Next Steps in OUIs: Crafting Interactions with Deformable and Actuated Display Surfaces

Strohmeier, Paul

Publication date: 2014

Citation for published version (APA):
Next Steps in OUIs: Crafting Interactions with Deformable and Actuated Display Surfaces

Abstract

New technologies and materials enable the physical form of display surfaces to become dynamic in terms of shape and movement. This enables devices to form a more intimate relationship with software data and the user’s environment. The research area of actuated interfaces aims at leveraging these qualities to enhance interaction with and representation of digital information, as well as creating new implicit communication channels between people and devices.

This workshop provides a forum for debating emerging trends in deformable and actuated display surfaces that explore changes to the overall topology of display devices to enable more expressive interactions with digital information.

Author Keywords

Shape-Changing Interfaces; Deformable Displays; Self-Actuation; Organic User Interfaces; Interactive Surface; Flexible Input.

ACM Classification Keywords

H.5.m. Information interfaces and presentation (e.g., HCI).

Antonio Gomes
Human Media Lab
Queen's University
Kingston ON K7L 3N6, Canada
gomes@cs.queensu.ca

Paul Strohmeier
Human Media Lab
Queen's University
Kingston ON K7L 3N6, Canada
paul@cs.queensu.ca

Roel Vertegaal
Human Media Lab
Queen's University
Kingston ON K7L 3N6, Canada
roel@cs.queensu.ca
Introduction
The emerging field of Actuated Display Interfaces explores a new generation of materials that can change appearance thus becoming as dynamic as their digital representations. Physical deformations have the potential to communicate the state of a computing device through changes in the visual appearance or haptic qualities of its overall shape (Figure 1) [13].

As a community, we have yet to fully appreciate the implications of interacting with dynamic display surfaces or to understand how to merge organic motion design with future hardware devices. Designers face challenges associated with developing self-actuated surfaces for different contexts of use or how to incorporate shape transformations into interface design. We believe actuated display surfaces might enable physical form transformations that mimic the context of digital information.

This workshop aims at understanding how users perceive actuations on shape-changing interfaces as well as discussing prototyping and implementation techniques for crafting actuated, non-planar interfaces. The overarching goal is to bring together an interdisciplinary group of academic and industrial researchers to define the current and future challenges of crafting self-actuated display surfaces.

Background
Enabling the overall shape of a device to closely mimic the content being displayed, rather than forcing digital information to fit into predetermined shapes, improves the mapping between digital data and physical form factors, thus enabling a core principle of Organic User Interface Design, where form follows functionality. Additionally, self-actuated shapes can conform to varying usage scenarios and modes of interaction. Actuated Interfaces promise to change how we perceive and interact with digital information. Deformable surfaces may support deformation via user input or self-deformation, or both. While studies have been conducted on the use of actuation in rigid bodies [5,6] pixelated displays [3,9], and shape-changing interfaces [2,4,5,6,8,13] one area that has received little attention to date is the actuation of display surfaces.

Auxiliary Shape Change
Research in the domain of actuated surfaces has been extensively explored [2,3,4,5,6,8,9,13]. However, we find few projects where shape transformations were seamlessly integrated in deformable display devices. A more common approach is augmenting a device, or a part of a device with shape changing properties: Dynamic Knobs [6] showed a rigid mockup phone capable of changing shape in a small extension on one of its sides. Hemmert et al. [5] explored the concept of a shape-changing device that uses one and two-

Figure 1 – Shape Deformations from global to local regions [13]
dimensional tapering (Figure 2) to display the
directionality of off-screen contents. Park et al.
demonstrated the use of shape changes as additional
information channels for couples in long distance
relationships [7] and between close friends [8] (Figure 2).

Figure 2 - Tapered Phone & Wrigglo

Actuated Tabletops
Poupyrev et al. [9] pioneered pixelated shape-changing
displays. Follmer et al. [3] suggested a range of
gestural and direct manipulation for interacting with
dynamic surfaces. We believe display technology has
evolved to a point where researchers and practitioners
should be moving forward from projection mapping and
complex controlled environments, and push forward
towards favoring real displays over projection mapping,
and find plausible solutions to overcome the limitations
associated with working with real displays.

Increased Shape Resolution
Roudaut et al. [10] proposed a framework defining
metrics for shape resolution in shape-changing devices.
We are particularly interested in further discussing
some of the features described by the authors, namely:
increase the possible surface area of hulls; granularity
of control points; curvature; amplitude; number of
zero-crossings and stretchability of future actuated
display surfaces.

Workshop Goals and Topics
The goal of the workshop is to investigate practical
application scenarios, merging organic motion design
with flexible hardware prototyping; propose a shape
transformation vocabulary for deformable interfaces;
and derive a number of design recommendations for
interacting with actuated display surfaces. The
workshop will be based around key themes that
emerged from the CHI 2013 workshops on (Re)Shaping
Interactions with Deformable Displays [11] and
Displays Take New Shape [1].

Actuated Display Surfaces
Introducing shape transformations into computing will
radically change the way people perceive input and
output modalities. There are no standardized metrics
for understanding motion design in computing. This
workshop aims at identifying input and feedback
properties unique to deformable surfaces, review
existing evaluation criteria and their limitations, and
discuss new methodologies for designing and
implementing future malleable interfaces.

Shape Transformation Vocabulary
Interacting with transformable display surfaces poses
challenges not present in traditional UIs. For example,
a shape transition might completely change the
topological properties of a display: deforming,
increasing, decreasing or completely fracturing the
display real estate. Consequently, display objects must
be able to dynamically adjust the on-screen data to the
device form and orientation. Not only the potential
shapes need to be considered, but also the transitions
between these shapes. Finally, different users might
perceive similar shapes and shape transformations in
distinct manners. While designing dynamic interfaces,
we need to consider shape and shape transitions as distinct input and output modalities.

**Prototyping and Implementation**
Current actuated display prototypes do not fully explore the tradeoff between shape and display resolution. Devices such as MorePhone [4] demonstrated a high resolution display, however a limited shape resolution. Lumen [9], on the other hand, presented a display surface with a relatively high shape resolution yet low display resolution (Figure 3). Both explorations, however, engage with the constraints provided by working with physical display and actuation technology. These constraints provide these devices with their unique look and feel.

A large portion of actuated display surfaces discussed in the literature relies on projection. Despite being an accepted methodology within the research community and a valuable contribution to interaction designers, we believe that in order to ascertain the potential of shape changing display surfaces, it is important to implement solutions that take into account the limitations of working with real hardware prototypes.

While we recognize the challenges of devising such prototypes within university research laboratories, we believe that exploring the constraints of working with physical prototypes is necessary. Working with physical prototypes allows us to design interactions which reflect the physical nature of the devices. Furthermore, working with physical prototypes also helps us understand what steps are necessary to extend what is achievable with current technology. We aim at investigating potential prototyping methods, materials and technologies, identifying the benefits and drawbacks of different actuation and display technologies as well as discussing control and feedback mechanisms of shape changing devices.

To encourage stimulating discussions, we aim at exploring the following research questions:

- What is the potential of shape transformations for designing expressive & engaging interfaces?
- What will the future forms of interactive display surfaces be?
- What types of communication and information are suitable to be represented by shape changes?
- Which prototyping methods, technologies and materials can support further investigation of shape changes?
- How can researchers and practitioners define a universal vocabulary for shape changes?
Expected Outcomes
This workshop will generate valuable knowledge aimed at understanding interaction design with actuated display surfaces. Additionally, it will provide a platform for establishing a community of researchers and practitioners interested in the emerging field of actuated display surfaces. The results of this workshop will be shared on the workshop webpage, including all position papers and materials created during the workshop.

References