

BendSwipe : One Handed Target Zooming for Flexible Handheld Device

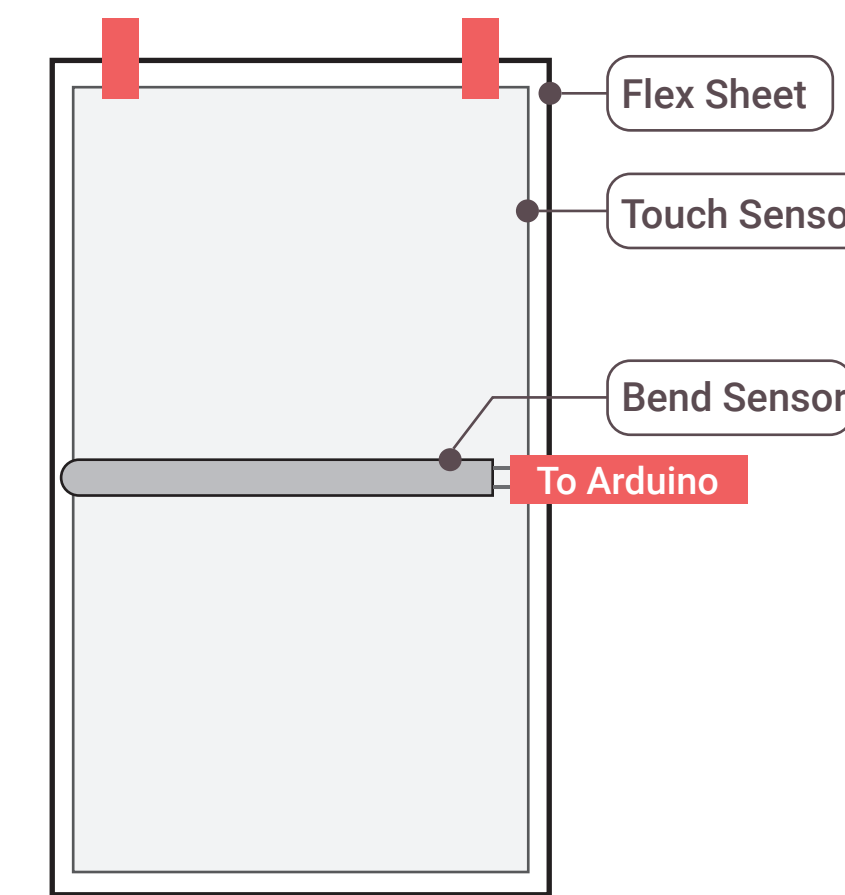
Introduction

One handed usage of handheld devices is commonly observed in situational impairments, where standard handheld devices pose several challenges such as limited reachability, re-gripping of the device, reduced accuracy and increased occlusion.

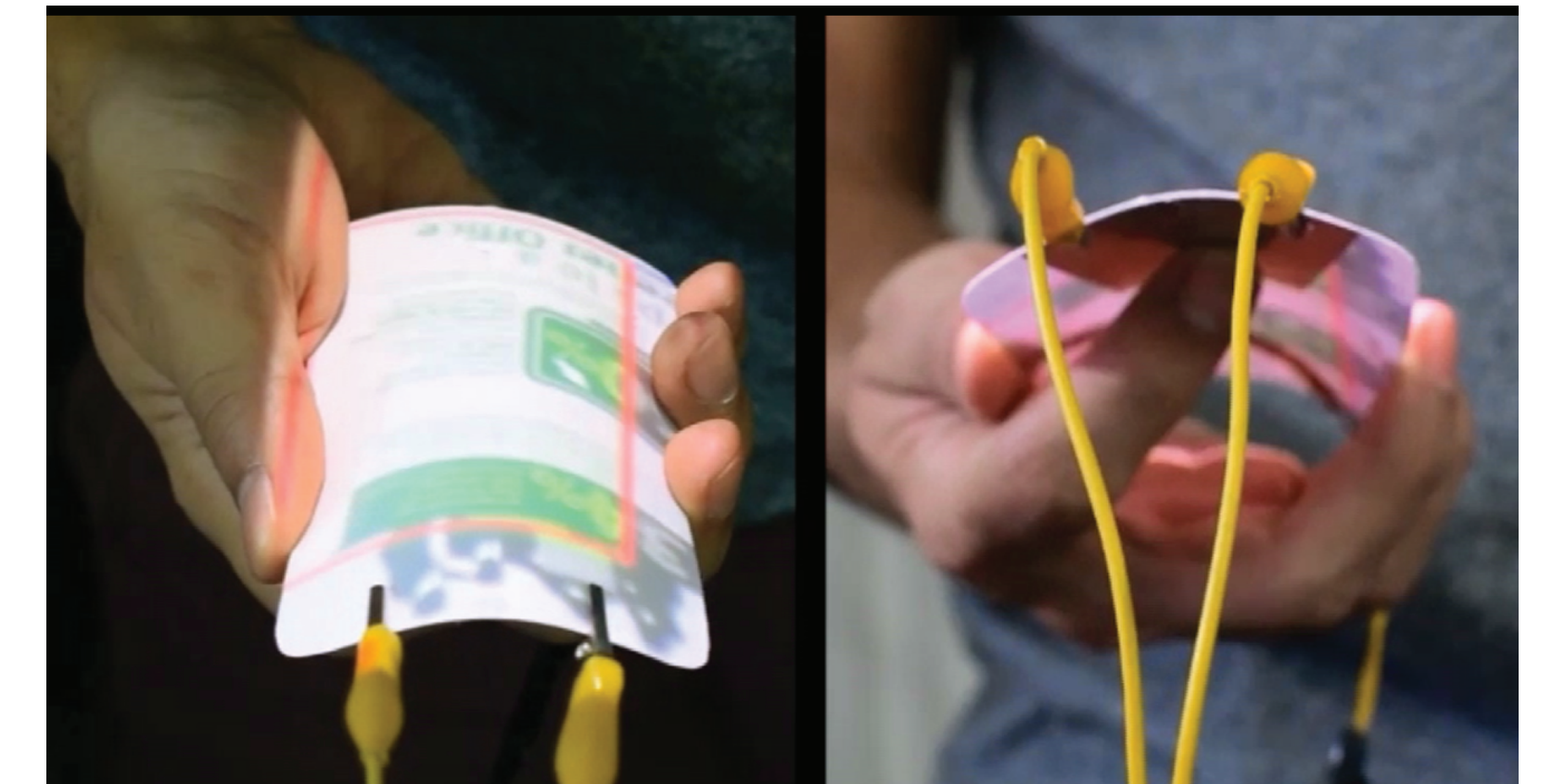
BendSwipe is a new set of input interactions for target zooming of an image. The interactions combines touch and deformation gestures to zoom in to a specific area of an image.

Prototype

The flexible sheet is made out of thin laminated paper. A bend sensor is located horizontally on the rear side to detect the bending direction. A conductive touch sensor is used to detect the direction of swipe gestures.



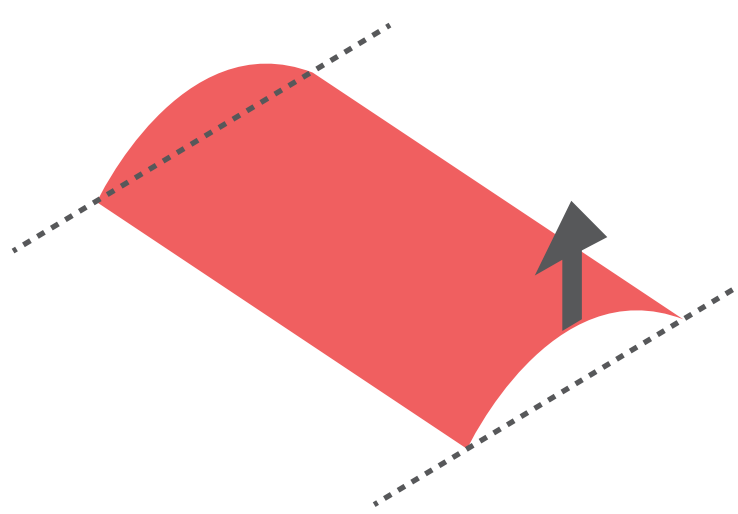
Rear of the handheld prototype



Working prototype

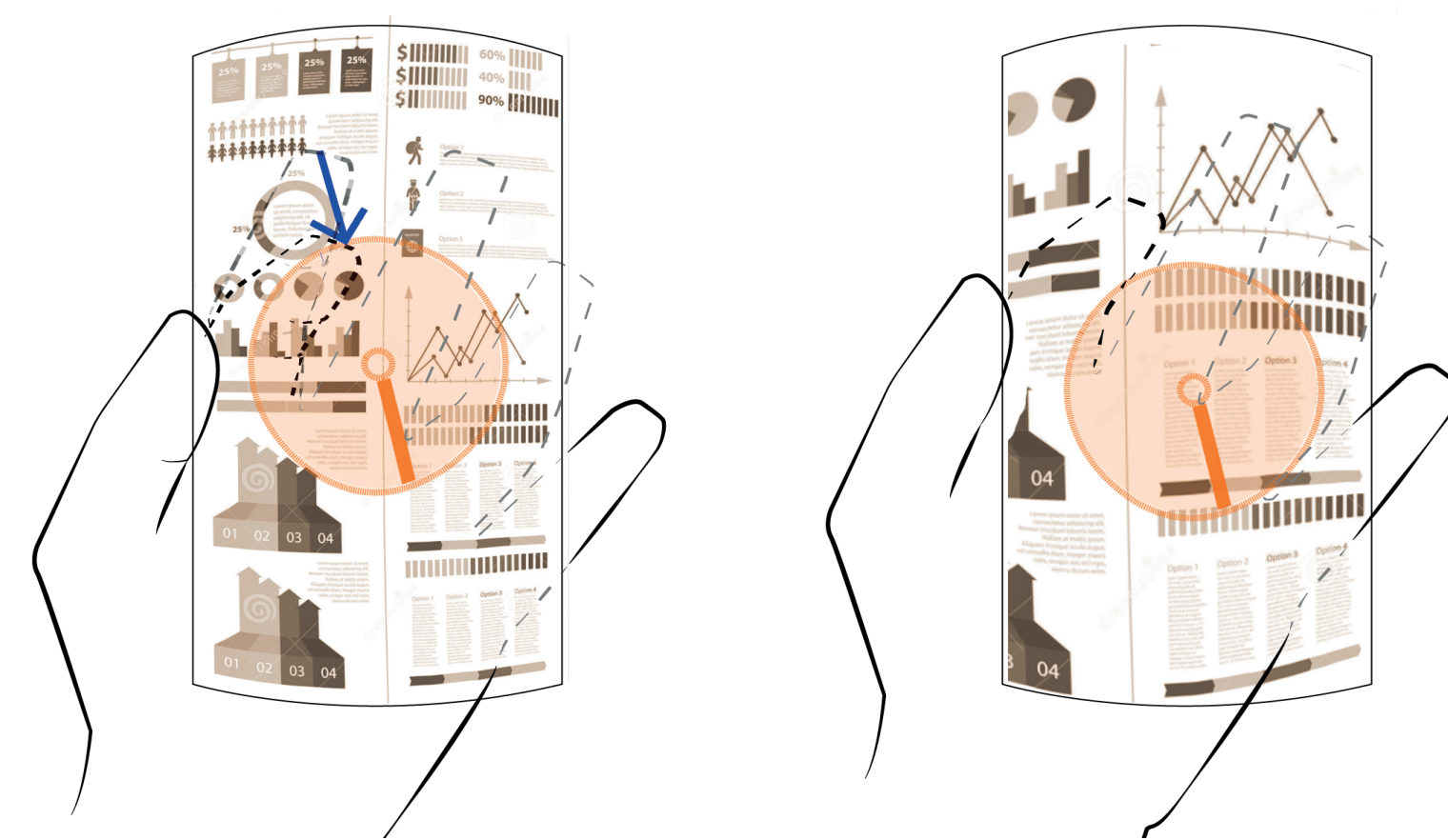
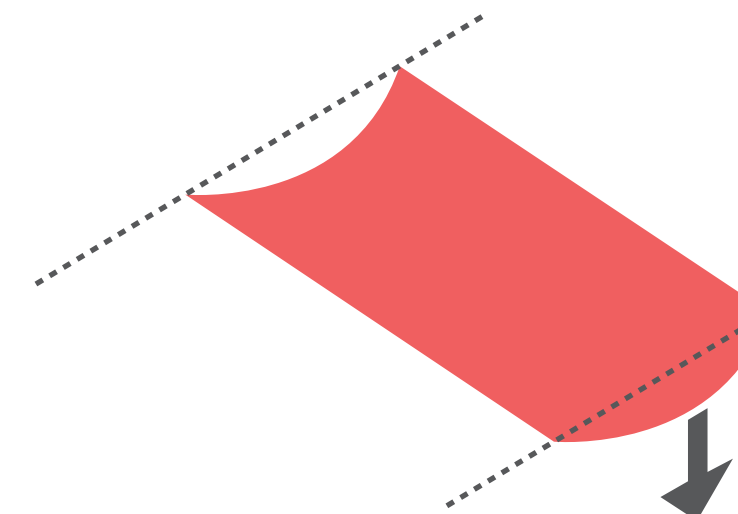
Zooming In

Bending In the center of the display surface towards the user triggers a navigation wheel that is displayed as an overlay on the center of the flexible device. Performing a swipe gesture in any direction on the rear side triggers a zoom-in in the direction of swipe gesture.

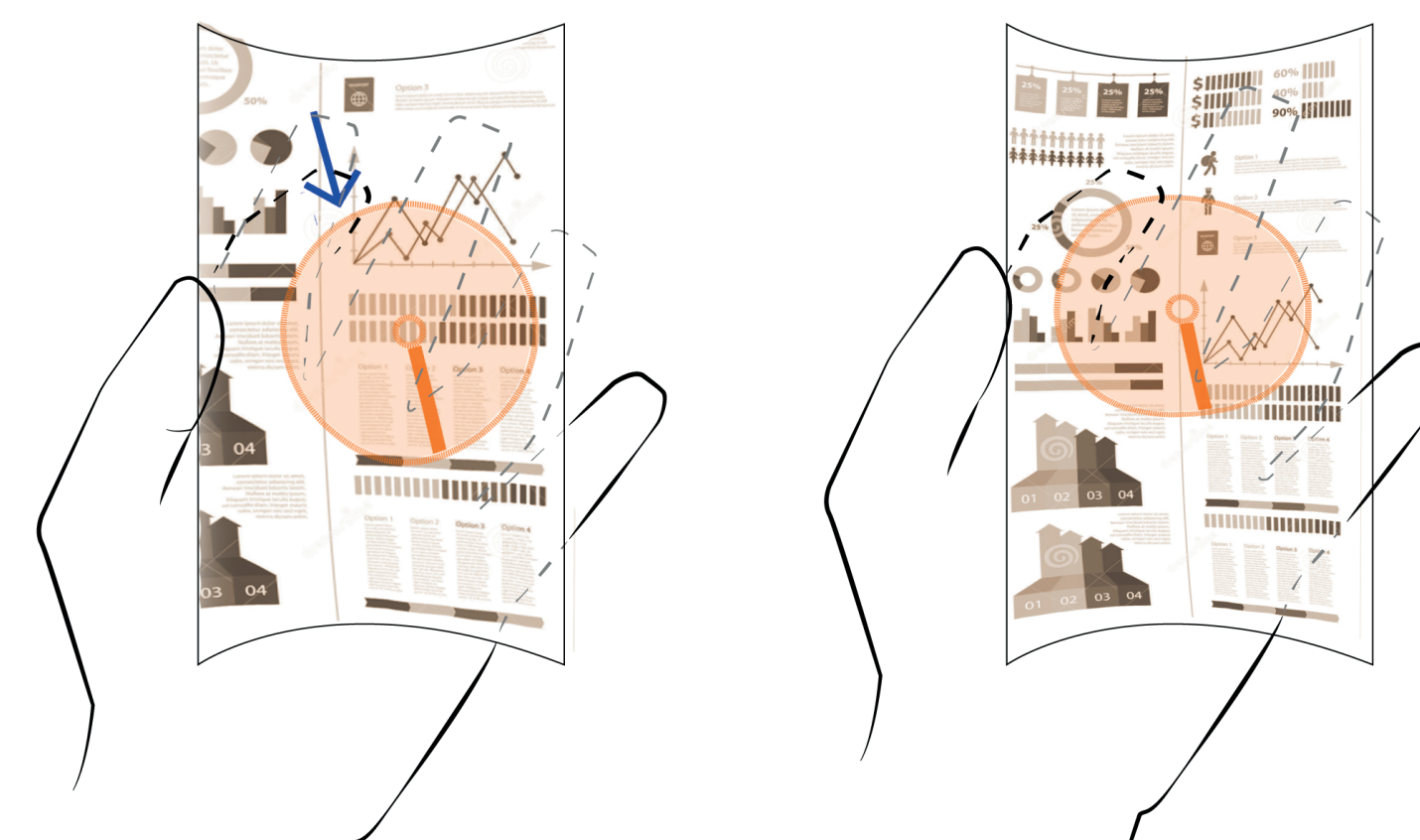


Zooming Out

Bending Out the center of the display away from the user triggers a navigation wheel that is displayed as an overlay on the center of the flexible device. Performing a swipe gesture in any direction triggers a zoom-out in the direction of swipe.



Bending in and swiping in the SE direction for Zoom-In in the same direction



Bending out and swiping in the SE direction for Zoom Out in the same direction

Design Rationale

- We chose a combination of bend gesture and touch supported swipe gesture on the backside of flexible handheld device to reduce problems of occlusion and regripping.
- We chose center bend gestures due to its proven ease of use and intuitiveness in the literature.
- Swiping the index finger in specific direction aides in identifying the zooming direction naturally.