

COST287 STSM REPORT:

Audio feedback in predictive HCI methods

Host Institution: Medialogy Department, Aalborg University in Copenhagen

Applicant: Amalia de Götzen

Duration: 03/20/2006 - 03/26/2006

The idea of this STSM was to setup an experiment and collect data from tests, in order to study the equilibrium task in continuous interaction (as navigation tasks) using the croaker interface. Other than this, I also developed and performed a new experiment about Schmidt law which is a derived law from the Fitts' law model. It has been analyzed providing an audio interactive display in which the user has to perform a simple tuning task by hitting a button. The idea was to simplify as much as possible the interaction in order to find out its invariants when the feedback is just the audio one.

03/20/2006

I arrived in Copenhagen in the late evening.

03/21/2006

Experiment setup: the croaker. We finalized our work choosing Max/Msp as our platform, and transposing from pd the experiment setup. We tested the navigation patch with the friction sound synthesis model as sound model for the audio feedback. The corridor of playability of Schellengs has been used as a visual feedback.

03/22/2006

Experiment setup: tuning. We finalized the experiment setup, which was already developed using pure data as software. We discussed the test and refined a bit the design, since it was too long to be performed. We transposed also this thes to MAX/MSP in order to perform in parallel the same test in both platforms.

03/23-24/2006

Performing tests: we performed the tests, collecting 20 people. We discussed further developments of the work, planning the next steps of the research.

03/26/2006

I left Copenhagen in the early morning.

Main Result

The main result of the visit was to discuss a experimental setup with Stefania Serafin and perform tests in order to collect data. We achieved this result, since we finalized the planned work and we preformed 20 tests, discussing the preliminary results.