Wanding Through Space: Interactive Calibration for Electric Muscle Stimulation
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ABSTRACT
Electric Muscle Stimulation (EMS) has emerged as an interaction paradigm for HCI. It has been used to confer object affordance, provide walking directions, and assist with sketching. However, the electrical signals used for EMS are multi-dimensional and require expert calibration before use. To date, this calibration has occurred as a collaboration between the experimenter, or interaction designer, and the user/participant. However, this is time-consuming, results in sampling only a limited space of possible signal configurations, and removes control from the participant. We present a calibration and signal exploration technique that both enables the user to control their own stimulation and thus comfort, and supports exploration of the continuous space of stimulation signals.

CCS CONCEPTS
• Human-centered computing → Haptic devices; Gestural input; • Hardware → Emerging interfaces;

KEYWORDS
Electric muscle stimulation, EMS, functional electrical stimulation, calibration, haptic feedback

ACM Reference Format:

1 INTRODUCTION
Electric muscle stimulation (EMS) and Functional electric stimulation (FES) have seen increased use in HCI. Both use electrical signals to stimulate a user’s nerves and muscles, either to provide haptic feedback or to cause movement. However, this stimulation requires careful calibration of many signal parameters, such as frequency, pulse width, or amplitude, as these influence what kind of sensation is evoked in the user. Furthermore, individual differences in skin thickness or subcutaneous fat necessitate per-user calibration.

Existing calibration techniques, especially in HCI, either use pre-selected pulse widths and frequencies, and thus only calibrate for amplitude, or explore only a small number of discrete pulse-widths and frequencies, alongside the amplitude. Whichever of these techniques is adopted, they both result in an exploration of only a limited part of the signal parameter space. Furthermore, these calibration techniques are time-consuming and rely on a complex collaboration between the experimenter and the participant. Typically, the experimenter selects parameters, controls the amplitude, and waits for a reaction from the user (either physical or verbal). This process removes control from the participant, even though FES can result in uncomfortable stimulations.

We present a new calibration and exploration technique, which addresses these problems. Selection of pulse width, frequency, and amplitude parameters here is mapped to a 3D space in front of the user. The user can then explore the stimulation parameters by moving through this space. This both puts the control back in the hands of the participant, and results in a calibration based on an exploration of a much wider space of parameters, without any incurred time penalty. Through a user study, we demonstrate the calibration of movement-causing EMS and FES for haptic feedback for smartwatches.
2 RELATED WORK
FES/EMS has been used to a variety of ends—both to cause movement (e.g., [7, 12, 15, 16]) and provide haptic feedback (e.g., [5, 10]). At Augmented Human, for example, EMS has been used to change the flavor of soup by stimulating the tongue [1], add vibrato to speech [4], and to teach drumming rhythms [2].

While it is a critical part of any EMS system, calibration has received relatively little attention in HCI so far. We know from Lopes et al. [12], that calibration can be time consuming (2–5 minutes per participant per pose), and Pfeiffer et al. [15] describe the need for high levels of accuracy (electrode placement within 5mm of the optimal location). However, no standardized or generalizable approach has yet been adopted.

EMS calibration can be split into two components parts [9]: (1) spatial calibration—selecting the location for the electrodes—, and (2) signal calibration—selecting signal parameters to use (frequency, pulse width, and amplitude).

In this paper, we focus on signal calibration. This is typically approached in one of two ways: either (1) the authors pre-select the frequency and pulse width (e.g., [2, 11, 18]), and explore the amplitude with the participants. Alternatively, (2) the authors and participants explore a limited sub-range of the available parameter space (e.g., [13], where they fix the frequency, and explore pulse width and amplitude). Whichever technique is selected, only a small part of the available parameter space ends up being explored. While research in HCI has reported that selected amplitudes differ width and amplitude). Whichever technique is selected, only a small part of the available parameter space ends up being explored. When in the loop also limits the process to what they can observe or what participants can vocalize.

More recently, research has presented techniques for prediction of stimulation effects [3, 6], and automatic spatial calibration for EMS (e.g., [17]). Knibbe et al. [9], present a multi-electrode, spatial calibration approach using electromyography (EMG). By reading muscle activity with EMG, they could select combinations of a 60-electrode sleeve for stimulation to re-create the same pose. While promising, this technique still relies upon manual signal calibration, a factor that they suggest limits their accuracy. At Augmented Human 2013, Katoh et al. [8] presented an automatic electrode selection technique based on muscle twitch measurements. They fixed the frequency, amplitude, and pulse width of stimulation, varied the pulse length, and measured muscle twitch responses using an accelerometer on a finger. This gives some way towards selecting both optimal electrodes and stimulation parameters to cause movement. However, this technique fails to explore the larger space of signal parameters that may have resulted in more comfortable, or smoother actuation. To date, no such automated techniques have been presented for signal calibration.

3 SELECTING SIGNAL PARAMETERS IN 3D
We propose mapping EMS stimulation parameters to 3D space, allowing users to explore the calibration parameters by moving within the space. In our current setup, we map pulse width (x-axis), frequency (y-axis), and amplitude (z-axis) to a 1.1 m × 0.7 m × 0.6 m cuboid in front of the user. Parameters are transmitted to a custom electrotactile stimulator that continuously alters the output signal correspondingly. The used signal is a biphasic square wave that is current-limited according to the chosen amplitude setting (maximum signal strength capped at 35 V over skin resistance).

Users wear a set of electrodes on their desired location (we focus on the forearm) and then move a tracked wand through the parameter cuboid with their non-instrumented hand. The wand is tracked in 3D space with an OptiTrack motion capture system (eight Prime13 cameras at 240 Hz). This could equally be performed using hand tracking with a Kinect, or Leap Motion, for a more ad hoc setup. The user is free to move the wand around in 3D space, varying all parameters simultaneously, or can constrain their movements to single axes at a time, thus only varying individual parameters. By moving the wand away from themselves, the user increases the stimulation amplitude. Thus, should the user simply relax and let their arm fall to their side, or quickly pull their arm back towards themselves (a common reaction to shock, for example), then the amplitude quickly decreases and the stimulation stops.

We decouple the space exploration and the stimulation, choosing to use different arms for each role. While the same arm could be used, the stimulation can result in hand and arm motion that would cause the parameters to change in unintended ways.

4 STUDY
We recruited 17 participants (age 19–43, M=29.8, SD=6.8, 6 female) to use our system. Participants provided informed consent and were then introduced to the system by the experimenter. The experimenter explained that the participants could move anywhere within the 3D cuboid (as outlined by red tape on the floor and walls). The participants were told that as they move through the x- and y-axes the stimulation and associated sensation would change (i.e., they were not specifically told about pulse width and frequency mappings). Moving in the z-axis would increase the intensity. Throughout the entire study, participants explored the space holding a tracked wand in their left hand. Electrodes were placed in different locations (per task) on the right forearm.

The participants completed three tasks. First, participants were instructed to explore the 3D parameter space and develop an understanding of the changing stimulation sensations. For this task, participants wore a pair of electrodes on the top of their right forearm, targeting the flexor digitorum superficialis and the flexor digitorum profundus. The stimulation cuboid was configured with the parameters: 1–5 ms pulse width, 5–80 Hz frequency, 0–100 % intensity. At the end of this task, participants completed 7-point Likert scale questions on their understanding of the space, their sense of apprehension, and ease of use of the system.

Second, the participants’ electrodes were moved to the top and bottom of the wrist, akin to the position of a watch face and band. The stimulation cuboid was configured with the parameters: 2–4 ms pulse width, 5–75 Hz frequency, 0–78 % intensity. Participants were
asked to explore the space and find 5 distinct sensations that they may use for smartwatch notifications. Participants detailed what they would use the notification for, and provided Likert responses about comfort and disruption. At the end of the second task, participants were asked (1) how easy it was to distinguish sensations, (2) how long it took to find their chosen sensations, and (3) their movement and selection strategies for the task.

Finally, the electrodes were moved to cover the flexor carpi radialis and palmaris longus muscles, on the inside of the forearm. The stimulation cuboid was configured with the parameters: 1–4 ms pulse width, 35–80 Hz frequency, 0–100 % intensity. The participants were asked to find movement causing (muscle activation) parameters within the space, and rate them as comfortable or not comfortable. In this way, the users specified their preferred movement causing parameters across a continuous parameter space. The experimenter recorded the participants’ ratings. At the end of this task, participants completed a questionnaire about anxiety, intuitiveness and simplicity, and were asked about strategies of movement for this task.

The study took 25 minutes on average. Participants were compensated the equivalent of $15 for participating.

5 RESULTS

For the analysis, we removed data from three participants (P1, P7, and P16), because they only completed parts of the study. P1 and P7 were due to experimenter error with the study interface, while P16 opted to not complete the study. We describe the results, based on the data from the remaining 14 participants, below.

5.1 Exploration

As shown in Figure 2, participants explored a large portion of the available space. Participants explored on average 31 % of the space over 3.7 minutes. They tended to stay towards the inside of the space, as shown by the drop-off towards the edges of the graph.

Participants described exploring the stimulation space as intuitive and easy (Figure 3). The exploration did not make them anxious or nervous, and they were able to develop a good understanding of the stimulation space.

5.2 Notification

Figure 4 shows the participants explored 27 % of the available space while picking notification parameters (on average). They placed 3–5 (M=4.4) notifications, making use of the available space (see Figure 4). Participants spent on average 66 minutes finding notifications. Interestingly, participants explored the space for 45 seconds on average before selecting their first notification.

Participants also rated the comfort and disruption of their selections. Higher comfort ratings were seen as less disruptive: Spearman’s rank correlation coefficient $r_s = -0.74, p < 0.0001$.

Participants defined notifications to cover a range of scenarios, including email alerts (n=5), phone calls (n=11), navigation updates (n=2), and medical warnings (such as diabetes alarms, n=3). Across these notifications, participants felt that, in general, it took them a long time to decide on sensations (Figure 5). There was no consensus about whether sensations were easy to distinguish.
Across the three study tasks, participants explored a combined 53 % of the total stimulation space (on average). Participants spent on average 4.37 minutes exploring the space (SD=1.22). Participants marked on average 14.7 locations as movement causing (with 5.4 comfortable, SD=2.7, and 9.3 uncomfortable, SD=5.2). Figure 6 shows the Gaussian distribution of comfortable vs. uncomfortable actuation across all participants. The variation of positions marked by participants shows the importance of exploring a large space of parameters.

Importantly, our calibration technique gives control to the user. This is (ethically) important when they are exploring a space of interaction that could potentially be uncomfortable. The participants did not report being anxious or nervous during the study, however, anecdotally, some participants were uneasy when being introduced to the concept of the study. We believe that being in control is a valuable mechanism to help to reduce this apprehension surrounding EMS applications.

7 CONCLUSION

Calibration is a fundamental part of any FES/EMS-based system. To date, practitioners explore only a small range or subset of parameters when performing signal calibration. Typically this involves pre-selecting a small number of parameters and applying them to a participant to gauge their feedback. This results in control being removed from the participant, all while they can be exposed to uncomfortable, or sub-optimal, stimulation. We present a 3D exploration-based calibration technique that maps a large space of stimulation parameters to a 3D volume. By moving through the 3D volume, the participants control the parameters of their stimulation and can select those comfortable for them. In a study, we demonstrate participants exploring a wider range of stimulation parameters than previously attempted in HCI, all while maintaining full control of the resultant sensations.

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