Mobile "Phone"

(Visual Interface)

(Auditory Interface)

(Physical Interface) "The Rock"

**must hold the rock in order to see anything associated with the conversation interface**

*"rings", since always connected, hold rock to "pick up" if not holding or flip over to answer if already holding

*touch earpiece to ignore call

*kind of like the snake from "Lord of the Flies"

*arrows are recessed slightly in the stone to ease motion in a straight line (both sides)

*touch-sensitive: tracks movement of thumb

*like an iPod wheel that tracks movement in any direction.

*tighter one holds it, the louder the volume

*a quick squeeze substitutes for a "click", or button press

[Social functions: senses pressure (for volume),

and temperature/pulse (for anxiety level).]

*if angry, you tend to squeeze tighter. This makes the *other* person louder, giving you feedback & making you conscious of your mood.

*if you are anxious, the "rock" will sense this from an increase in temp, this anxiety can be reflected in the visual interface.
**Mobile "Phone"**

(Visual Interface) extended)

A should be a translucent virtual "screen," with any information closer to (but leaving open) the actual edges — think augmented reality

- contact list (scrolls up/down) 
  - contact silhouettes grow when they are feeling good and fade when they are anxious

- peripheral vision buffer
  - contacts are color-coded to distinguish

- Points of interest overlaid (augmented)
- Can overlay highlights!
- Scrolls in many directions
- Outlines of contacts if they are in visual range

**Audience**

- This "phone" is for those who have palm-size fingers and are willing to put them to use
- Those who tire easily trying to send texts with a standard keypad or browse a 1440x900 web on a 40x70 screen
- Those who have trouble processing the data/menu/option overload

  → those who desire a communications device with emphasis on communicating with other people

- Not technophiles
- Not designed to be flashy or not a status icon for teens/twenties like PDA or iPod

- Middle aged, working adults

- Not "professional" who need BlackBerry functionality

- Could be difficult for seniors who are losing their vision/ability to focus on glasses/contacts might not be durable enough for kids
**Mobile "Phone"**

(Motivation)

- Create a simple, uncluttered, easily viewable/touchable communications device
- Simple audio connection supplemented with cues to aid conversation
  - Volume changes with anger (squeeze the "rock")
  - Temperature sensor changes contact silhouette with anxiety level
  - If in field of view, contact is labeled
  - Points of interest to the user are labeled
- A "phone" that does the person-to-person connection right, it doesn't distract the user with extraneous info

(Implementation)

- The "rock" interface requires no button pressing—simply familiar actions like picking up, flipping over, running one's thumb across, and squeezing a stone-like object.
- No nested menus—just "scroll" across interface in any direction using the "rock"
- No tiny screen, no back-lit viewing to fade in sunlight
- Context-sensitive, the "display" changes depending on user's and contacts' location, mood, and availability.

(Task)

- An audio conversation between two people
  
  "The "rock" does this specifically"
Mobile "Phone"

Bar & piece makes Skype-like sound

Meanwhile...

While rock to make call (could hold in pocket)

First time caller

Screen of interest items/people of interest are highlighted

Current controls keep full picture/profile of person

Minimized

Flip stone to hang up

Continue conversation in person!