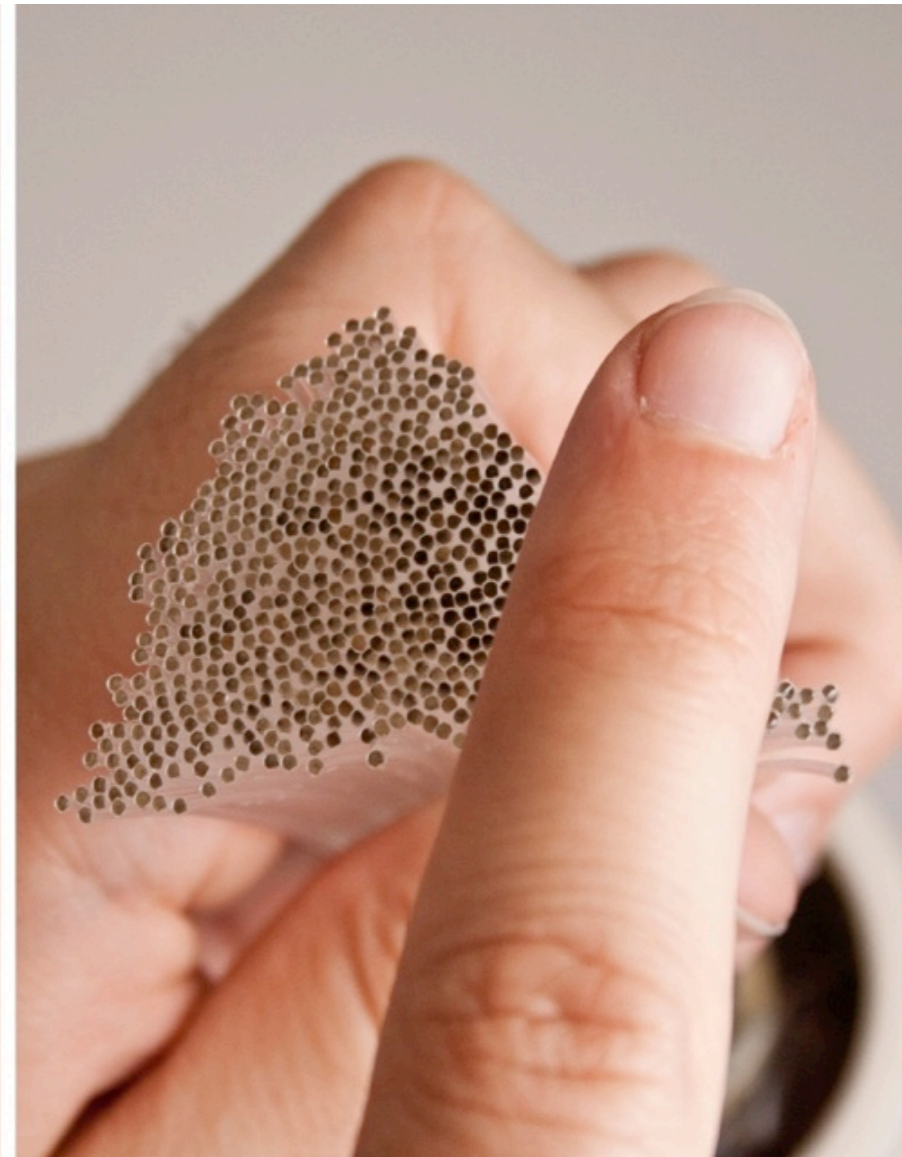


Rock-Paper-Fibers

Bringing Physical Affordance to Mobile Touch Devices



Frederik Rudeck
Patrick Baudisch

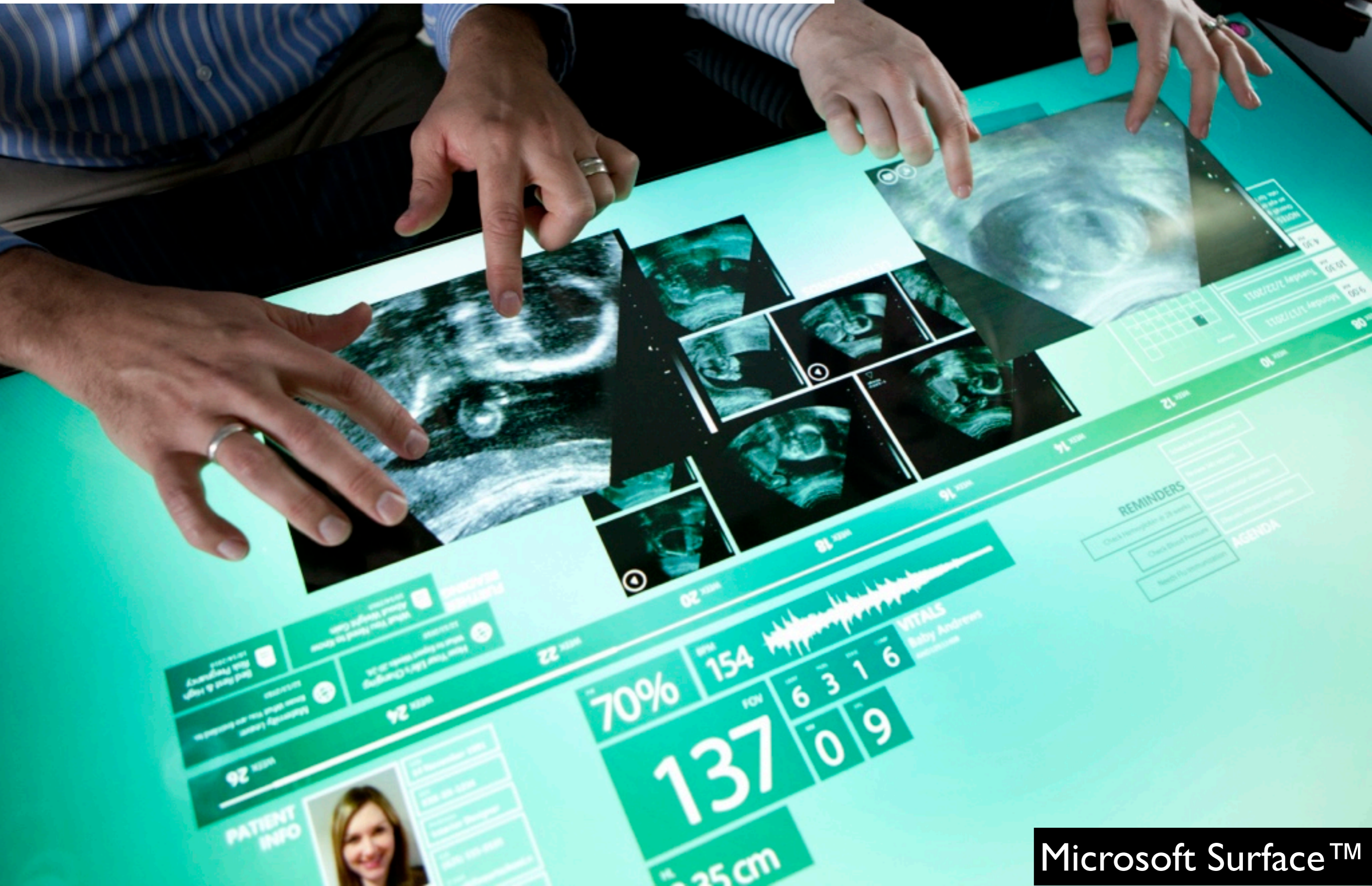


Preview



Motivation

on current touch devices,
every interaction feels the **same**





Jordà, S., et al. The reacTable. TEI '07.



2007/01/17

Photo Album



2007/11/09

126/5000

Weather

File #3318977



0:2:5:0
0:8:20:0



TimeMach



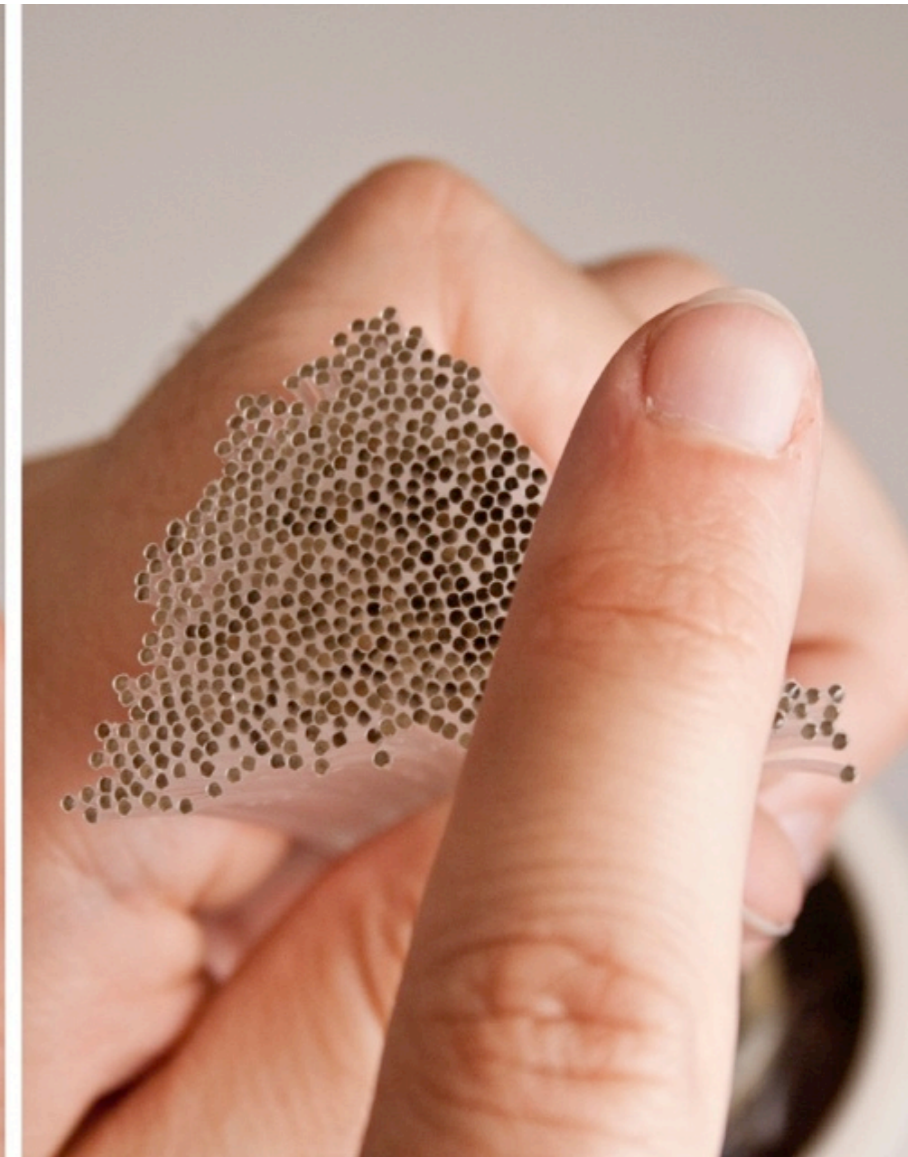
Goal:

bring **custom-shaped physical controls**
to mobile touch devices

Rock - Paper - Fibers

Main Idea:

create physical affordance by **reshaping the device**





Main Idea:

create physical affordance by **reshaping the device**



this limits users to one widget at a time,
but it is efficient using **bimanual** interaction

Benefit/Contribution:

- **physical affordance** by **deforming** the device as to best match the interaction at hand
- **mobility** by serializing the interaction

Limitations:

- repeated reconfiguration requires additional **time and manual skills**
- the range of **widgets** is limited

we address both later with **wedges&clamps**

Hardware Prototype

fiber optic bundle

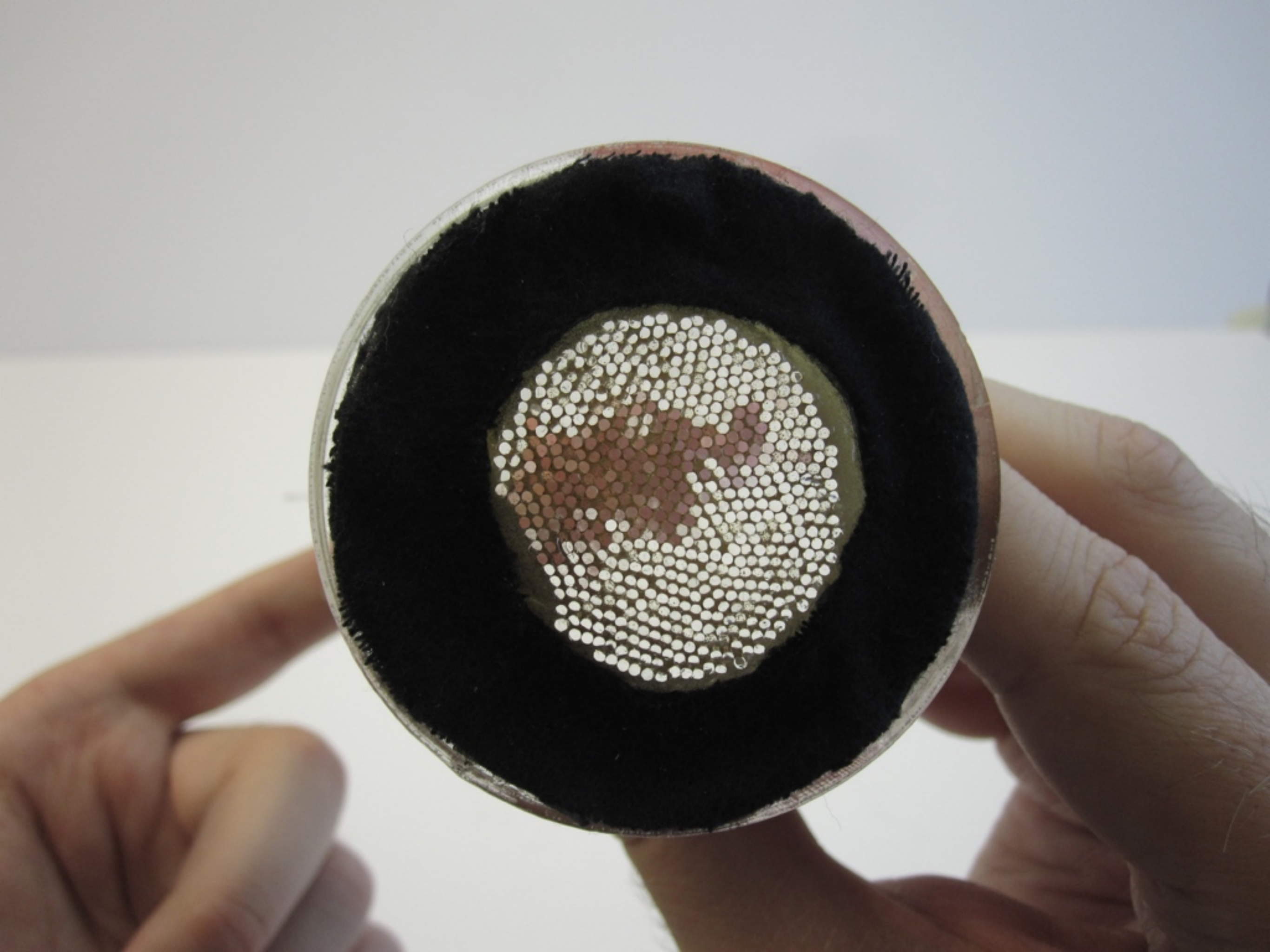


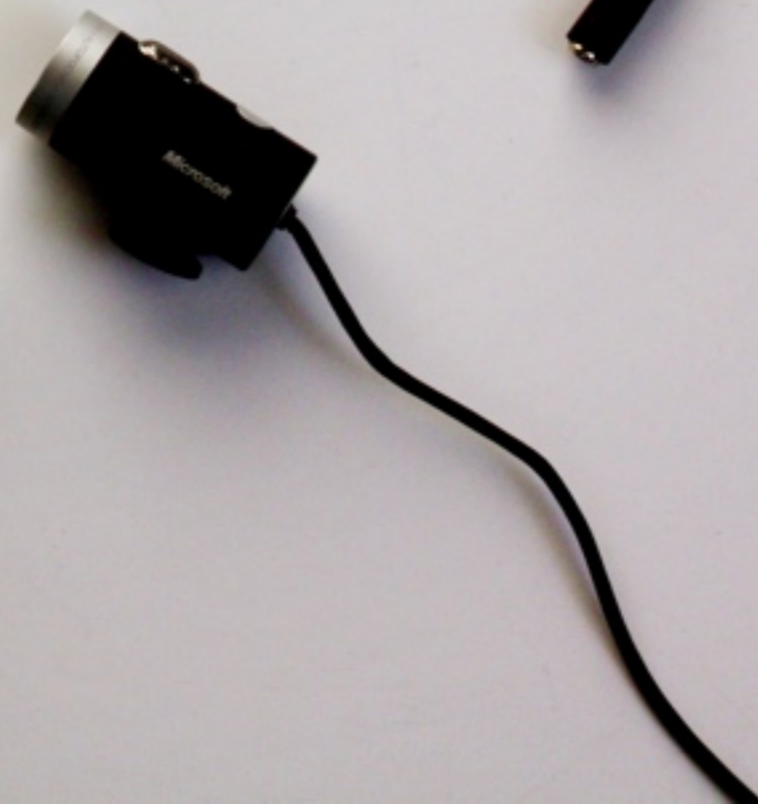
web cam



casing

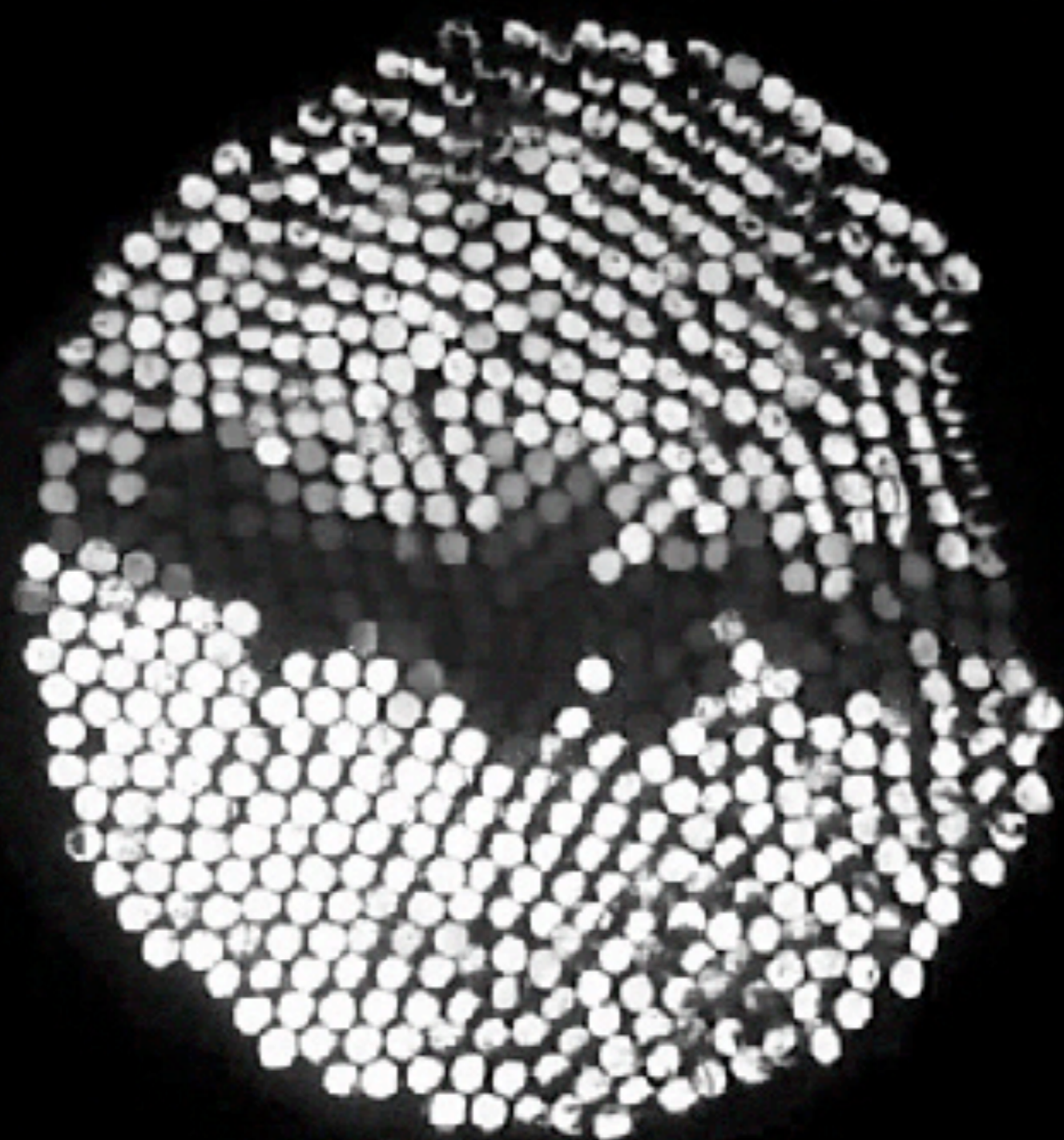






Recognition

Guessing Game:
slider or **play** button

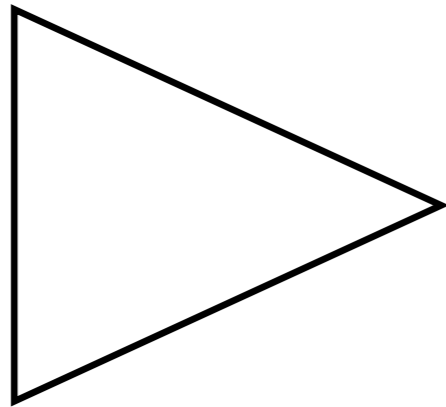
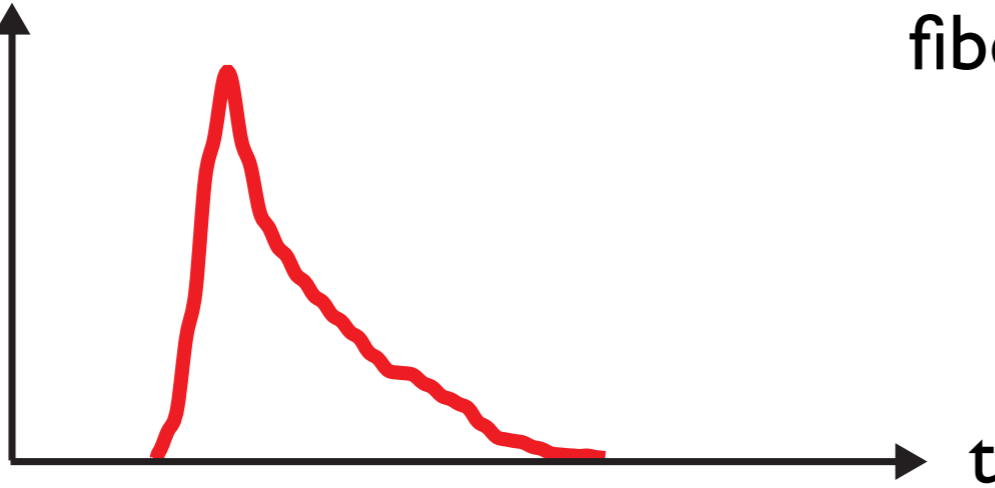


Challenge:

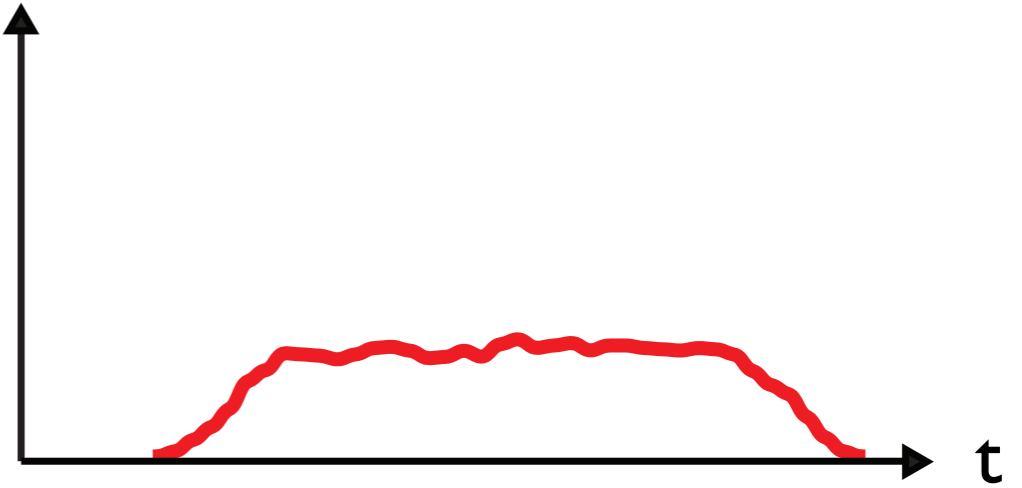
- fiber **location** is meaningless
- however, **number** of touched fibers is meaningful

count the **number** of touched fiber over **time**

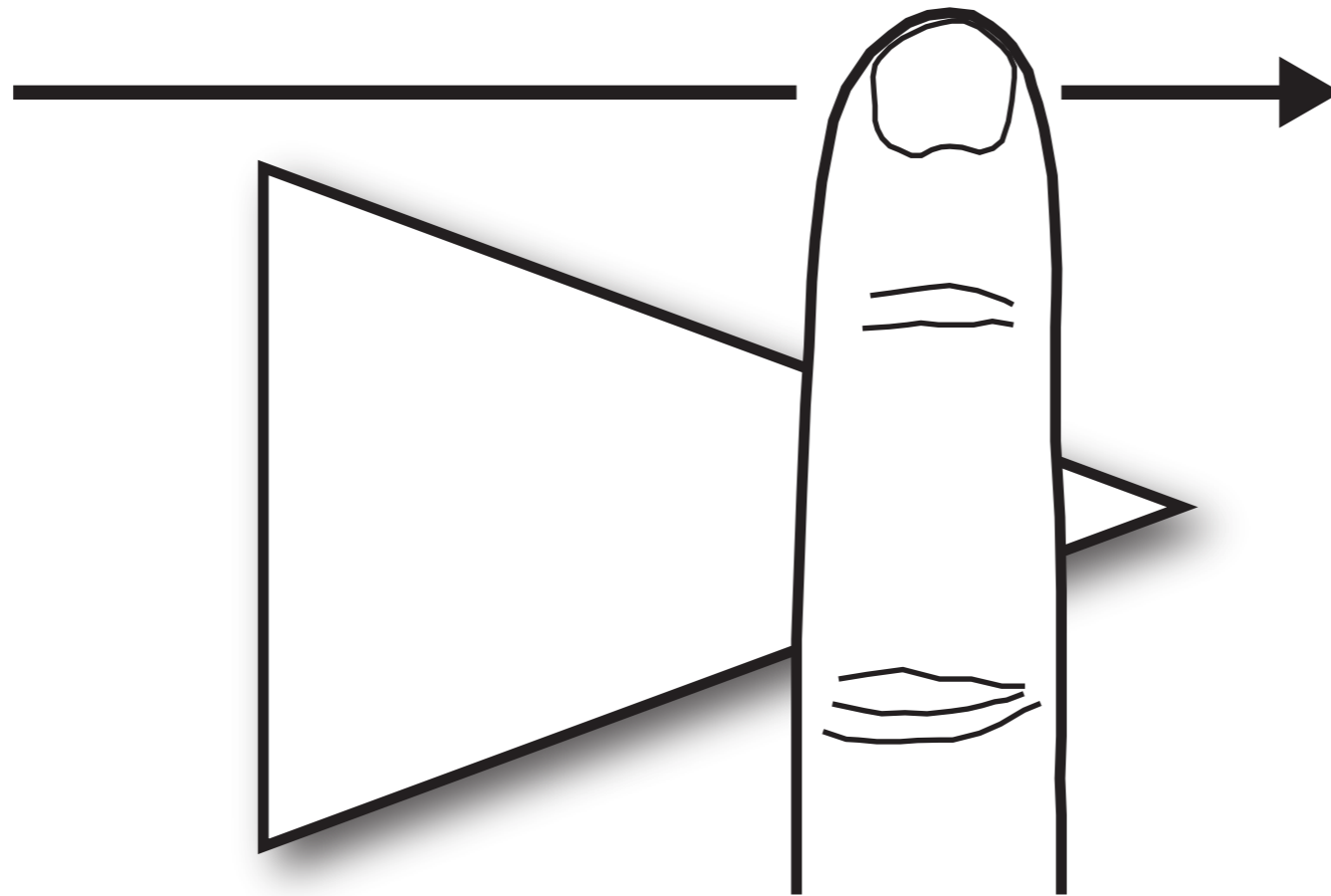
touched
fiber



touched
fiber

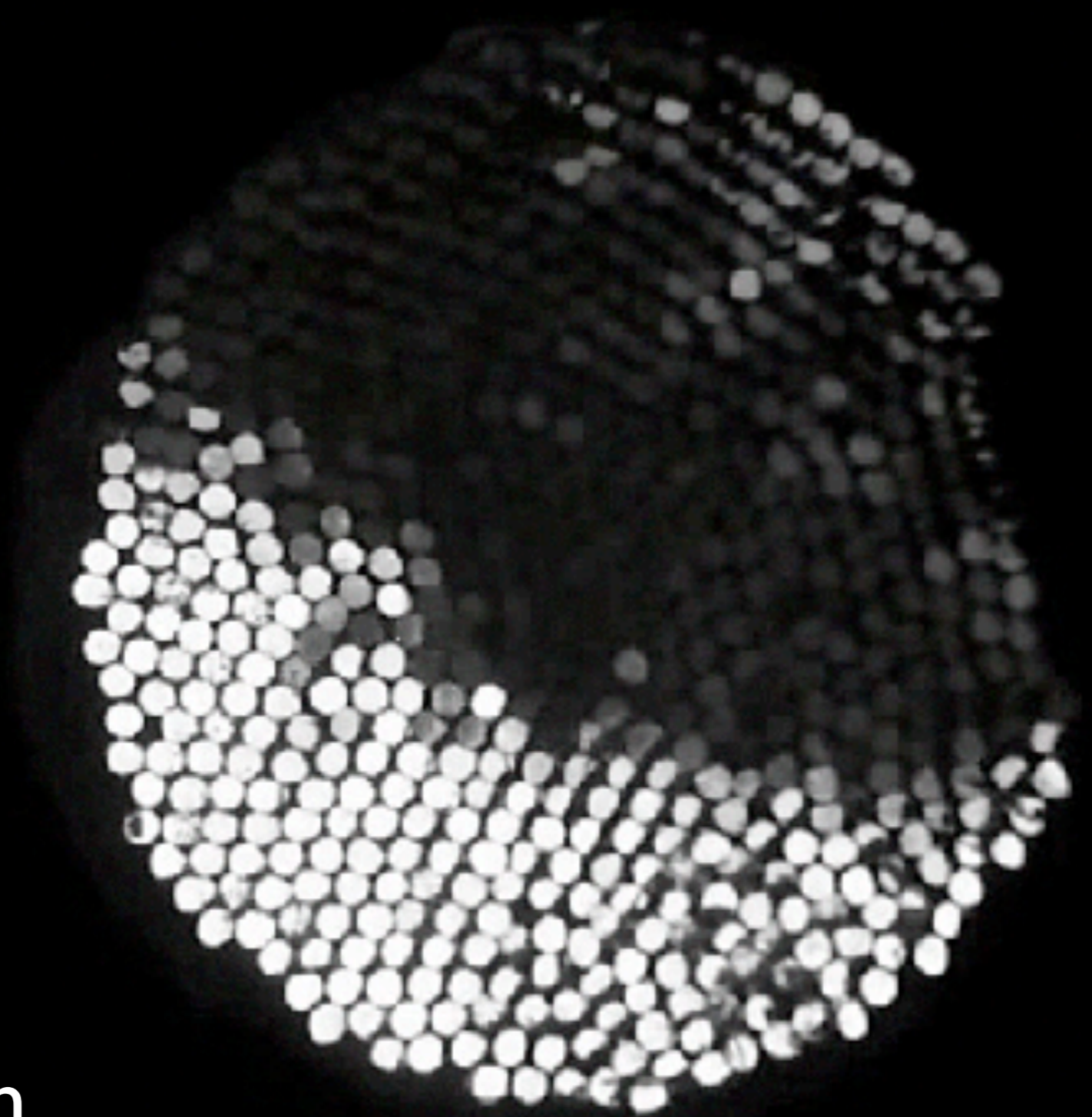


convolution of **finger** and **fiber bundle shape**





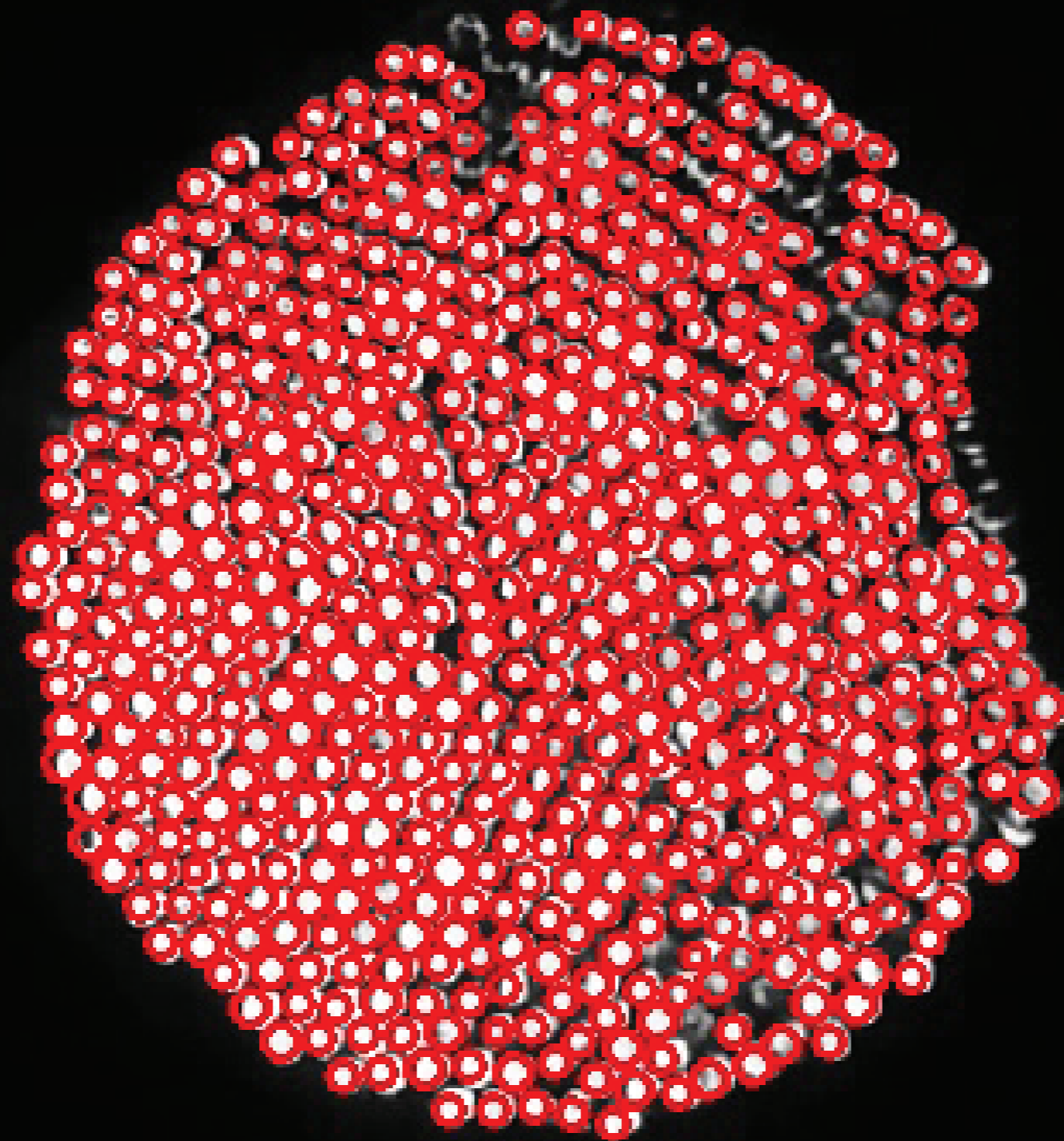
slider



play button

Processing



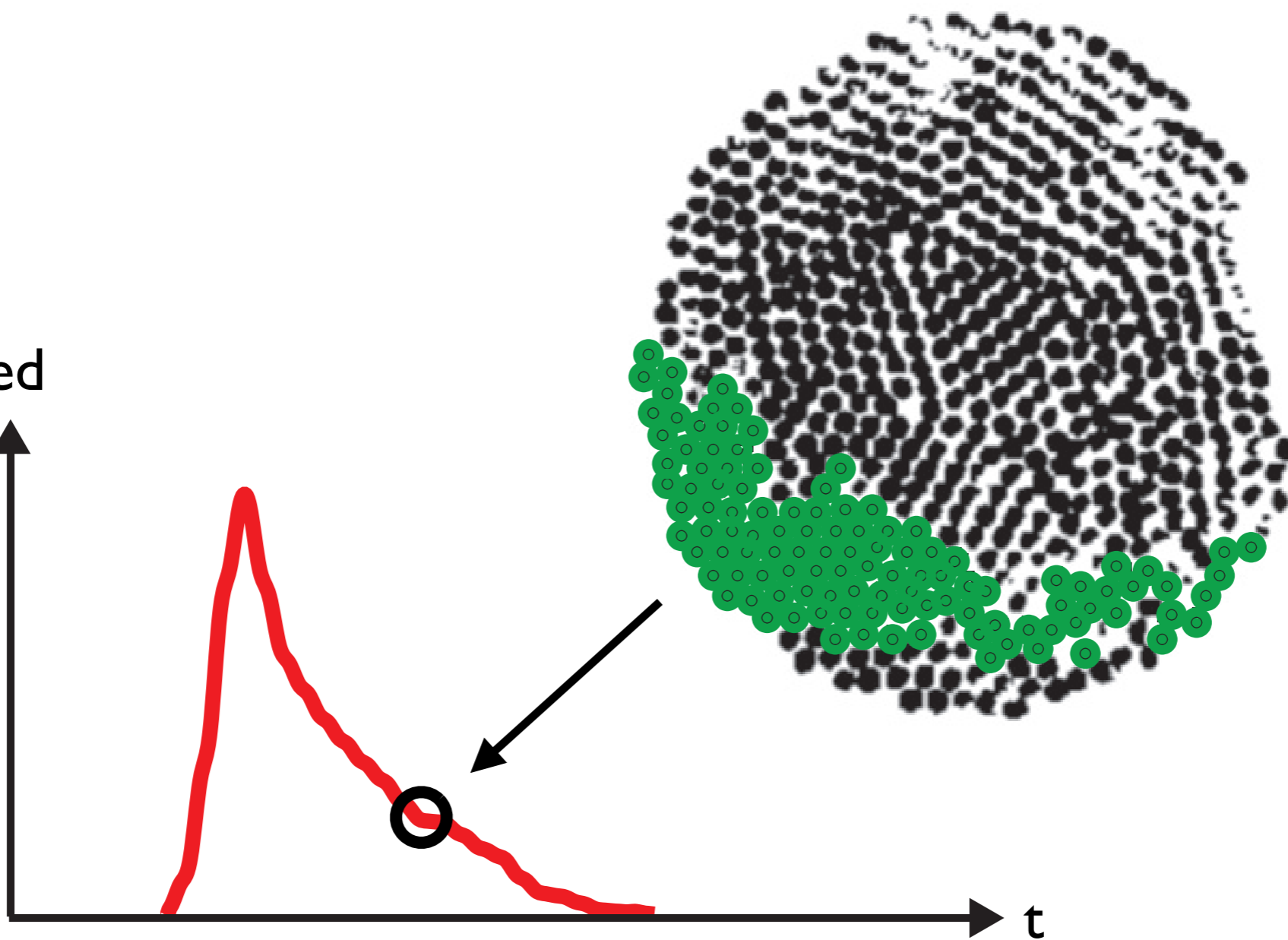




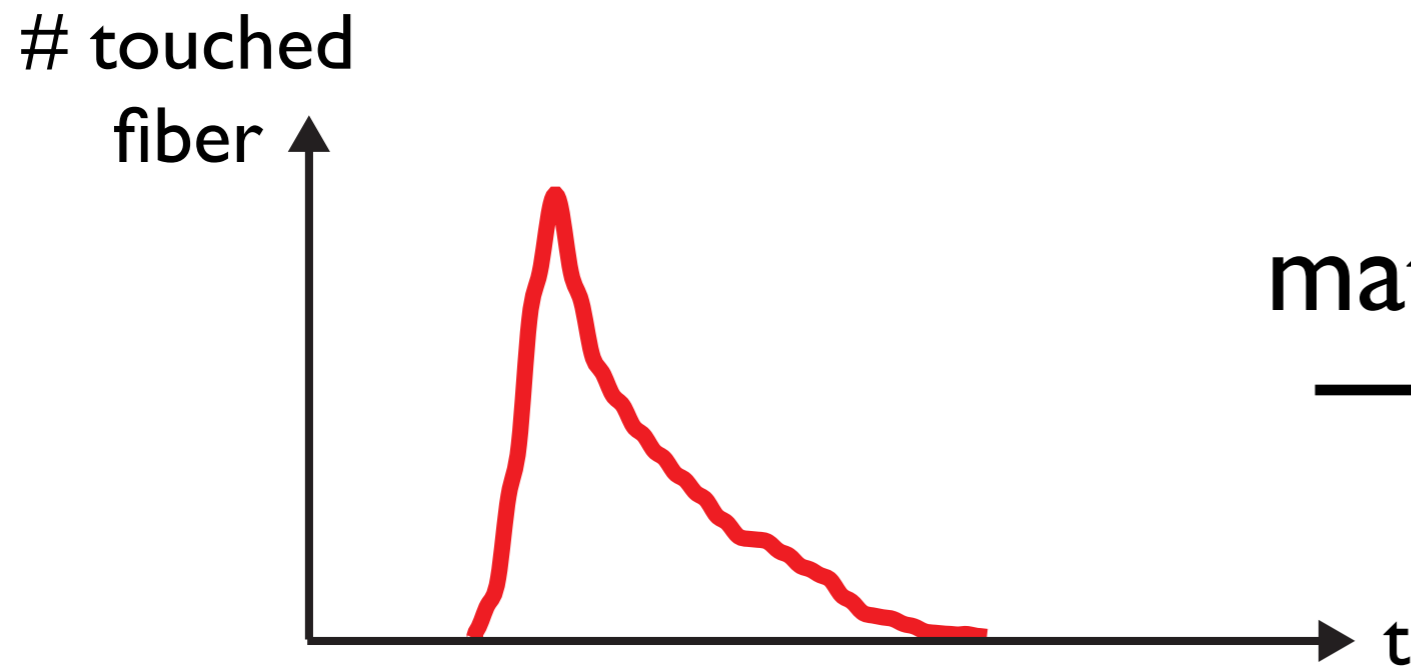




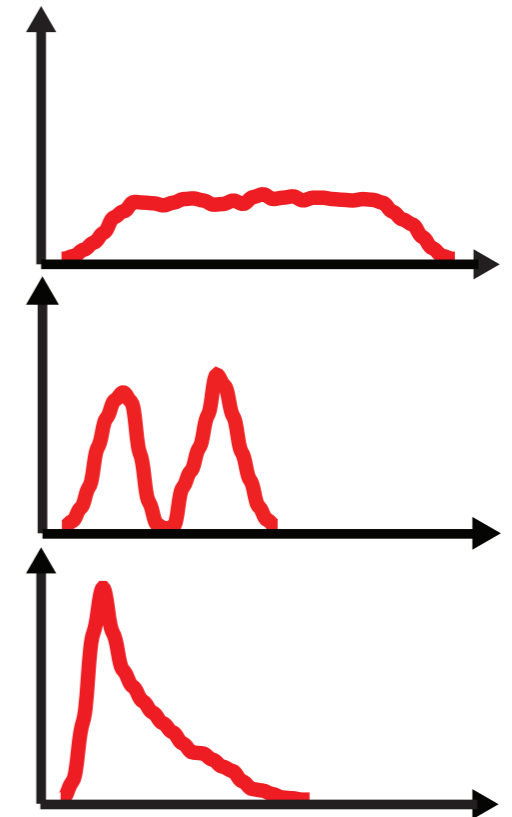
touched
fiber



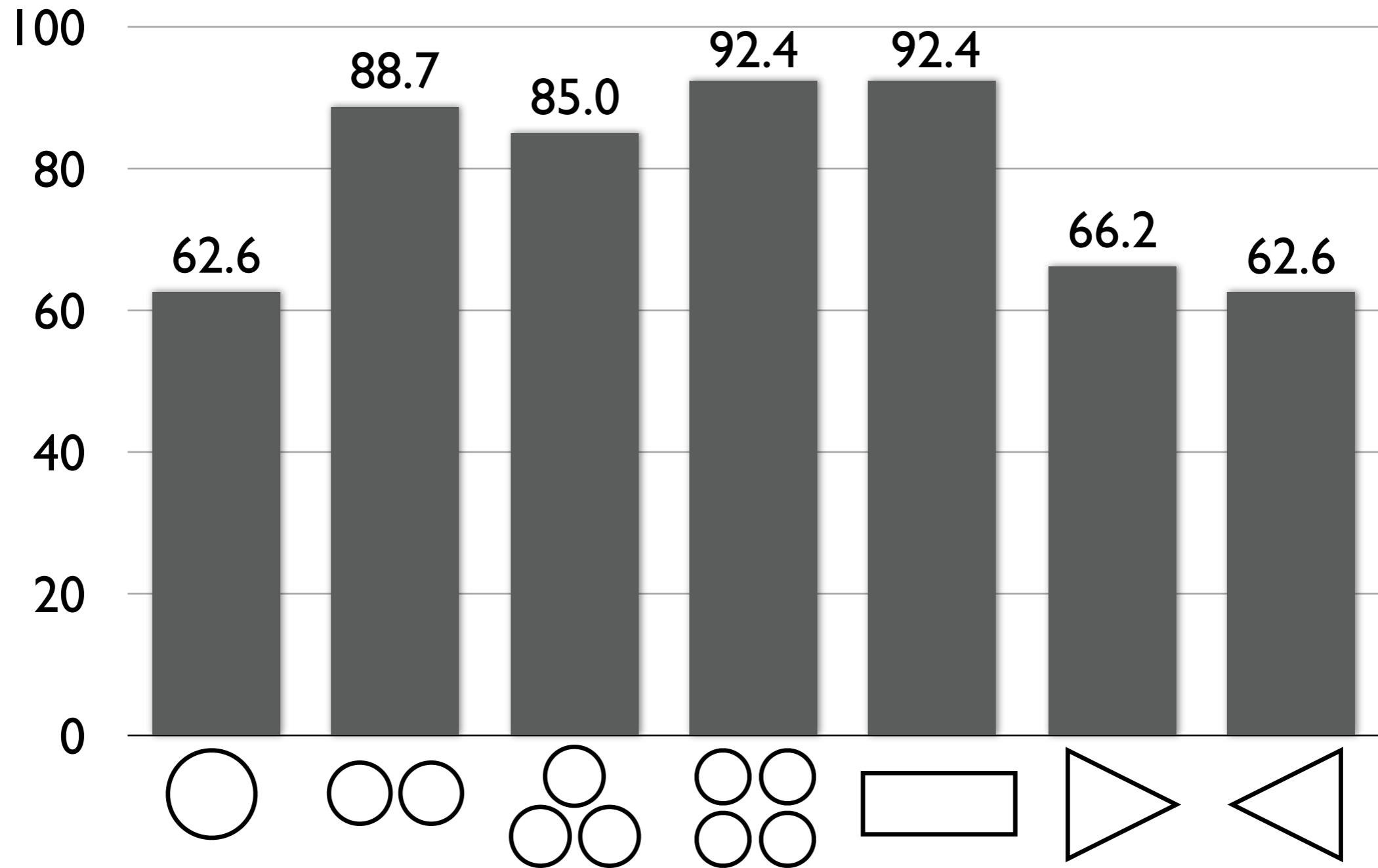
match **pattern** against a database of labeled **widget templates**



matching



recognition rate of first time use



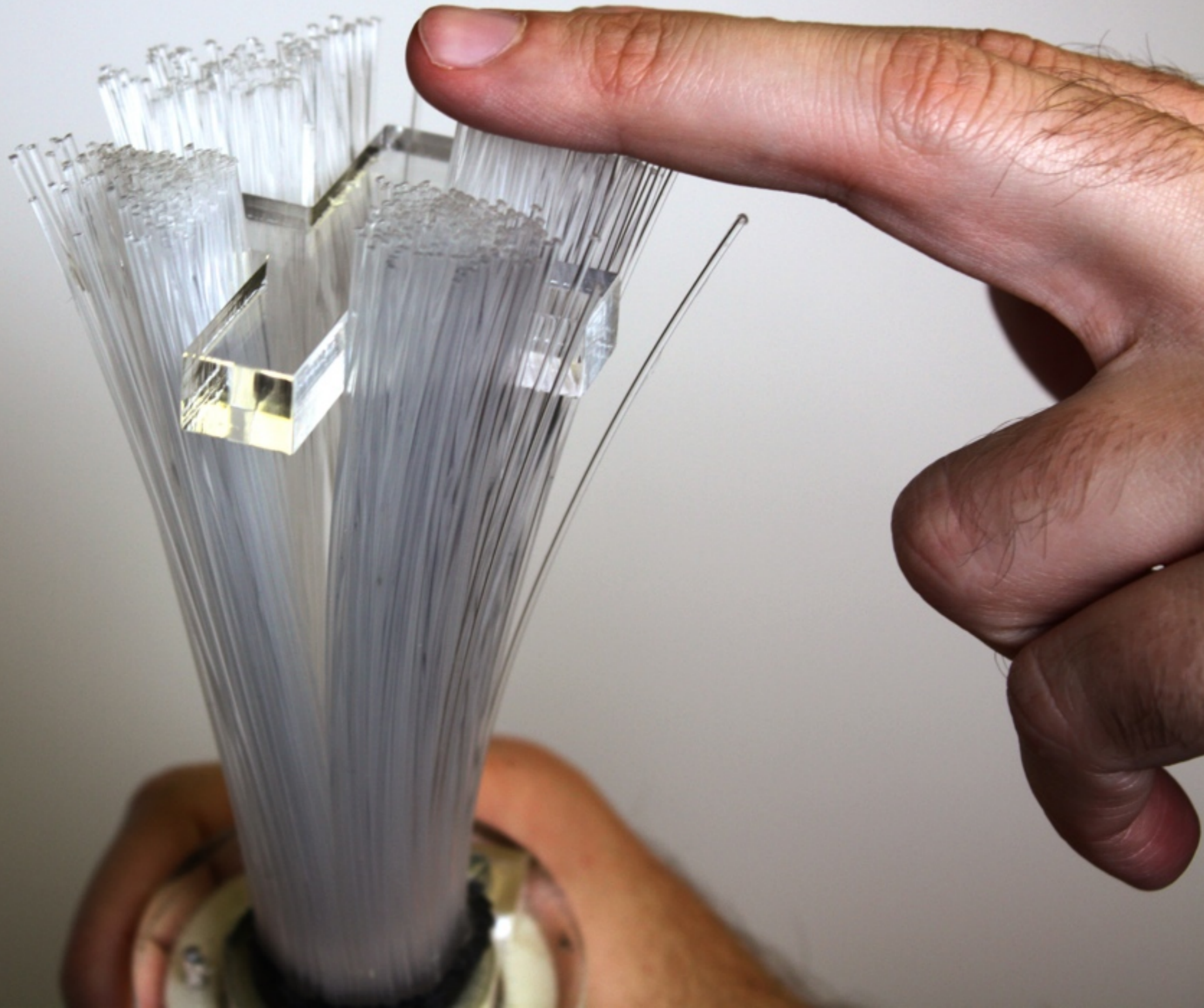
9 participants, 3 repetitions each

Wedges, Clamps and Sieves



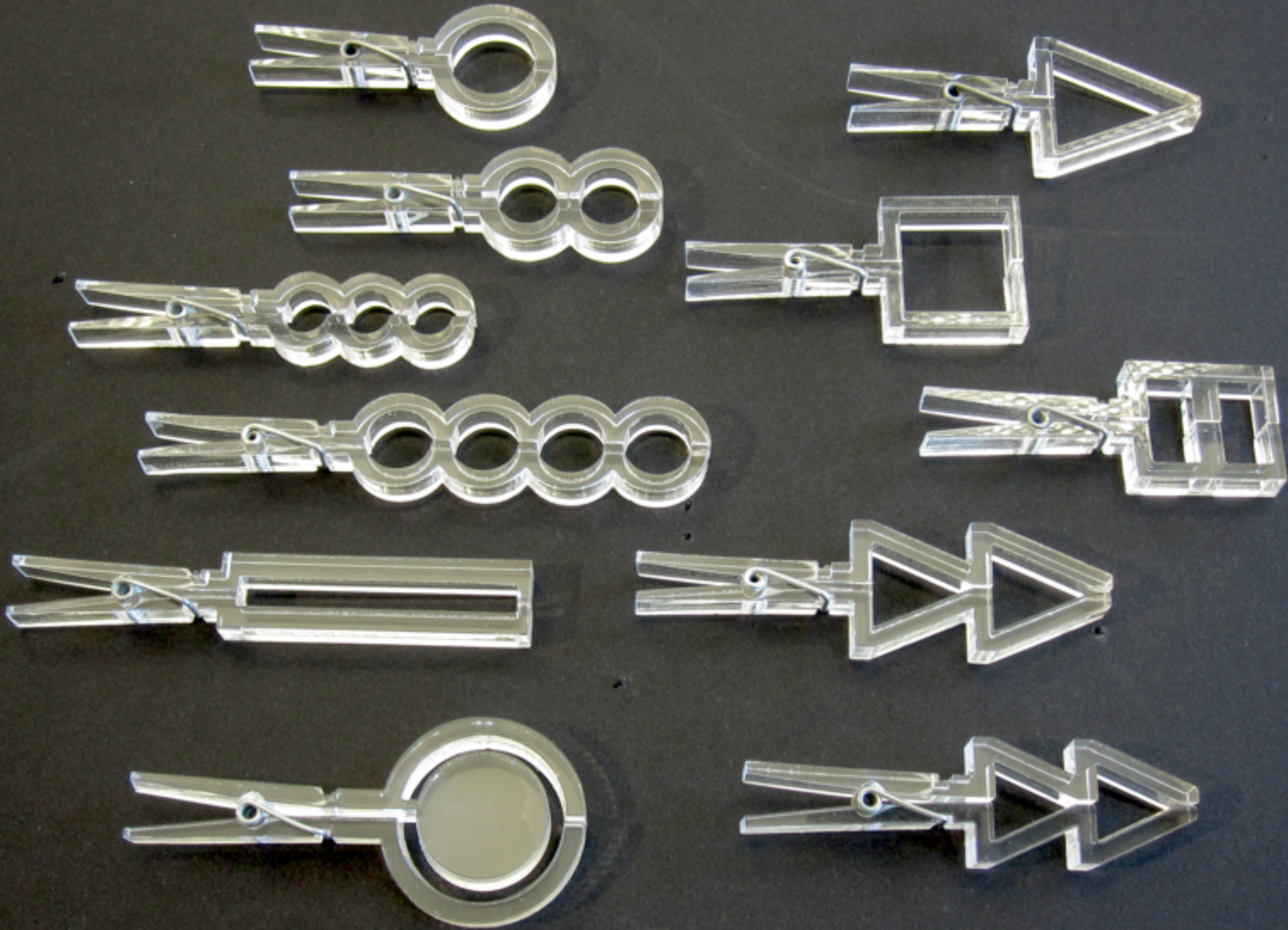
Game Paus

wedges create **multiple** widgets

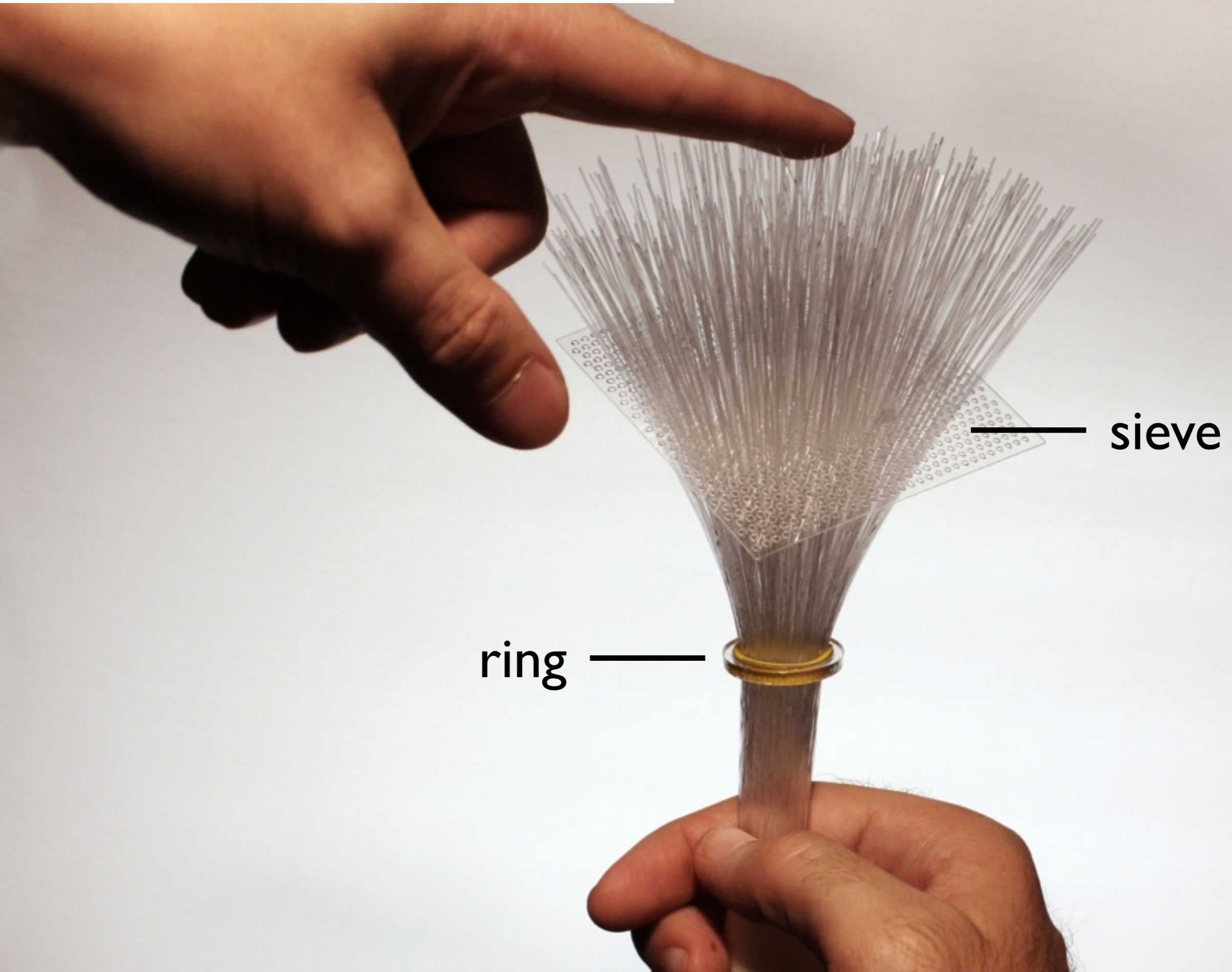


clamps give widgets **custom shape**





large interaction **surface**



sieve

ring

large interaction **surface**



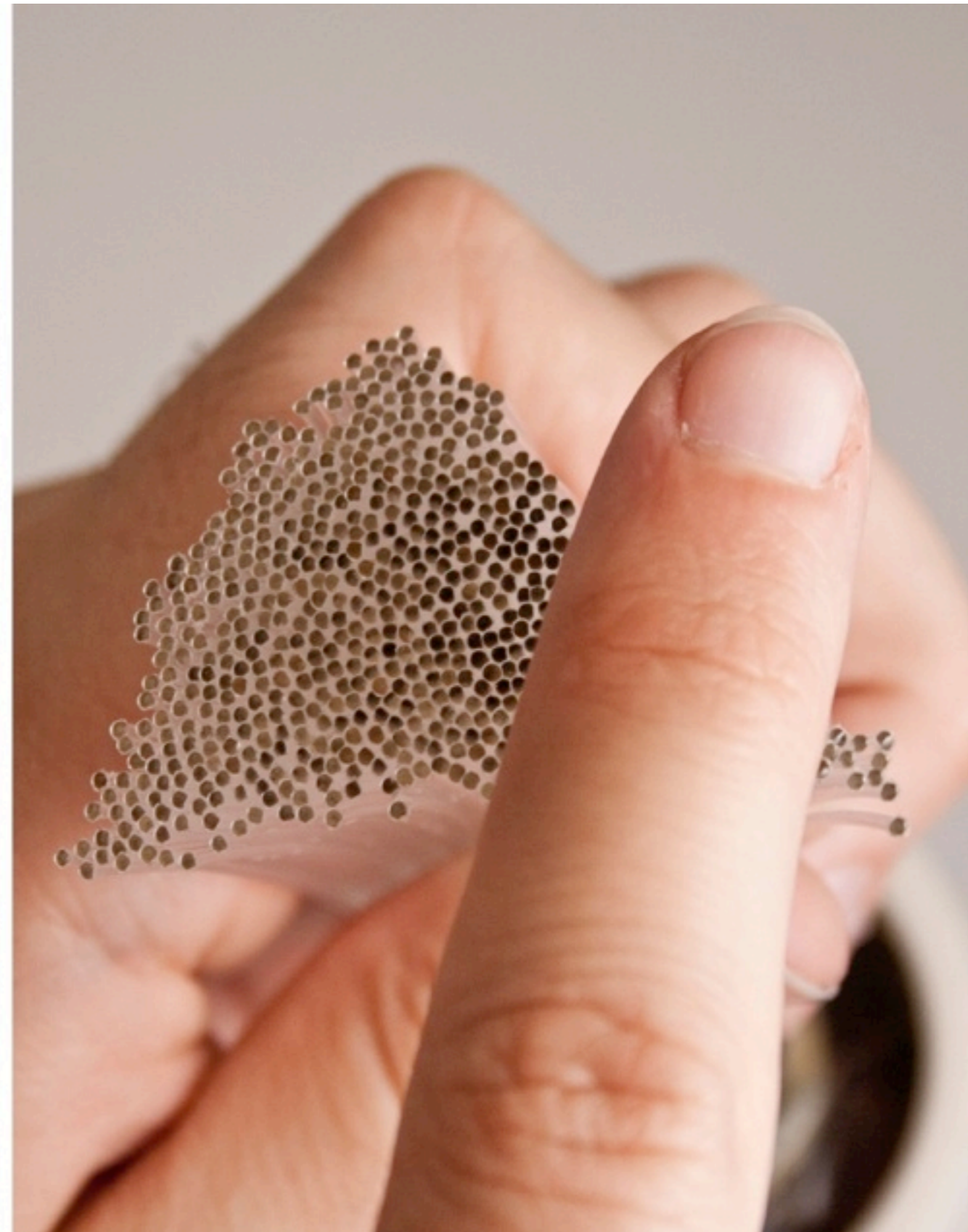
Conclusion

Rock-paper-fibers:

- bring physical **affordance** to **mobile** touch devices
- users **reshape** the touch device itself
- additional expressiveness by using **wedges** and **clamps**

**Vision :: touch pads
that we can really
reconfigure**

we think of **rock-paper-fibers** as a reconfigurable **touch pad**



we just started to **bend** devices...



...we have started to **stretch** touch devices...

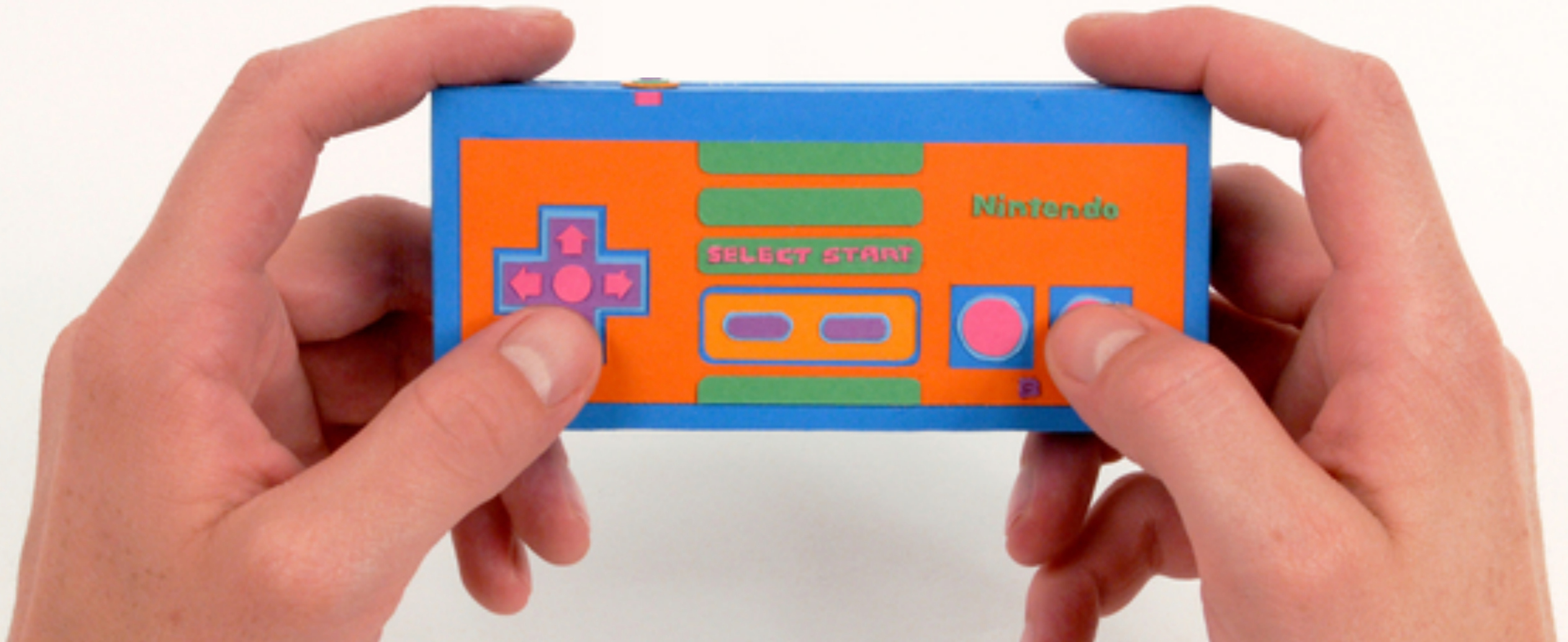


Wimmer, R., and Baudisch, P. Touch using TDR. UIST '11.

...but this is just the first step



reconfigure the device into whatever it takes
to **best support our task at hand**



we think of **rock-paper-fibers** as the **first step** in this direction





CHI 2009 - nominated



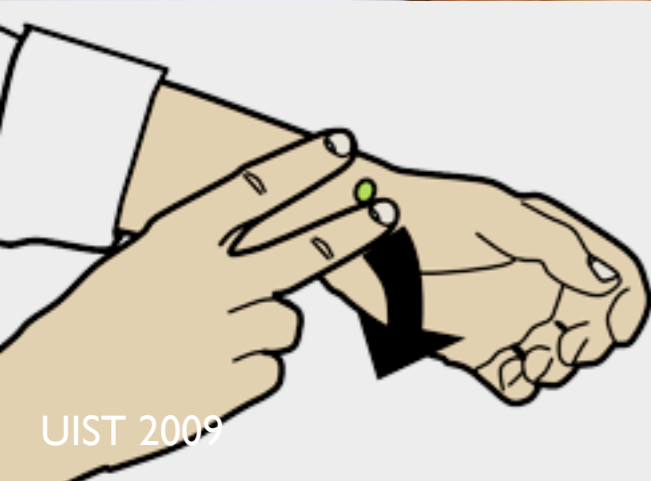
CHI 2010



UIST 2010



CHI 2011



UIST 2009



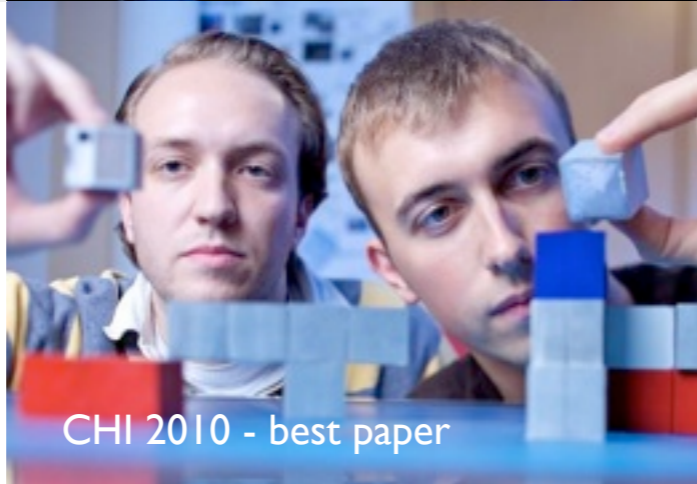
CHI 2010



UIST 2010



CHI 2011



CHI 2010 - best paper



CHI 2011



berlin

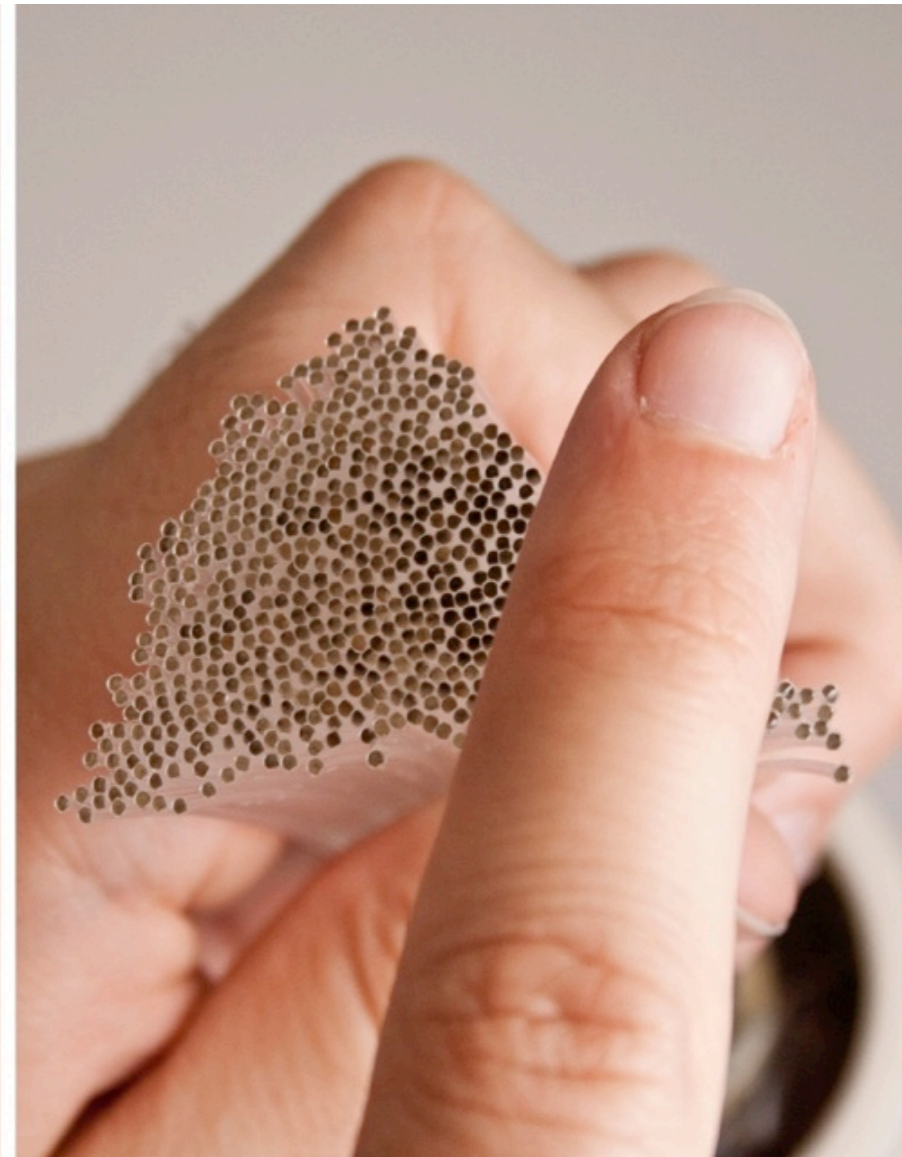
we have one open
PhD/postdoc
position



Patrick Baudisch

Rock-Paper-Fibers

Bringing Physical Affordance to Mobile Touch Devices



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Patrick Baudisch

