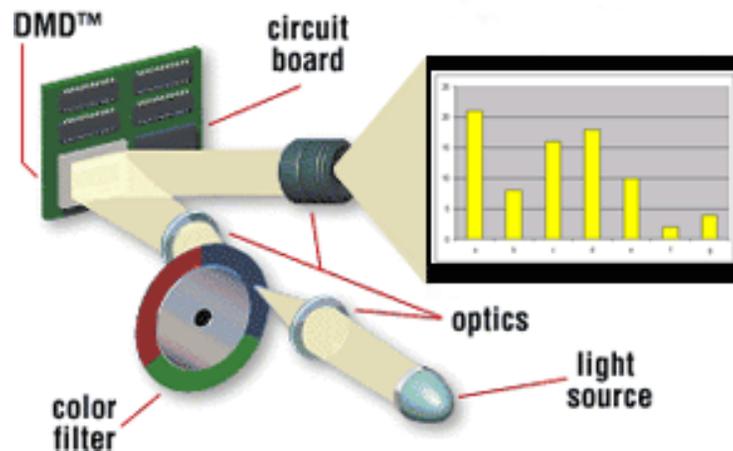
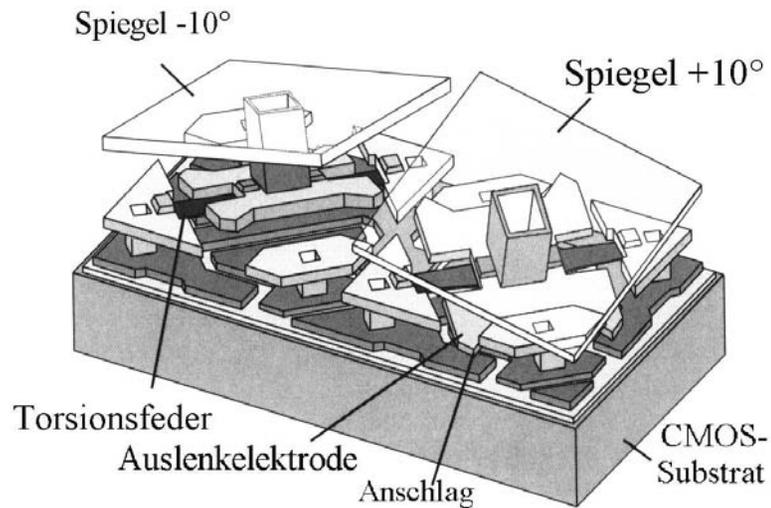


[www.projektoren-datenbank.com/lcd.htm](http://www.projektoren-datenbank.com/lcd.htm)

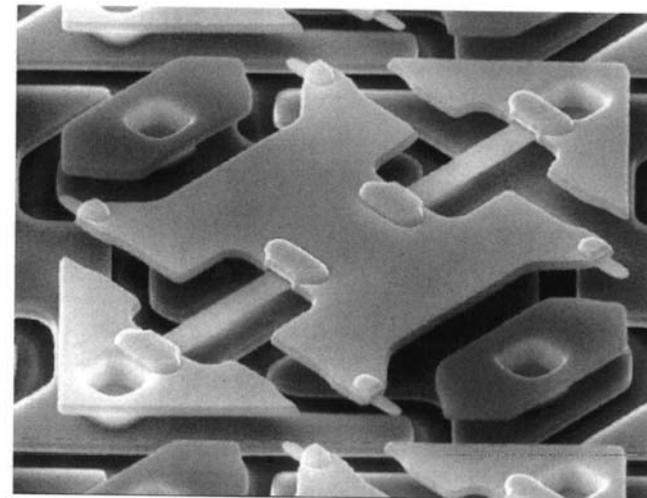
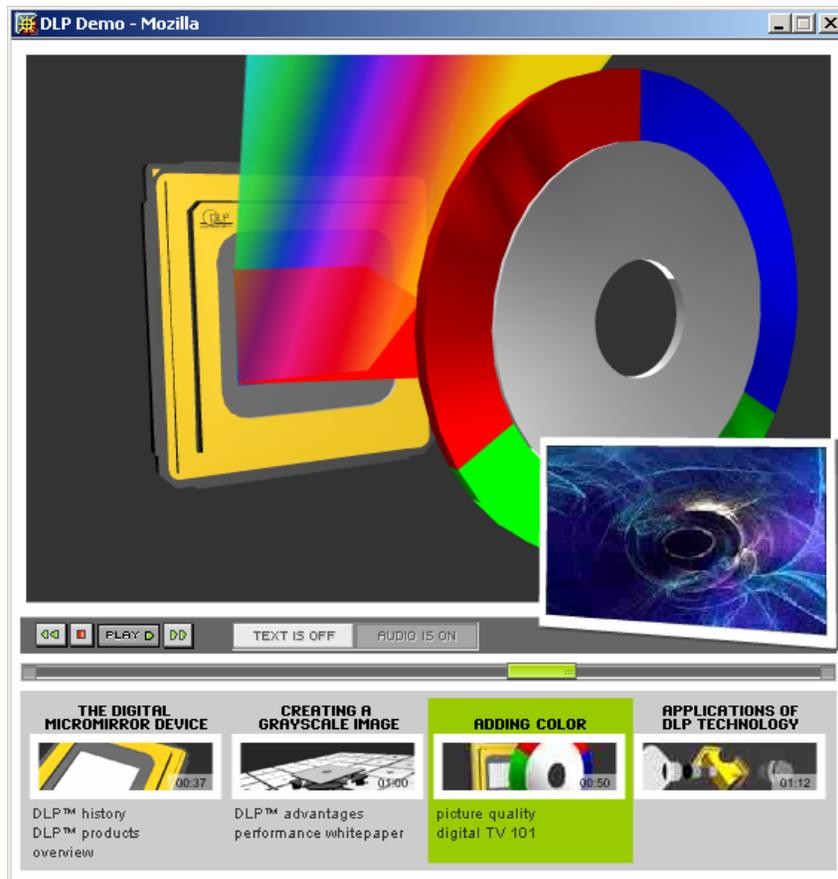


[www.projectorpoint.co.uk/projectorLCDvsDLP.htm](http://www.projectorpoint.co.uk/projectorLCDvsDLP.htm)

# DLP projector

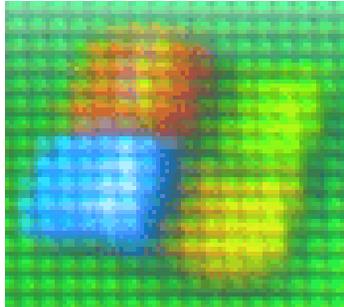


# DLP projector (movie)

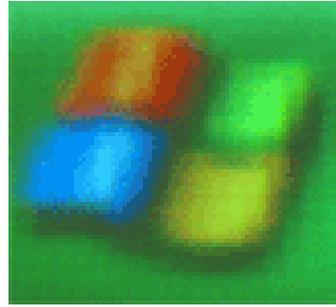


<http://www.dlp.com/>

# Technological side effects



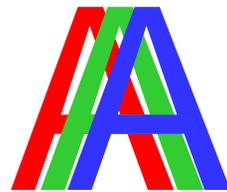
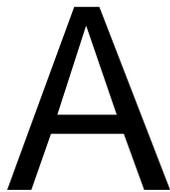
LCD



DLP

(image is a magnified portion of the start up icon)

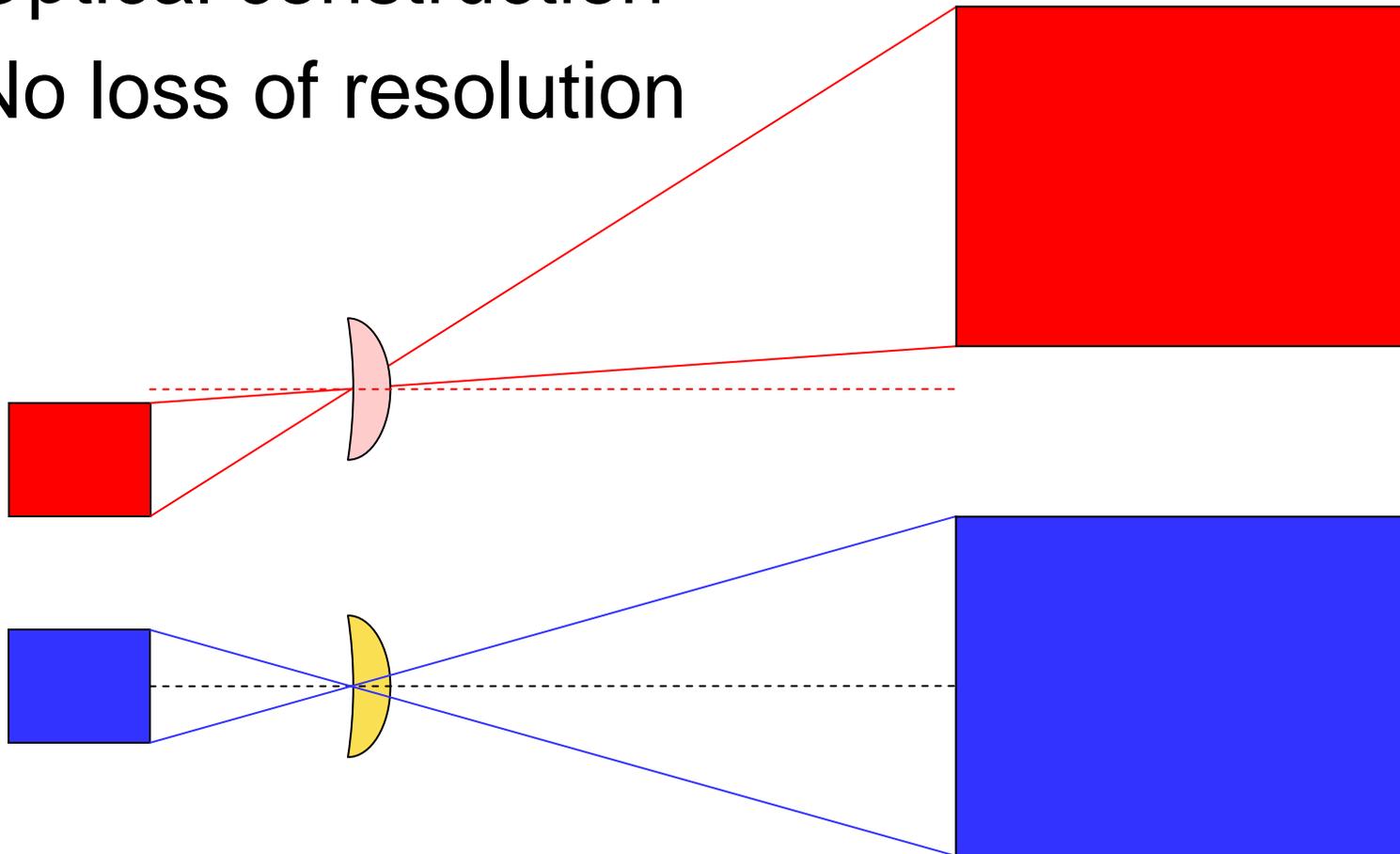
- Screen door effect
  - Caused by LCDs
  - Less prominent in DLP



- If a DLP projector is moved, color seams appear

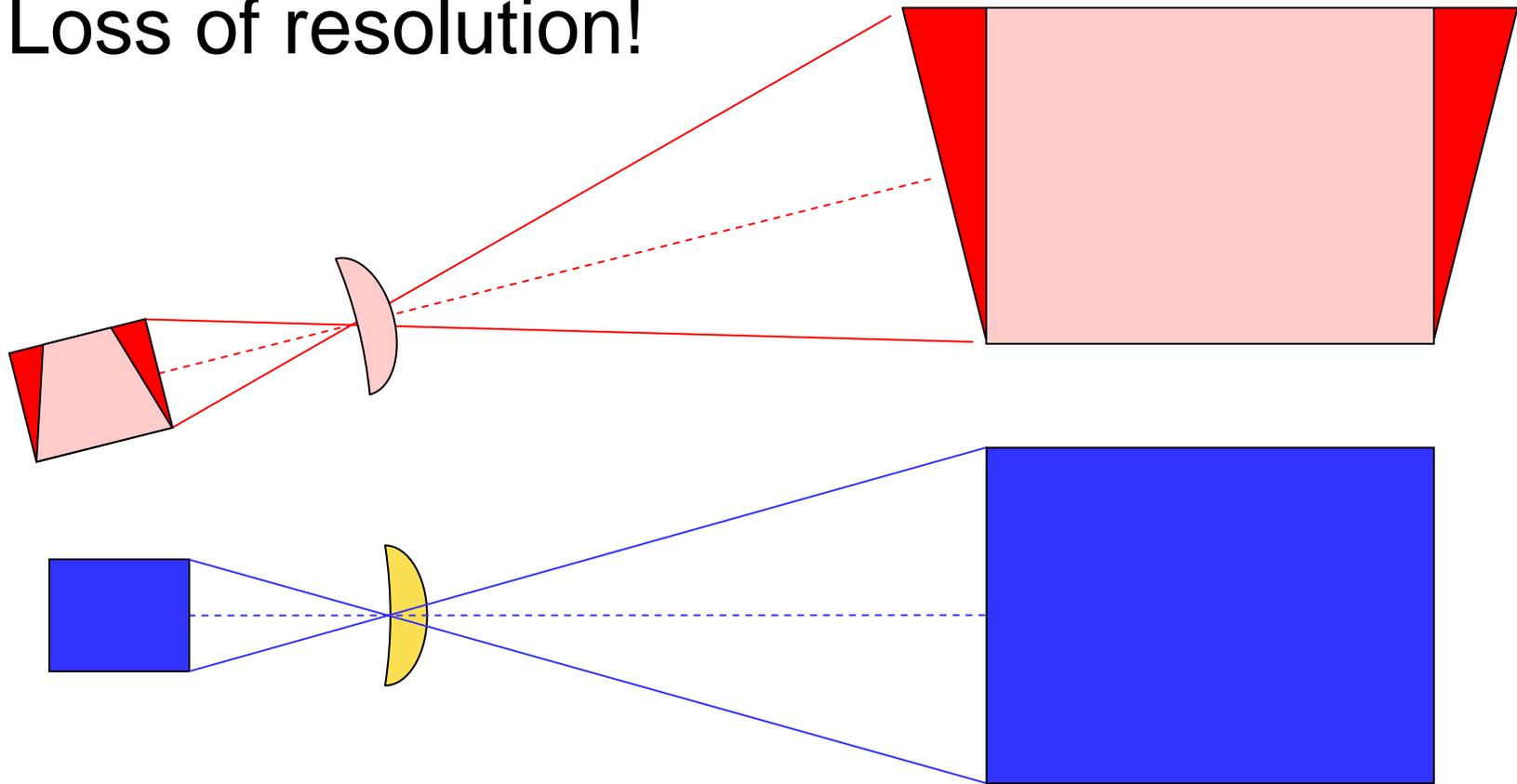
# Lens shift

- Optical construction
- No loss of resolution

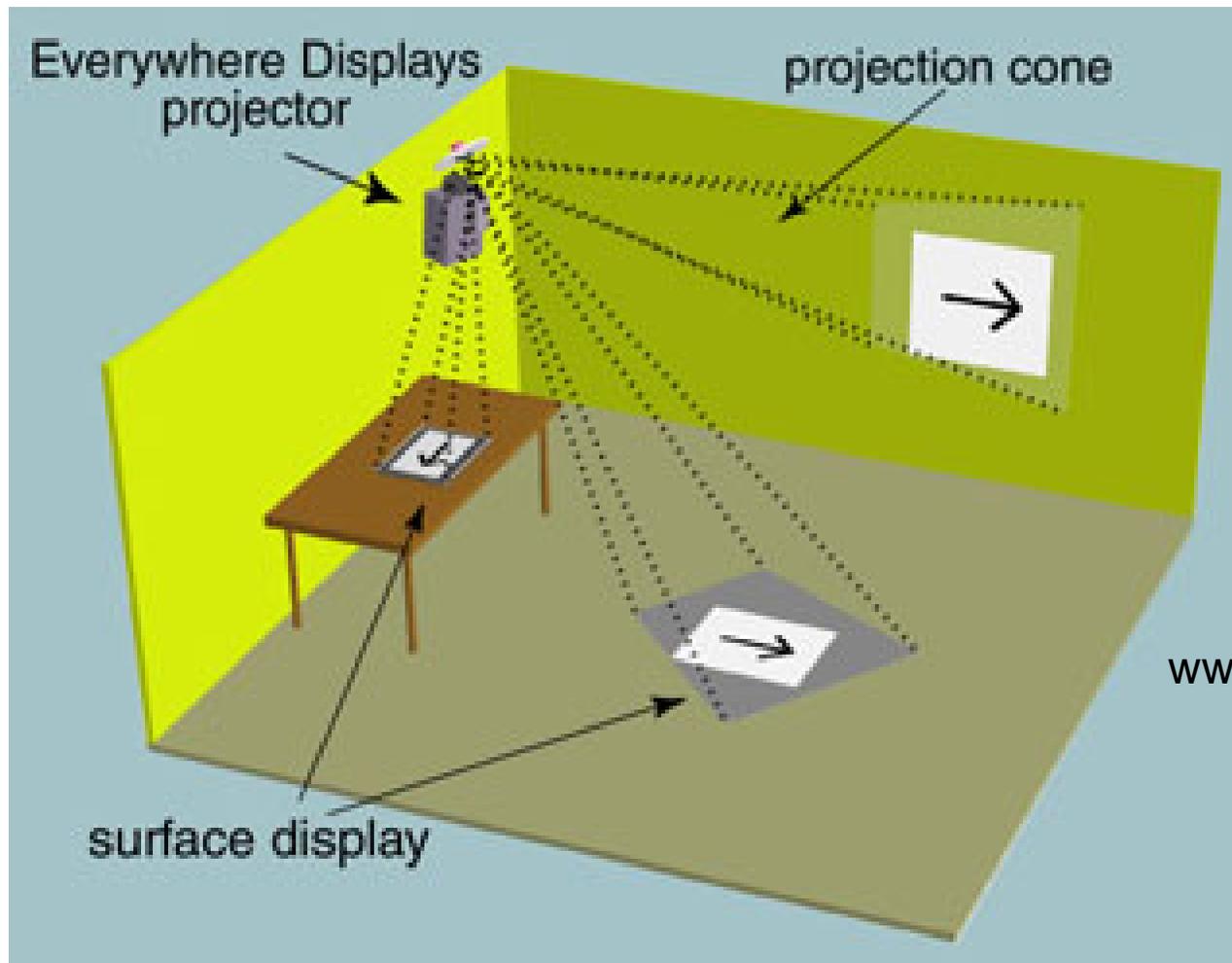


# Keystone correction

- Computed correction
- Loss of resolution!



# The Everywhere Display

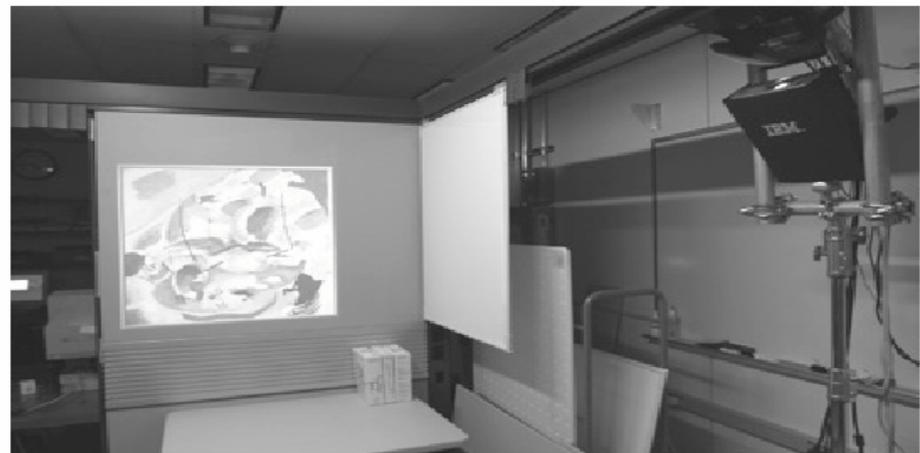
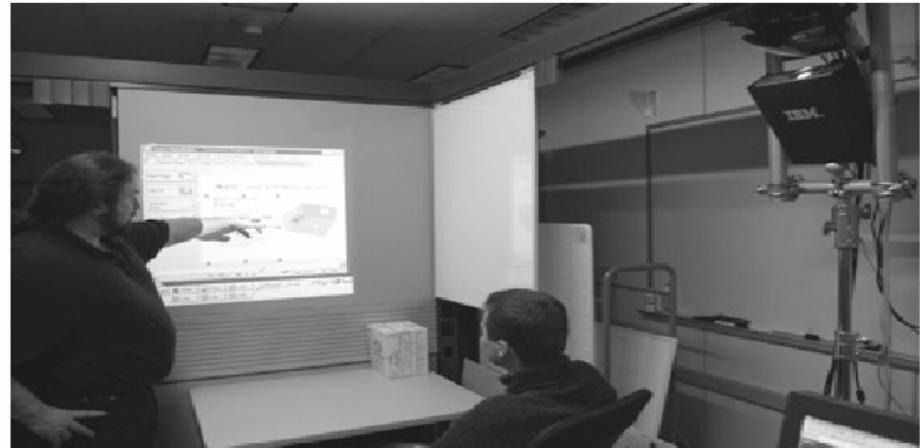
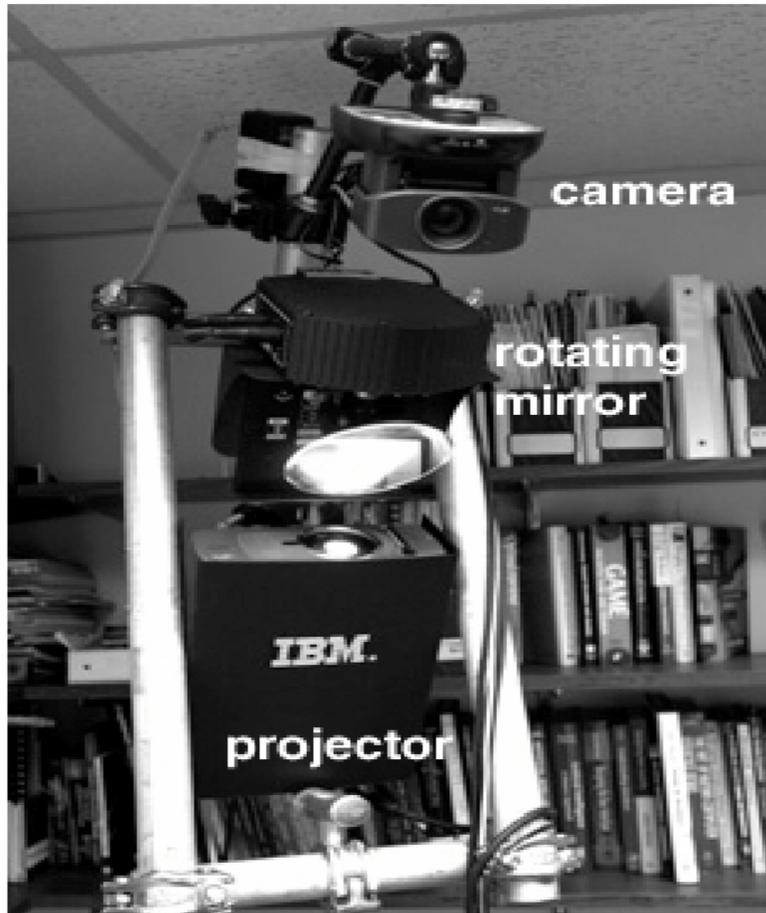


Claudio Pinhanez

[www.research.ibm.com/ed/](http://www.research.ibm.com/ed/)



# Everywhere display (cont.)

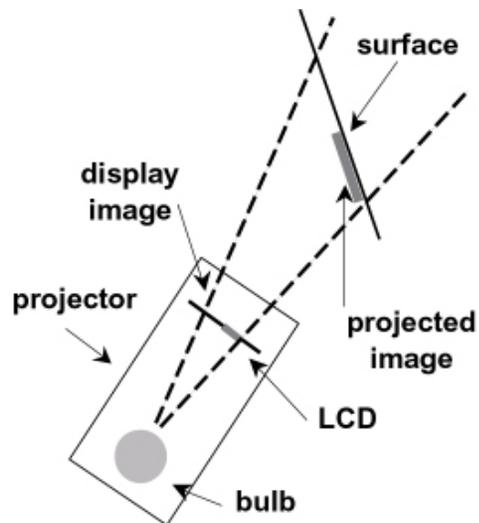


Components: a projector, a camera and a rotating mirror

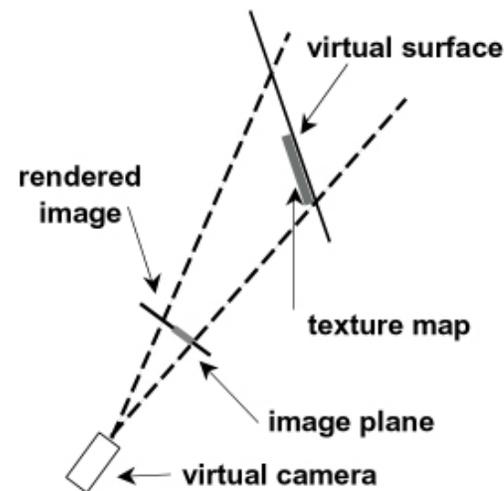


# Everywhere display (cont.)

- Correct distortions
  - Use the fact that camera and projectors are geometrically the same (optically inverse)
- Use standard HW components
  - 3D-Graphics board and VRML-world



REAL WORLD

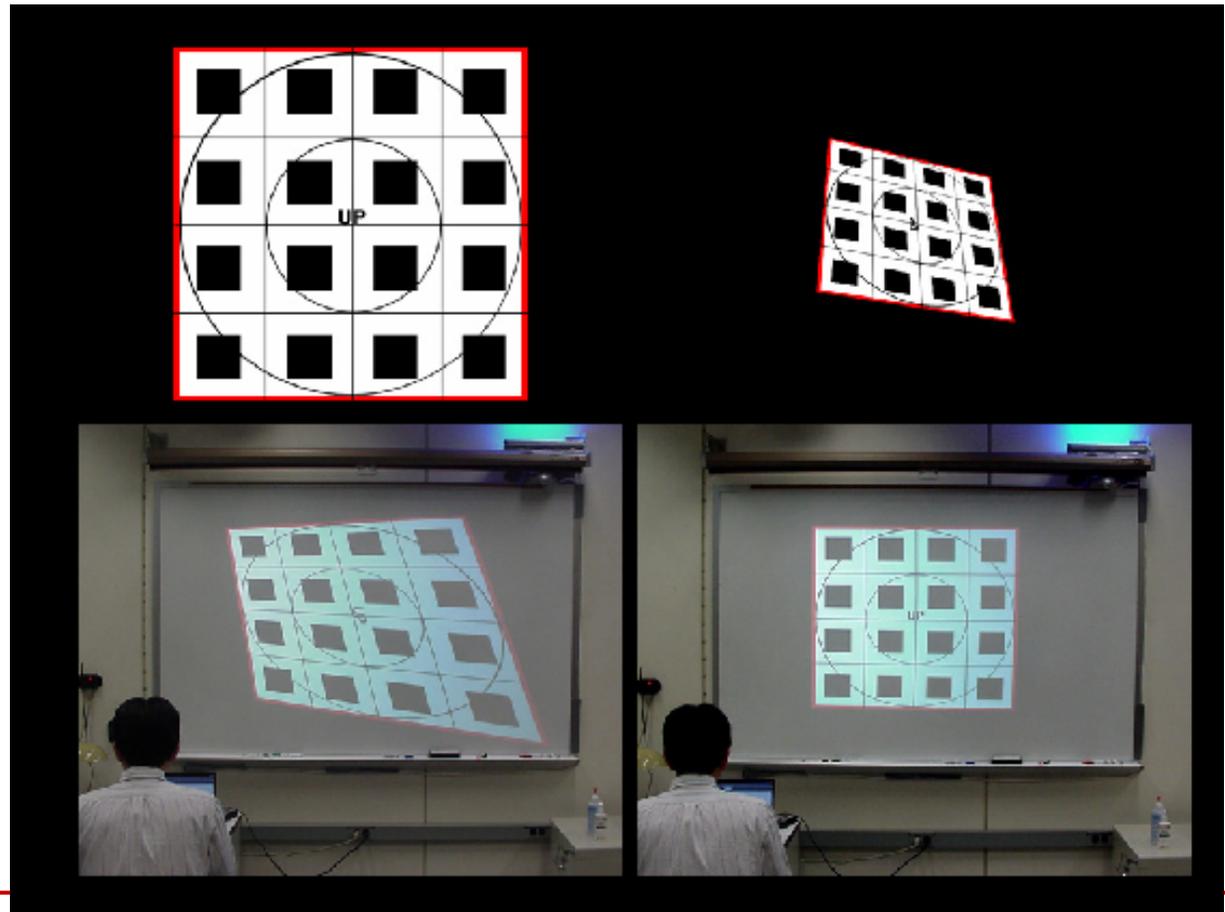


VIRTUAL 3D WORLD

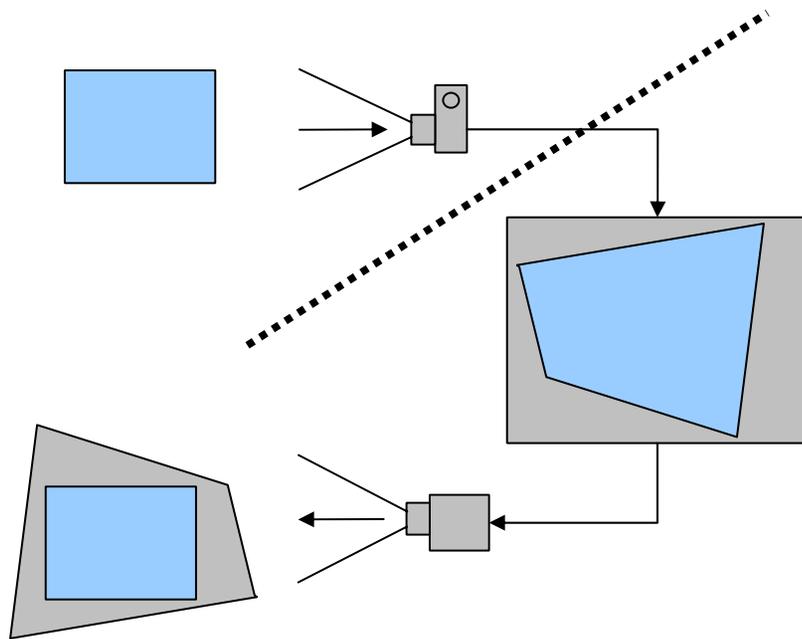
# Everywhere Displays Project (IBM)

<http://www.research.ibm.com/ed/>

- Correct image distortion



# Undistorting the projected image

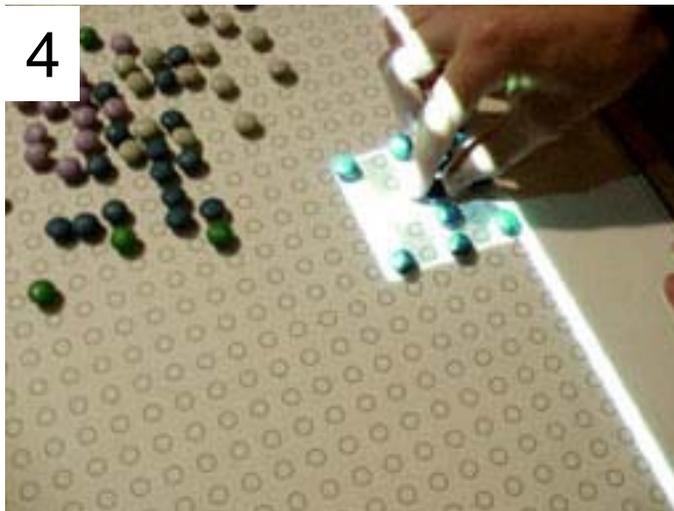


- Place original image in the 3D model
- Camera image shows it distorted
- Project the distorted image from 3D model with the real projector

– Distortions cancel each other out IF virtual camera and physical projector are in the same location

# Everywhere display (cont.)

Collaborative experience at SIGGRAPH 2001



# Everywhere display (cont.)



BLUESPACE office scenario



# Everywhere Displays Project (IBM)

## Applications



<http://www.research.ibm.com/ed/>

# SearchLight: Basic Idea

- Build a search function for physical objects
- A tool for directing the user's attention
- No 3D model of the environment



Ideas for realization:

- Optical markers for object recognition
- Highlighting by a projected spot

# Step 1: Room Scanning



- Projector/camera unit moving and taking pictures
  - Until the whole room is covered
  - Neighbouring pictures slightly overlap
- Recognized marker IDs are stored with:
  - pan/tilt values when taking the picture
  - position of the marker in the picture

# Step 2: Showing objects

- Retrieve object's marker ID
- Move unit to stored pan/tilt position
- Project a spot around the marker's position



# Audio



# Sound and Audio

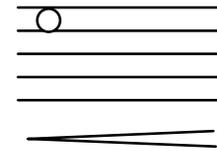
## ■ Variety of options

- Beep to multi-channel spatial audio
- Different technologies

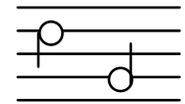
## ■ Output of

- Information (e.g. click, notification)
  - Auditory icons (e.g. sound for throwing a document away)
  - Earcons – conveying complex information
- Captured media (e.g. songs, music, films, speeches)
- Synthesized media (music, spoken text)

**Create**  
note, getting louder



**File**  
high-low note



**Create file**  
create icon followed  
by file icon

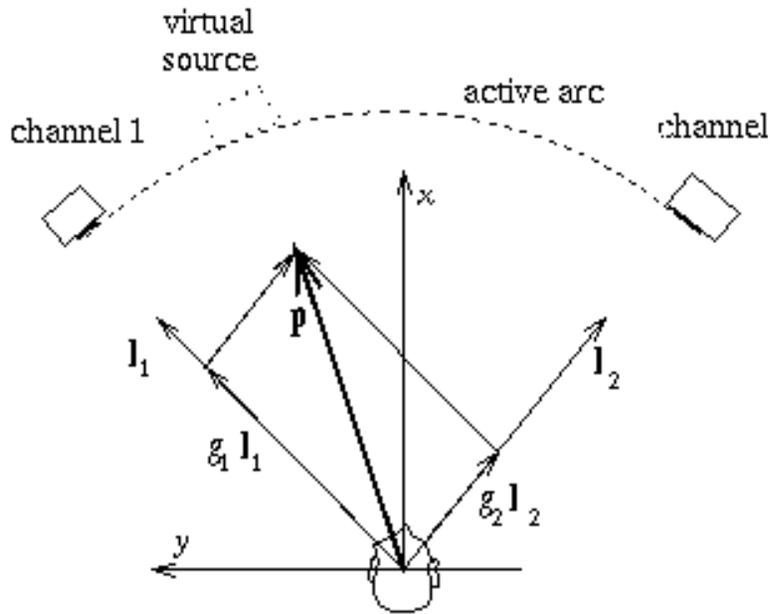


# Spatial Audio with headphones

- Principle of spatial audio is simple: if the sound waves arriving at your eardrums are identical to those of a real audio source at a particular position, you will perceive that sound as coming from a source at that particular position.
- Because people only have two ears, you only need two channels of sound to create this effect, and you can present this sound over ordinary headphones. It is possible to recreate the effects of the ears and upper body on incoming sound waves by applying digital filters to an audio stream; True binaural spatial audio, when presented over headphones, appears to come from a particular point in the space outside of the listener's head. This is different from ordinary recorded stereo, which is generally restricted to a line between the ears when listened to with headphones
- Headphones are used because they fix the geometric relationship between the physical sound sources (the headphone drivers) and the ears. Headphones also eliminate crosstalk between the binaural signals. With additional signal processing, we can conceivably compensate for these effects, allowing spatial audio to be presented over free field speakers. However, to compensate for the effects of speakers, the spatial audio system must have knowledge of the listener's position and orientation with respect to the speakers

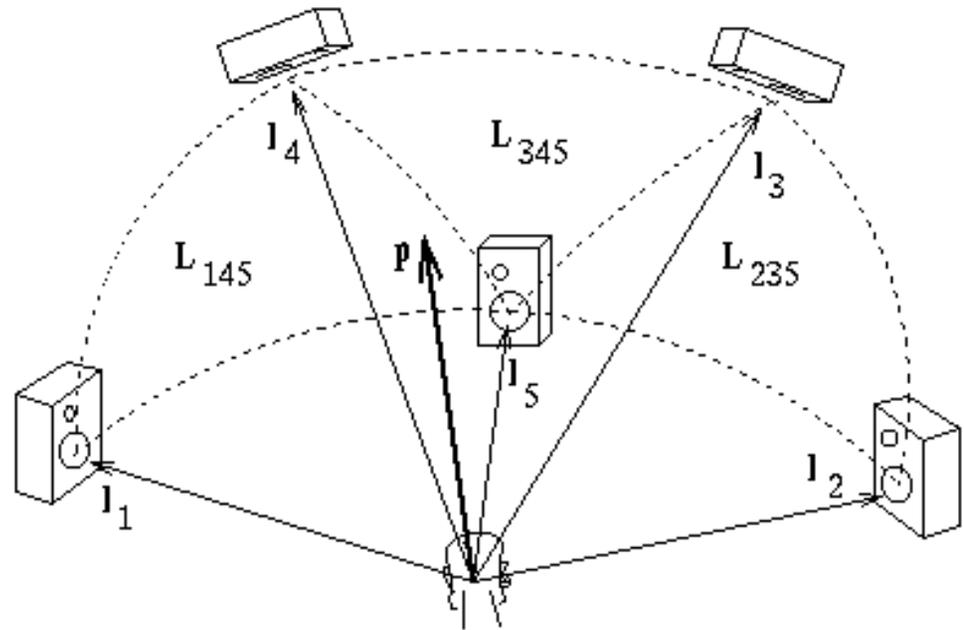
<http://www.cc.gatech.edu/gvu/multimedia/spatsound/spatsound.html>

# Vector Based Amplitude Panning



$$\underline{p} = g_1 \underline{l}_1 + g_2 \underline{l}_2 = L \underline{g}$$

$$\underline{g} = \underline{p}^T L^{-1}$$

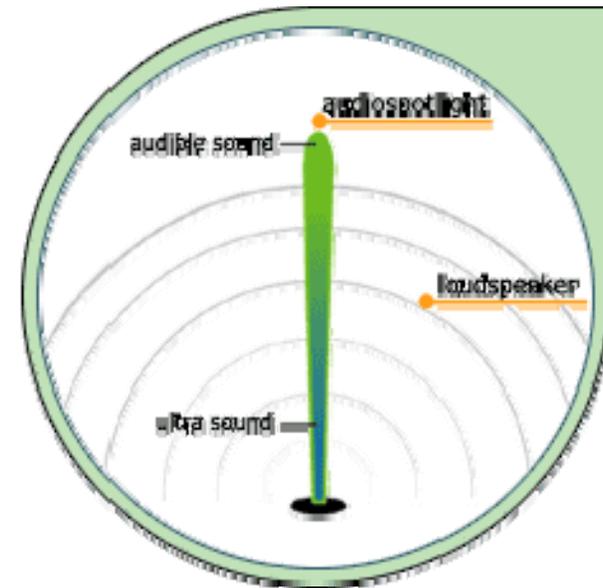


$$\underline{p} = g_1 \underline{l}_1 + g_2 \underline{l}_2 + g_3 \underline{l}_3 + g_4 \underline{l}_4 + g_5 \underline{l}_5 = L \underline{g}$$

$$\underline{g} = L^{-1} \underline{p}^T$$

<http://www.acoustics.hut.fi/research/abstracts/vbap.html>

# Audio Spotlight (BBC Video)



- Directed ultra sound is generated
- Transformed in the air in audible sound
- Generates a sound only at a predictable location

<http://www.holosonics.com/>

# 2D ... 3D



# Stereo photography stereo vision is not new...



<http://www.stereoblick.de/>



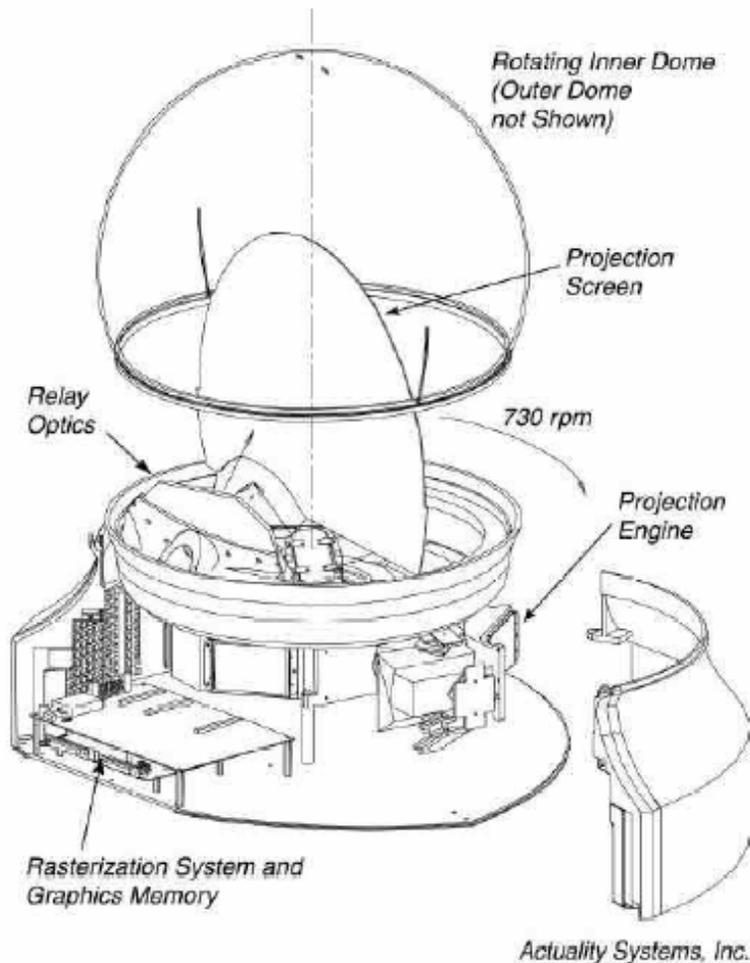
# Volumetric 3-D Display

- Creating a volume image – like an objects “Volume-filling imagery “
- Many simultaneous viewers
- Multiple viewpoints,
- Autostereoscopic
  
- E.g. Perspecta™ 3D
  - Swept-screen multiplanar volumetric display
  - 198 2-D slices
  - 768 x 768 pixel slice resolution
  - 100 million voxels
  - 24 Hz volume refresh
  - 10" diameter spherical image
  - 8 colors at highest resolution
  - Viewing Angle: 360° horizontal, 270° vertical

<http://actuality-systems.com/>



# Theory of operation high speed projection (5000 fps)



[http://actuality-systems.com/index.php/actuality/products/whitepapers/100\\_million\\_voxels](http://actuality-systems.com/index.php/actuality/products/whitepapers/100_million_voxels)



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MMI 2005/2006

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# Separate displays for each eye

- Stereoscopic 3D computer imaging
- Separate displays
- E.g. i-glasses SVGA
  - Resolution: 800 x 600
  - Pixels: 1.44 Million per Display
  - Field of View: 26 Degrees
  - Color Depth: 24 Bit
  - Refresh Rate: 120hz



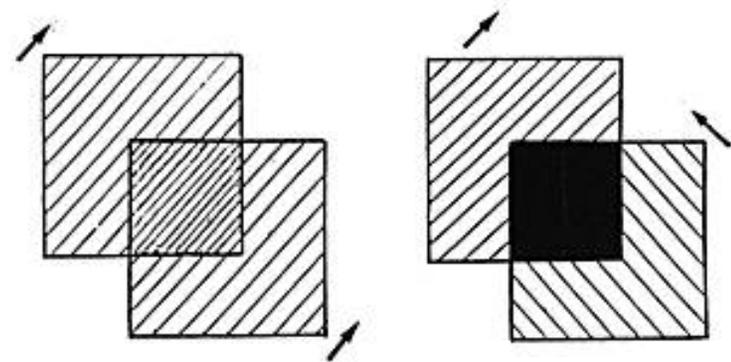
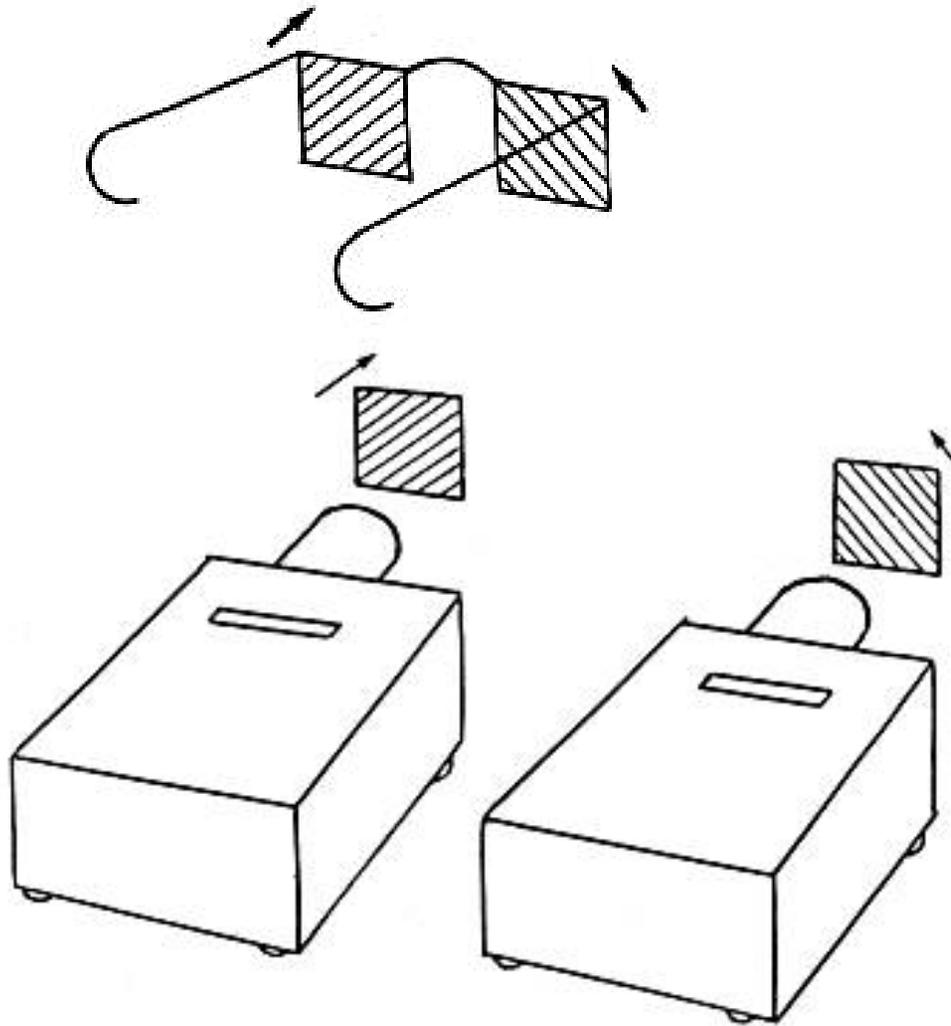
# Electro optical shutter

- E.g. CrystalEyes
  - electro-optical shutters
  - wireless active eyewear
  - infrared emitter is placed at the monitor and broadcasts synchronization information to the eyewear.
  - The system works seamlessly so the user sees stereoscopic image



<http://www.stereographics.com/support/hp-paper.htm>

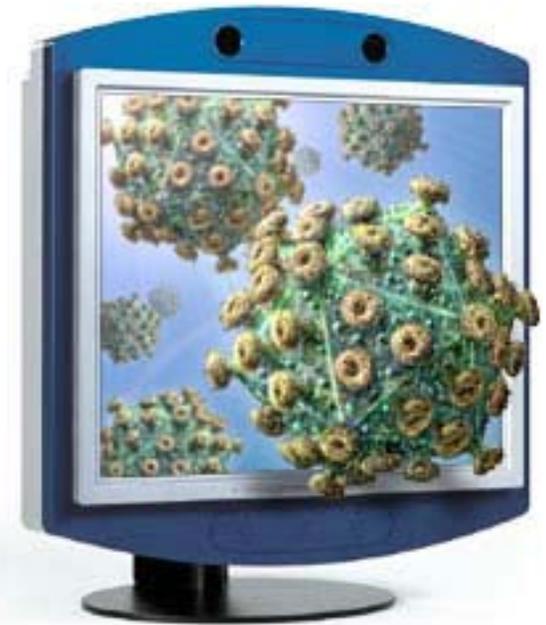
# Linear polarization filters and spectacles for 3D projection



# Dresdener 3D Display

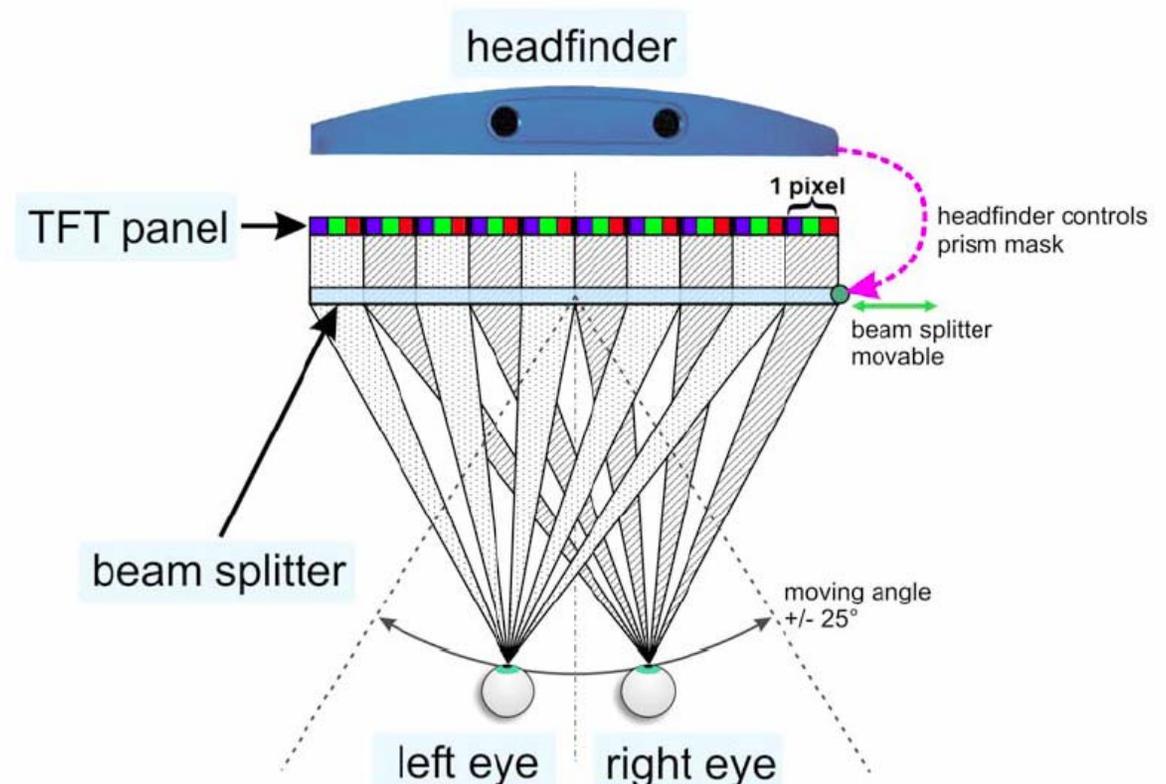
- Auto stereoscopic display
- no special glasses
- high resolution
- Full brightness display
- tracking system that allows the user to move naturally while working but without losing the 3D effect.

[http://www.seereal.com/docs/SeeReal\\_Stereo\\_Implementation.zip](http://www.seereal.com/docs/SeeReal_Stereo_Implementation.zip)



# Dresdener 3D Display basic Technology

- Tracking of users position
- camera or infrared (requires reflector) based
- Moveable prism provided two views
- Alternating columns for left and right eye



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# Printing & Printers

- Printing text, graphics, and photos
- Total cost - dependent on usage/user profile
  - printer price
  - materials (e.g. paper, ink, toner, energy)
  - maintenance (e.g. changing of paper in a ticket machine)
- Hardware
  - Media size and type, e.g. paper A4, CD, card board, envelopes
  - Media handling, e.g. paper container, rolls and cutting
  - Speed – e.g. pages/minute, characters per second, sq ft/h
  - Resolution – typically dpi (dots per inch)
  - Colors
  - Print technology e.g. laser, dot-matrix, ink-jet, thermo
  - Connectivity e.g. network, USB, ...
  - Size, weight, noise, ...
- Software
  - Printer language, e.g. PS (postscript), HPGL (Hewlett-Packard Graphics Language, plotter), PCL (printer command language), GDI (Graphical Device Interface)

# Some Printing Technologies

- laser (black/white and color)
  - creating standard documents
  - office use
  - high resolution
  
- dot-matrix
  - Point of sale
  - Ticket printers
  - Multiple copies (e.g. carbon copy slip for credit card payment)
  
- Thermo printer
  - Point of sale
  - Ticket printers
  - Mobile printers



# Adobe Postscript

- PostScript is a programming language optimized for printing graphics and text
- device independent description
- Instructions for drawing curves, lines, text in different styles, scaling, ...
- stack-based, e.g. **"12 134 mul"**

```
%!
```

```
% Sample of printing text
```

```
/Arial findfont      % Get the basic font
72 scalefont        % Scale the font to 20 points
setfont             % Make it the current font

newpath             % Start a new path
50 200 moveto       % Lower left corner at (100, 200)
(Hello World!) show % Typeset "Hello, world!"
```

# 2D Printer

- Different technologies, e.g.
  - Laser (B/W and Color)
  - Ink jet
  - Plotter
- Postscript as language
- Not just paper, e.g.
  - Laser cutter
  - Sewing machine



*SUPER GALAXIE 3100D*



# Stereolithography

- The Stereolithography process is basically performed in the following way:
  - Create a 3D model with CAD software.
  - Stereolithography software slices up model into layers; about 5-10 per millimeter.
  - 3D printer (Stereolithography machine) "paints" one of the layers by exposing the liquid polymer in the tank to the laser and hardens it.
  - The platform drops down into the tank layer by layer until the model is completed
- There are 4 main parts of the Stereolithography Machine:
  - Liquid Photopolymer Tank: holds liquid plastic sensitive to ultraviolet light
  - Perforated Platform: the platform is immersed in the tank and can be moved up and down as the process is performed.
  - Ultraviolet Laser: transforms the liquid polymer into the 3D object.
  - Computer: controls the laser and movement of the platform during the printing process.

<http://www.what-is-injection-molding.com/stereolithography.aspx>

---



# Stereo- litho- graphy

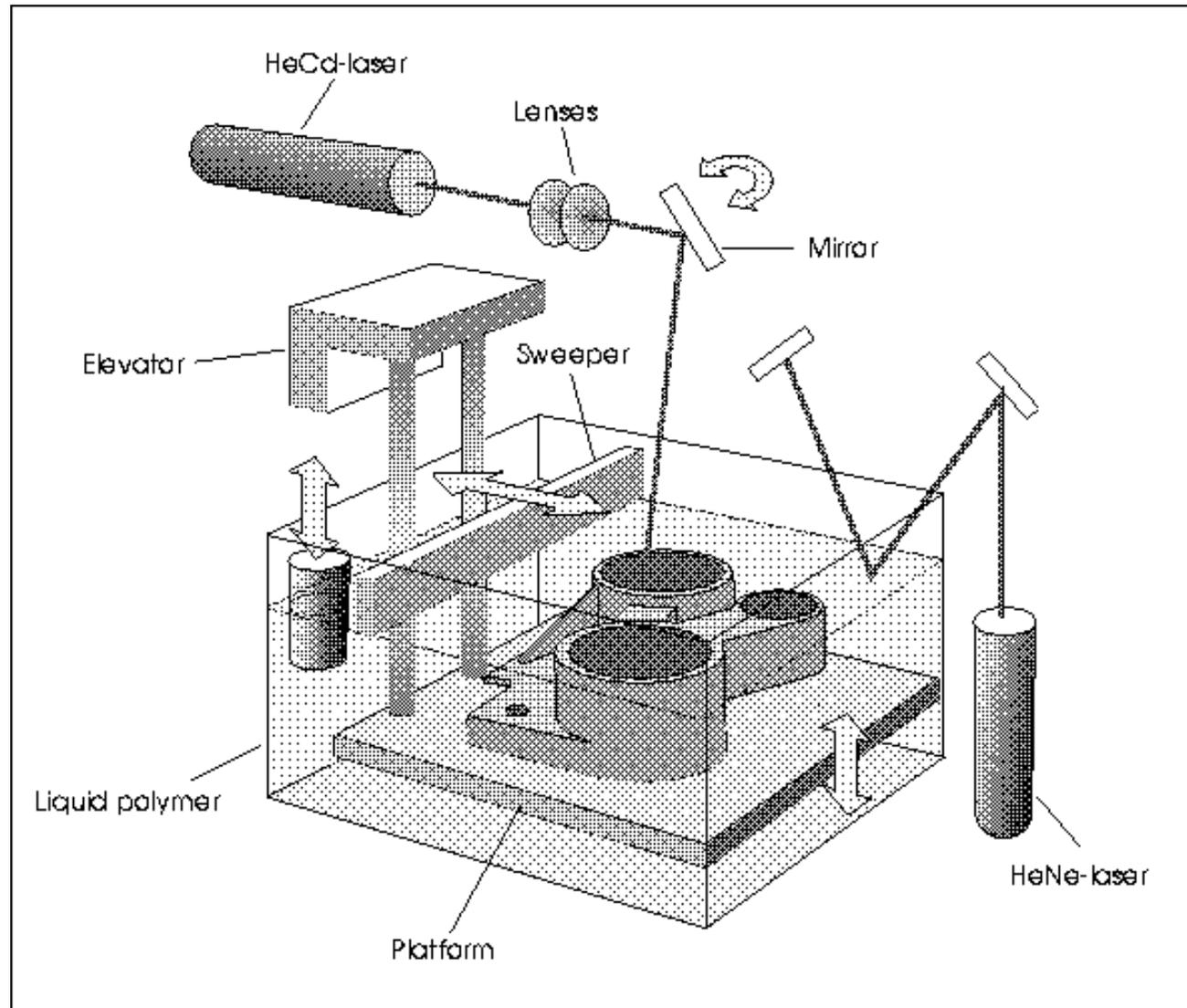


FIGURE 1. A schematic drawing of an SLA.

[http://www.cs.hut.fi/~ado/rp/subsection3\\_6\\_1.html](http://www.cs.hut.fi/~ado/rp/subsection3_6_1.html)

# Stereolithography Example System

- <http://www.3dsystems.com/products/sla/tour/movtest.asp>
- SLA 7000
  - Layer thickness 0.025 mm – 0.127mm
  - Maximum drawing speed: 2.54 m/sec - 9.52 m/sec
  - Max part weight 68 kg (150 lb)
  - Max build envelope 508 x 508 x 584 mm
- <http://computer.howstuffworks.com/stereolith3.htm>



# 3D Printer

- *Printing in layers*
- *Different materials*
- *Different colors*
- *Build Speed:*
  - *2-6 layers per minute*
- *Build Volume:*
  - *203 x 254 x 203 mm*
- *Layer Thickness:*
  - *0.076-0.254 mm*
- *Different formats, e.g. VRML import*

## z406 System

Premium high-speed full-color printing.

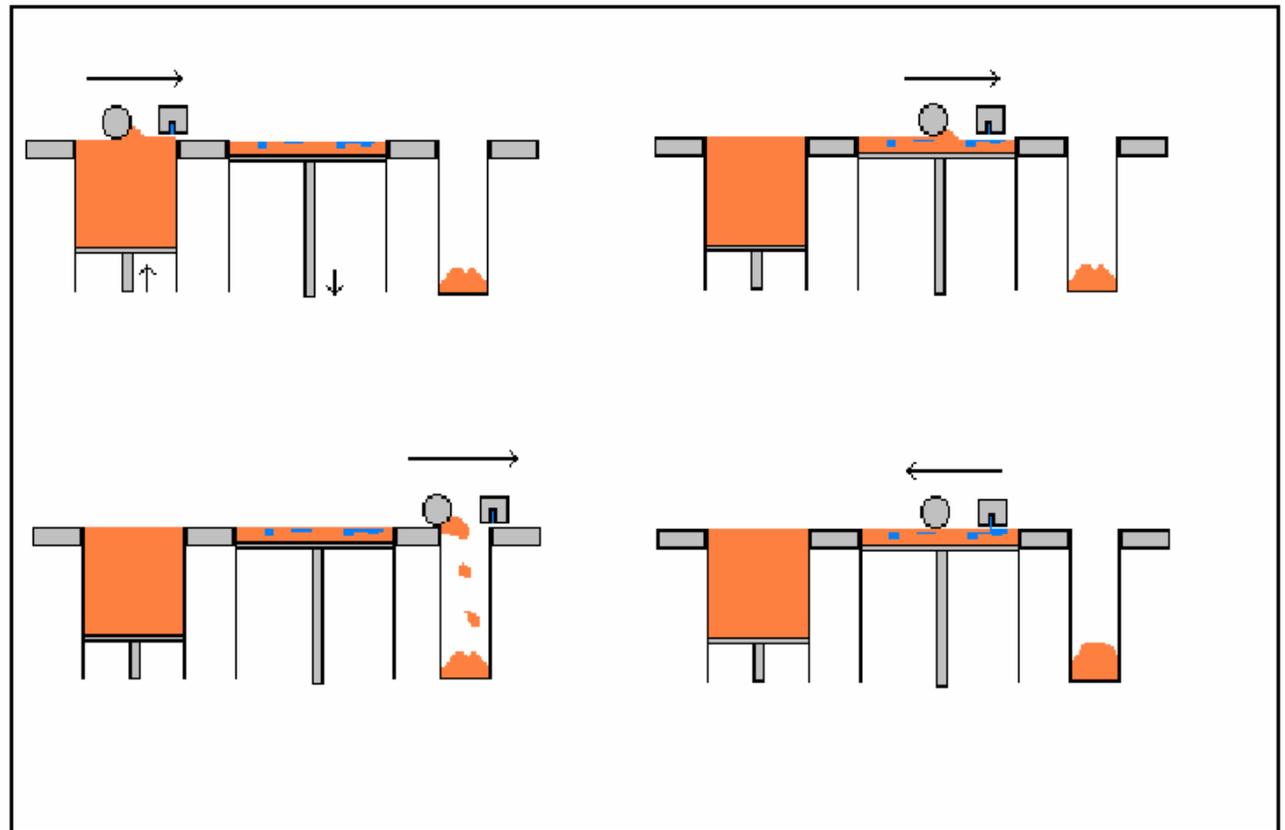


Quickly print models  
of any complexity  
in full color!

- <http://www.zcorp.com/products/printersdetail.asp?ID=2>
- *video*

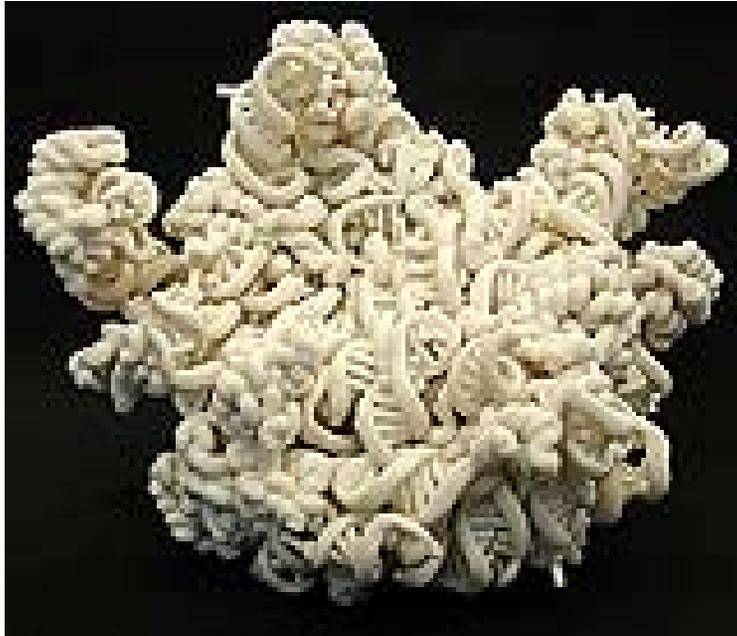
# 3D Printer basic principle

- Powder is spread in a thin layer
- Print head spray the binder on the particles
- Repeat for each layer



[http://www.fmf.uni-freiburg.de/service/sg\\_surface/pfister-project.pdf](http://www.fmf.uni-freiburg.de/service/sg_surface/pfister-project.pdf)

# 3D Printer (example printout)



- *3D Ribosome-Model*
- <http://www.biol.ethz.ch/dienstleistungen/digitalwerkstatt>

# Human Computer Interaction with Paper?

- Paperless office has not yet happened!
- Advances in technology makes it easier to use paper as interaction media
  - Printing as output mechanism
  - Scanning as input mechanism
- Paper as a temporary interface
  - Multi-step process, e.g.
    - print out a check list on paper
    - user interacts with the checklist on paper
    - scan & recognize interaction and create a database entry
  - for specific scenarios this can be a state of the art solution
- Research (e.g. Xerox) and products (e.g. HP printers)

# Paper interface for photo printing

- E.g. HP PSC 2210 all-in-one
- Steps
  - Insert memory card
  - print proof sheet (index)
  - Select on paper
  - Scan selection
  - Get your selection printed



**hp** **photo proof sheet** **hp psc 2210**  
3 simple steps to print photos from camera card all-in-one

**step 1:** to select photo(s), fill in bubble(s) underneath with a dark pen,

<input type="radio"/> 1 Sep 8 2001 DSCF0072.JPG	<input type="radio"/> 2 Sep 8 2001 DSCF0073.JPG	<input type="radio"/> 3 Sep 8 2001 DSCF0074.JPG	<input type="radio"/> 4 Sep 8 2001 DSCF0075.JPG	<input type="radio"/> 5 Sep 8 2001 DSCF0077.JPG
<input type="radio"/> 6 Sep 8 2001 DSCF0078.JPG	<input type="radio"/> 7 Sep 8 2001 DSCF0079.JPG	<input type="radio"/> 8 Sep 8 2001 DSCF0080.JPG	<input type="radio"/> 9 Sep 8 2001 DSCF0084.JPG	<input type="radio"/> 10 Sep 22 2001 DSCF0173.JPG
<input type="radio"/> 11 Sep 22 2001 DSCF0174.JPG	<input type="radio"/> 12 Sep 22 2001 DSCF0175.JPG	<input type="radio"/> 13 Sep 22 2001 DSCF0176.JPG	<input type="radio"/> 14 Sep 22 2001 DSCF0177.JPG	<input type="radio"/> 15 Sep 23 2001 DSCF0178.JPG
<input type="radio"/> 16 Sep 28 2001 DSCF0200.JPG	<input type="radio"/> 17 Sep 28 2001 DSCF0202.JPG	<input type="radio"/> 18 Sep 28 2001 DSCF0203.JPG	<input type="radio"/> 19 Sep 28 2001 DSCF0204.JPG	<input type="radio"/> 20 Sep 28 2001 DSCF0205.JPG

**step 2:**

number of prints: <input type="radio"/> single <input type="radio"/> double	image size (in.): <input type="radio"/> 2 x 3 <input type="radio"/> 3 x 5 <input type="radio"/> 4 x 6 <input type="radio"/> 5 x 7 <input type="radio"/> 8 x 10	paper size: <input type="radio"/> 4 x 6 <input type="radio"/> 8 x 10	borders & frames: <input type="radio"/> none <input type="radio"/> <input type="radio"/>
---	---	--	---

**step 3:** place sheet on scanner glass at front right corner. Press **proof sheet**, then 2.

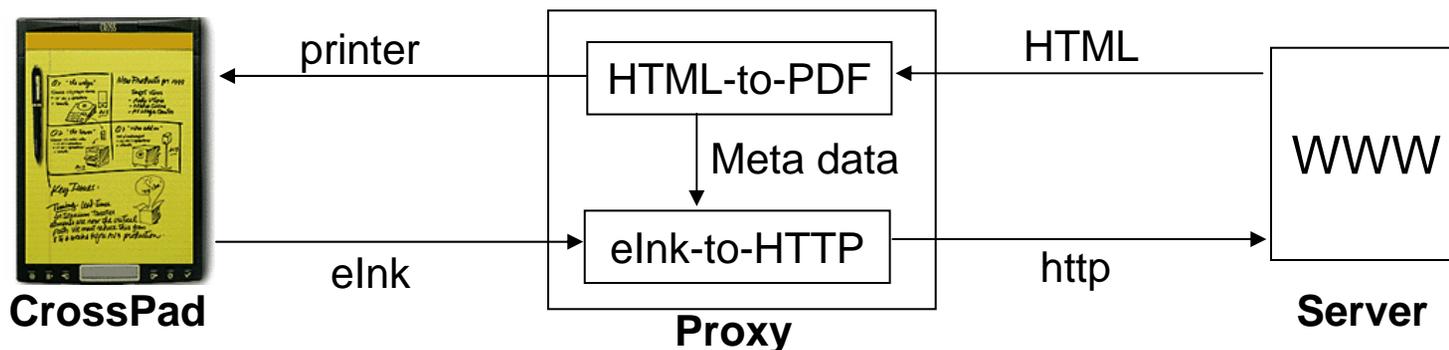
# Paper as input medium

(University of Karlsruhe & SAP cooperate research, 2000)

[http://www.comp.lancs.ac.uk/~albrecht/pubs/pdf/gellersen\\_mc2001\\_paper2webl.pdf](http://www.comp.lancs.ac.uk/~albrecht/pubs/pdf/gellersen_mc2001_paper2webl.pdf)

## Paper-to-Web

- Using the CrossPad as Client for paper based input
- Transparent proxy between CrossPad and Web Server
  - Conversion of web forms (HTML) into print documents
  - Recognition of handwriting and marks in the paper forms and conversion



## Application, Results

- Test in different domains (interviews, inventory)
- Usability: unobtrusive, transparent, custom interface (additional: paper copy)

# Chapter 4

## Analyzing the Requirements and Understanding the Design Space

- 3.1 Factors that Influence the User Interface
- 3.2 Analyzing work processes and interaction
- 3.3 Conceptual Models – How the users see it
- 3.4 Analyzing existing systems
- 3.5 Describing the results of the Analysis
- 3.6 Understanding the Solution Space
- **3.7 Design space for input/output, technologies**
  - 3.7.1 2D input
  - 3.7.2 3D input
  - 3.7.3 Force feedback
  - 3.7.4 Input device taxonomy
  - 3.7.5 Further forms of input and capture
  - 3.7.6 Visual and audio output
  - 3.7.7 Printed (2D/3D) output
  - **3.7.8 Further output options**

# Alternative Lo-Fidelity Output Devices

- Visual
  - analogue representations: dials, gauges, lights, etc
- Auditory
  - beeps, bongs, clonks, whistles and whirrs
  - used for error indications
  - confirmation of actions e.g. key click



# Incense Clocks

- [...One is a 19th-century Chinese fire clock (a slow fuse lights successive compartments, one at a time) the other an incense clock. Each new smell (another incense) marks a passage of time.]

(<http://www.thisislimitededition.co.uk/printversion.asp?ID=142>)



<http://www.nawcc.org/museum/nwcm/galleries/asian/incense.htm>

# Aromatic Output for HCI

- From: Joseph "Jofish" Kaye, Making scents: aromatic output for HCI, Interactions, Volume 10, Number 1 (2004), Pages 48-61
- Humans use their sense of smell
  - Is food safe to eat?
  - Is there danger due to a fire?
  - Relationships
- An almost entirely unexplored medium in HCI
  - There are reasons for this: technical difficulties in emitting scent on demand,
  - chemical difficulties in creating accurate and pleasant scents

# Physiology and Chemistry of Smell

- A thousand different kinds of olfactory receptors in our nose, and it is thought that each can sense a single kind of chemical bond in a molecule
- No abstract classification
  - Examples: how does mint taste? It tastes like ...mint
  - Compared to colors: green vs. spinach colored
- Rapidly acclimatized
  - Less than 1 minute
- Human Olfactory Bandwidth
  - ... hard to tell
  - Perfumers and florist can distinguish many different smells - potentially thousands

# Technology

- Explored in movie theaters and VR... but not really successful
- Different technologies

[www.scentury5d.com/](http://www.scentury5d.com/)



See for examples: <http://www.aromajet.com/game.htm>  
and J. Kaye, Making scents: aromatic output for HCI

# Ideas in Smell Output, Open Questions

- Olfactory Icons
  - Smell a shot fired each time you press the trigger in Quake
- Ambient Notification
  - Smell of rose to notify you of a date

The question of what information should be displayed is fundamental. Olfactory display is useful for slowly-moving, medium-duration information or information for which an aggregate representation is slowly changing.

# Further UIs...

- Bio sensors for
    - Stress level
    - Excitement
    - Tiredness
  - Other sensors
    - Acceleration
    - Proximity
    - Force
    - Weight
- see instrumented environments

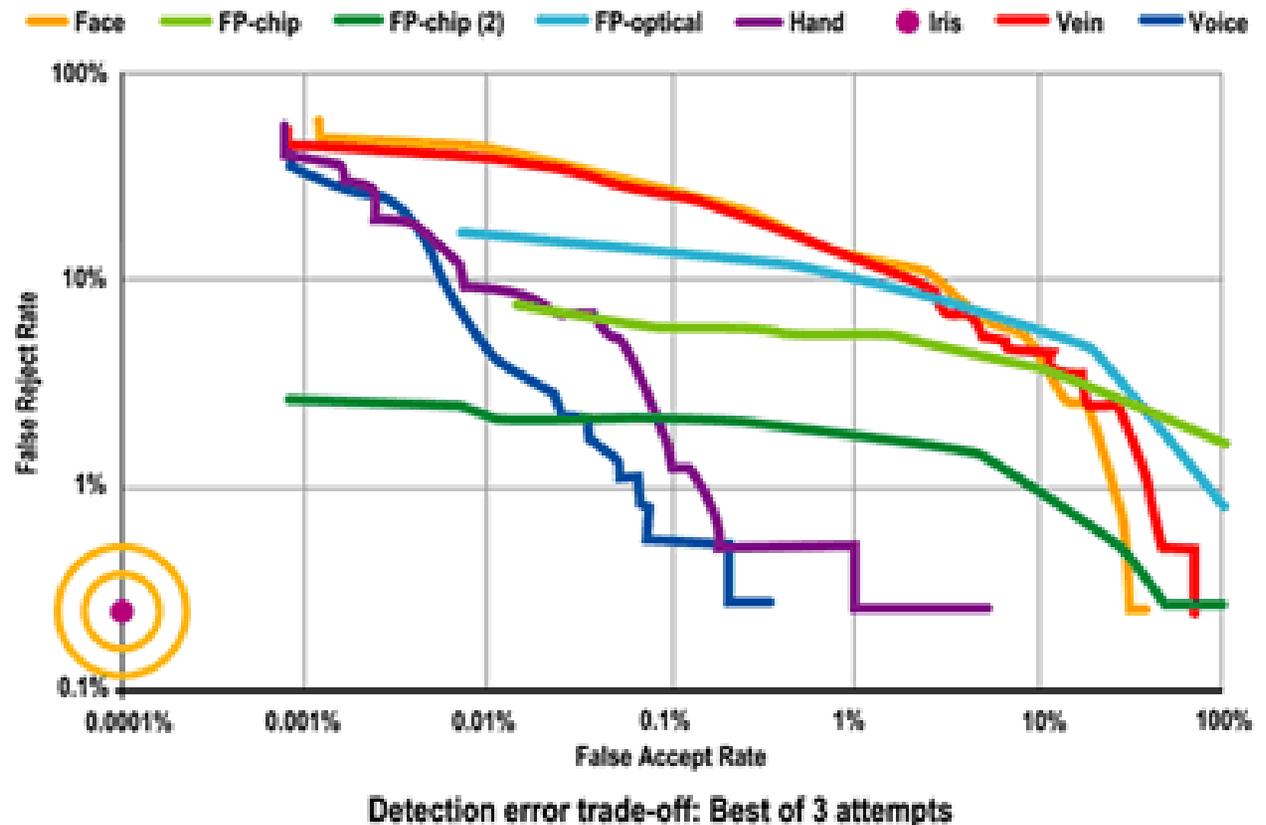


# User Interfaces for Authentication

- Categories
  - Password based
  - Token based – ID and Authentication in one go
  - Biometric – ID and Authentication in one go
  - Recall based, e.g. Images
  
- Parameters
  - False acceptance rate (FAR) – accepting user who should not be allowed in
  - False rejection rate (FRR) – rejecting user who should get in
- High FRRs reduce usability
- High FARs reduce security
- Trade-Off between FAR and FRR

# Examples of Biometric Authentication

- Fingerprint
- Hand geometry
- Iris / Retina
- Voice
- Face
- Signature



Source: [http://www.argus-solutions.com/iris\\_howitworks.htm](http://www.argus-solutions.com/iris_howitworks.htm)

# Selected Issues with Biometric Authentication

- How to use it
  - What to do? Instructions?
  - Feedback: Did it work? What went wrong?
- User acceptance
  - Data protection, privacy
  - Related to use (hygienic, convenience, ...)
- Usability
  - Speed (total operation time), reliability
  - Finger: what finger, position, where is the sensor?
  - Iris: height adjustment, which eye, user distance
- Further issues
  - Cultural issues: e.g. Veil and face recognition?, Gloves and Finger print?
  - Injuries: e.g. burns on finger
  - Changes in appearance: contact lenses, make-up, ...

# Recall Based Authentication

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<http://www.research.ibm.com/journal/sj/393/part3/paradiso.html>
- Window Tap Interface  
<http://www.media.mit.edu/resenv/Tapper/>
- Vision-Based Face Tracking System for Large Displays  
<http://naka1.hako.is.uec.ac.jp/papers/eWallUbicomp2002.pdf>
- [http://vered.rose.utoronto.ca/people/shumin\\_dir/papers/PhD\\_Thesis/Chapter2/Chapter23.html](http://vered.rose.utoronto.ca/people/shumin_dir/papers/PhD_Thesis/Chapter2/Chapter23.html)
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<http://www.dansdata.com/ifeel.htm>
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[http://www.exertioninterfaces.com/technical\\_details/index.htm](http://www.exertioninterfaces.com/technical_details/index.htm)