Index

Symbols
3-D visualization 558–575
GUI design remarks 564
high-performance 3-D remote visualization 565
distributed visualization service (DVS) 566
mobile visualization client 567
local computation 559
remote computation 561

A
adaptive
interfaces in mobile environments 302–317
abstract user interface adaptation 304
adaptation to devices 306
design-time adaptation 306
mobile agent adaptation 308
run-time adaptation 307
adaptation to users 309
adaptive user interface system (ADUS) 309
mobile learning management system (AM-LMS) 286–301
analyzing learning style 296
structure 295
ambient system (AmS) 369
audio-based memory aid 1031–1048
personal audio loop (PAL) 1032
final prototype 1038
formative evaluations 1033
making PAL socially and legally acceptable 1044
making PAL ubiquitous 1043
making PAL useful 1043
usefulness of PAL 1036
average ranked list position (ARP) 417

c C

camera phones in social contexts 55–68
barriers to sharing 64
situated use 58
social uses 60
cognitive models as usability testing tools 814–829
architectures 820
goals, operators, methods, and selection rules (GOMS) 821
descriptive vs. generative models 822
atomic component of thought with rational analysis (ACT-R) 823
ISO quality models 818
collaborative learning 270, 272
an environment for cognitive engagement 275
mobile technology supported classroom 275
cognitive conflict 271
cognitive elaboration 271
cognitive tool (CT) 271
mobile learning 273
pedagogical design 279
encouraging reciprocal tutoring 281
collaborative mobile applications
field study 997–1014
data analysis 1002
through ActivityLens 1003
data collection techniques 999
computer
-supported collaborative learning (CSCL) 1068
-supported collaborative work (CSCW) 1068
-supported intentional learning environments (CSILE) 1068
context 187–204
-aware mobile interfaces 759–779
designing 770
mobile use context 761
wizard of oz evaluation 770
for mobile applications? 192
ontology-based model 194
mobile context-aware applications 208
design guidelines 212
support for interaction design 210
usability 209
risks 210
perils of context-awareness 191
supporting user interaction 197
utilisation in mobile applications 190
what is context-awareness? 206
  relevance to human-computer interaction (HCI) 207
  relevance to mobile HCI 207
what is it? 189

D
disambiguation accuracy (DA) 417
distraction classification 973
  three studies 974–978

E
electromyographic (EMG) 524–542
  electrodes, recording, and applications 526
  for human-computer interaction (HCI) 527
  intimate communication armband 528
  hardware 529
  signal 526
  subtle gestures 528
  1st study: learning and recognition rate 533
  2nd study: multimodal realistic interaction 535
  3rd study: assessing noticeability 537
  model 531
engineering emergent ecologies 364–385
  an example: virtual residence 372
  bio-inspired approaches 367
  engineering approach 373
  Aml spheres and collective behaviour 374
  awareness and presence 374
  interacting with Aml spheres 374
  GAS approach 375
  interaction 367
  symbiotic Aml spaces 367
ethnography and interface design 3
  design sketching 9
  informing design 5
  interpreting data 4
  in the design process 4
  prototyping 11
experimental ethno-methods 16–34
  experimental prototypes 25
  public interactive display 26
  results analysis 27
  theatre workshops: personas and scenarios 22
  to evaluate the user experience with mobile interactive systems 16–34
exploring starfield displays 576–593
  fisheye 583
  interfaces 584
  overviews+detailed 580
  interfaces 581
  smooth-zooming 578
  interface 578
extensible user-interface language (XUL) 310
eye movement studies of mobile readability 945–971
cathode ray tube (CRT) 951
evaluation methodology 955
general linear model (GLM) 956
liquid crystal display (LCD) 951
reading on small screens 951
  study one: reading on a PDA 957
  study three: reading on a mobile phone 963
  study two: verifying the results 960
text presentation formats 952
  the reading process 947
  cognitive processing 948
  measuring readability 949
  physiological limitations 947
thin-film transistor (TFT) technology 951

F
field laboratory for evaluating in situ 982
  close-up video and improved sound 985
  increasing battery lifetime 991
  minimizing equipment 991
  small cameras and video sources 988
flexible organic light emitting diodes (FOLEDs) 179

G
gadgetware architectural style (GAS) 196
generation of GUIs (indirectly) 311
  graphical partitioning model (GPM) 274
  graphical user interfaces (GUIs) 302

H
heuristic evaluation methods 780–801
  appropriating usability heuristics 785
  mobile usability issues 786
  toward a set of heuristics 787
environment of mobile infrastructure 796
  limitations 784
  mobile devices, applications, and their context 782
  nature of mobile devices 795
  strengths 784
human-computer interaction (HCI) 731–744
  defining evaluation targets 732
  designing an evaluation protocol 739–740
Index

making sense of human activity 736–737
reference models 734
human mobile computing performance 830–846
applying Fitt’s law 834
experiment on mobile input performance 835
input time and Fitt’s law 839
mobility and HCI 832

I
in-car user-interfaces 218–236
case study: vehicle navigation systems 229
design and evaluation 223
15 second rule 228
field trials 224
keystroke level model (KLM) 228
lane change task 228
peripheral detection task 227
road trials 225
simulator trials 225
human-centered design process 220
environments 223
equipment 222
tasks 221
users 220
types of in-car computing systems 219
individuals with disabilities 609–623
design of assistive technologies 613
instrumented usability analysis 928
case study of walking and tapping 931
example: mobile text entry 930
the Hilbert transform 934
intelligent user interfaces (IUIs) 318–329
artificial intelligence (AI) in mobile computing 322
artificial intelligent (AI) in mobile computing techniques 323
reflections on context 320
device characteristics 321
prevailing environment 321
social situation 322
the intelligent agent paradigm 324
interface definition language (IDL) 369

K
keystrokes per character (KSPC) 417

L
language understanding 469
learning-disabled children 142
method 144
participants’ experience with technology 146

M
media services language (MSL) 658
micro-electrical-mechanical systems (MEMS) 160
mobile
applications and mental health 635–656
adaptable systems 646
case study: “mobile mood charting” 649
design of chart 650
design 638
for adolescents 639
for therapists 639
design recommendations 644
multistage prototyping 647
software to support psychotherapy 640
supporting mental health interventions 637
camera-based user interaction 543–557
computer vision technologies 544
markerless tracking 545
tagging-based systems 546
mapping camera motion 547
prototype 550
applications 551–553
high-level algorithm description 550
collaboration in learning environments 1069
collaboration components 1074
paper prototype testing 1070
design for older adults 624–634
meetings/discussions 628
physical interfaces 629
recruiting older target populations 627
virtual interfaces 630
devices as museum guides 256
example of mobile activity design 262
evaluations in a lab environment 910–926
distractions 913
evaluation 1: audio and visual navigational cues 914
evaluation 2: comparison of wearable displays 919
learning 287
evironment 288
research trends 289
styles 290
four dimensions 291
index of learning style (ILS) 292
user interface 294
learning in museums 253–269
mixed systems 346
3-D simulation environment 349
Index

ASUR model 350
  basic principles 350
  extension 351
  designing 348
  SIMBA 354
  element model 355
  overall process 354
  simulation 358
  telephones for rendezvousing 35
    a diary study 37
    method 38
    performance deficits: user experience 43
    results 39
    design implications 45
  model-based sonification 481
    doppler effect 483
    experiments
      one 485–491
      two 493–503
  human operator modeling 499
  quickening 482
  multilayered evaluation approach 850
    experiment: comparing field and laboratory use of a PDA 851
  WebQuest Tool 854
  multimodal user interface (MUI) 462
  multiplatform e-learning systems 1083
  evaluation methodology 1086
    overall learner satisfaction score 1090
    participants information 1089

N
  navigational aid for blind pedestrians 693–710
    aids 694
    user- and activity-centered approaches 695
      activity-centered approach 699
      user-centered approach 697
  nonspeech audio 676–692
    advantages of using our ears 676
    benefits 678
    ecological psychology approach 678
    experimental process 680
    sound localization process 679
    spatial conceptualization process 684
      experiments 686
    virtual courses 685
    virtual 3-D acoustic space 679

O
  one-handed use of mobile devices 86–101
    field study 88
    thumb movement study 93
      design 94
      equipment 93
    Web survey 90
  optical fiber flexible display (OFFD) 178

P
  photo management on a mobile device 69–85
    designing mobile interface 77
    enhancing interaction 77
      context-awareness 78
    online photoware for sharing and photoblogging 73
    photo browsing techniques 76
    stand-alone photoware 73
  privacy regulation model 863–876
    case study: privacy perception of the PePe system 869
    five factors affecting information disclosure 866–868
    previous research 865
  projected displays for collaboration 594–608
    Hotaru (Firefly) 595
    intuitive manipulation techniques 599–601
      examples 600
      of mobile devices 596
      user studies 601
        experiment 1 602
        experiment 2 603
  prototyping tools 330–345
    building a high fidelity prototype 341
    SUEDE 330
    topiary 330
    with storyboards 332
    wizard of oz (WOz) testing 335

Q
  question-answer relationships (QAR) 1069

R
  radio frequency identification (RFID) technology 657
    application fields 660
    EuroFlora guide 664
      structure of the interface 666
      integration of RFID subsystem 662
MADE support 659
location-aware computing 659
mobile applications development environment (MADE) 658
architecture 660

S
smart
  garments
    applications 184
    embedded technologies 177
    microprocessors 179
    power, radiation, and the environment 180
    ergonomics of intelligent clothing 180
    aesthetics vs. function 182
    cut, connectors, and material 181
wheelchair
  adaptability 717
  alternative navigation models 724
    behaviour-based interaction 725
  physical interface 722
  structure 712
  user interface 713
    design constraints 714
    what is it? 712
wheelchairs 711–730
speech-based user interfaces (UI) 237
  automotive UI design principles 239
    recommendations 240
  recent automotive spoken Uls 242
  speech-in list-out approach (SILO) 245
speech-centric user interface design 461–477
  generic MUI architecture 463
  modality fusion 470
  special considerations for speech modality 465
    context-aware language model 469
    modality switching 468
  resource constrained speech recognition 466
  speed-dependent constrained automatic zooming (SDAZ) 589
stroke-based input 426–445
  Chinese characters 427
  mobile input solutions 428
  handwriting recognition 428
  pinyin method 428
  structure-based methods 429
  Motorola iTap™ stroke input method 430

T
technology acceptance model (TAM) 103
  for mobile services (TAMM) 106
text entry 408–425
  disambiguation 412
  evaluation 417
  keyboards 409
    ambiguous 411
    unambiguous 409
  stylus-based 414
    gesture-based input 416
  handwriting 415
  on-screen keyboards 414
tourist digital assistant (TDA) 658
transgenerational designs 122–141
  assessments 126
  implications for design 135
  independent and dependent variables 124
  learnability effects 131
  menu navigation performance 130

U
ubiquitous mobile input 386–407
  design space of input devices 387
  orient 394
  positioning tasks 388
    continuous direct interactions 390
    continuous indirect interactions 388
    discrete direct interactions 391
    discrete indirect interactions 391
    positioning techniques 392
  spatial layout of design space 401
  text 399
UI design in a closed environment 1015
  competing technologies 1019
  participatory design 1023
  patient monitoring unit (PMU) 1017, 1025
  physiological monitoring 1018
  strategic user needs analysis (SUNA) 1020
    steps 1021
  usage context 1017
    user-centred design (UCD) 1019
  unobtrusive movement interaction 507–523
    continuous detection reliability: experiments 514
    customization 511
    sensor interaction cover 511
    use cases and usability 513
  usability
    evaluation methods (UEMs) 745–758
      case study: towards a real world lab 752
    current UEM framework 747
    cultural probes 750
      for mobile applications 746
    factors of mobile phones 877–896
Index

case studies 890–892
  developing a framework 881
  hierarchical model of impact factors 883
  phones and tasks 879
user acceptance of mobile services 102–121
  applicability of earlier approaches 105
  design implications 110
  perceived ease of adoption 116
  perceived ease of use 112

V
  validity laboratory test results 897–909
  challenges of mobility 899
  suggestions for field testing 904
    logistics 905
    usability testing 900
    principles 900
visualising meeting recordings on small screens 1052
  meeting browser evaluation test (BET) 1057
voice-enabled user interfaces 446–460
  the prototype 448
    managed applications 450–454
    program manager 454
    graphical user interface (GUI) 454
    underlying speech technology 449
      speech recognition 449
      speech synthesis 450

W
  W3C device independence activities 1082
wearable computers 158–175
  computer response to physical activity 164
  emotional impact 168
  finding and retrieving information 166
  human factors 158–175
    form-factor and physical attachment 160
    navigation and wayfFinding 165
perceptual impacts 163
physical effects 161
reducing size and separating components 162
supporting memory 165

  wizard of oz for evaluating 802–813
    in the development lifecycle 804
    method 803
    studies for mobile technology 805
    variability 806
    wozzing 806
    cautions 810

Z
  zoomable user interface (ZUI) 577