
Poster: One-dimensional Proactive Sensing for Enlarging Gesture-interaction Space

Yung-Ta Lin

National Taiwan University
Taipei, 10617, TW
r03922051@ntu.edu.tw

Rong-Hao Liang

National Taiwan University
Taipei, 10617, TW
rhliang@ntu.edu.tw

Jui-Chun Hsiao

National Taiwan University
Taipei, 10617, TW
r04922115@ntu.edu.tw

Bing-Yu Chen

National Taiwan University
Taipei, 10617, TW
robin@ntu.edu.tw

Yi-Chi Liao

National Taiwan University
Taipei, 10617, TW
chichi@cmlab.csie.ntu.edu.tw

Paste the appropriate copyright statement here. ACM now supports three different copyright statements:

- ACM copyright: ACM holds the copyright on the work. This is the historical approach.
- License: The author(s) retain copyright, but ACM receives an exclusive publication license.
- Open Access: The author(s) wish to pay for the work to be open access. The additional fee must be paid to ACM.

This text field is large enough to hold the appropriate release statement assuming it is single spaced in a sans-serif 7 point font.

Every submission will be assigned their own unique DOI string to be included here.

Abstract

Leap Motion is the state-of-art commercial gesture sensing system which implements in camera-based sensing technique. However, Leap Motion has its limitation on sensing area hinders user from the smooth interaction. To address this issue, we propose Shadow, a low-cost proactive sensing technique that allows sensors one-dimensionally moving and continuously repositioning to keep under the interacting hand. To prove our concept, we built a conveyor belt to shuttle the Leap Motion. Two studies are conducted and the results reveal significant improvement in both coverage area and accuracy.

Author Keywords

active; gesture sensing; machine adaptation; proactive sensing

ACM Classification Keywords

H.5.2 [Information interfaces and presentation]: User Interfaces

Introduction

In-air gesture sensing plays an important role in the natural interface. Among all techniques, Leap Motion, build on the traditional camera-based solution, is considered to be the most reliable and also the off-the-shelf solution. Leap Motion benefits for sensing without cumbersome wearing on

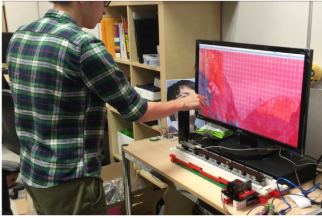


Figure 2: Task of user study 1: users are asked to fill grids on 27-inch screen with their index finger which is sensed by Leap Motion with and without Shadow system.



Figure 3: Task of user study 2: users are asked to push buttons randomly assigned on 27-inch screen with their index finger which is sensed by Leap Motion with and without Shadow system.

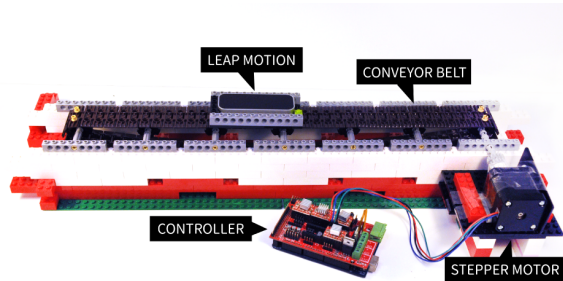


Figure 1: The Shadow system is a LEGO conveyor belt system which is driven by the stepper motor.

hands but suffering for limited sensing area. While hands are out of the sensing area, the detection fails in two ways: the virtual hand on the screen either disappears or is shown in incorrect gesture. Hence, users need to visually track the physical hands and also the virtual hands in the screen, leads to interruption of the experiences and reduces the immersiveness. To solve this problem, adding cameras in the environments to capture gestures could be a common solution; however, it requires extra cost.

Inspired by proactive sensing [1], this paper introduces a novel and low-cost approach, *Shadow*, which allows the camera-based sensor to move in one-dimensional space along a LEGO conveyor belt. Studies revealed that Shadow has significantly enlarged the interaction space and enhances the accuracies.

Shadow

We built a conveyor belt to move camera-based sensor one-dimensionally, which is driven by a stepper motor. The conveyor belt is 36 cm length which is sufficient for inter-

acting in 27-inch LCD and its highest speed is 23 cm per second. The circuit and the motor cost around 2700 NTD which is cheaper than buying another LEAP Motion.

Evaluation

Two eight-participants user studies were conducted to compare the performance in two conditions, interacting with a 27-inch screen by Leap Motion with and without Shadow system, under counterbalanced conditions. User study 1 shows a significant difference in sensing area (100% vs. 89.7%), and user study 2 shows that Shadow has significantly improved the sensing accuracy (92% vs. 82%).

Conclusion

We introduced Shadow, proactive sensing by allowing the camera-based sensor to move one-dimensionally. The results of evaluations show that Shadow has significant improvement both on interaction space and accuracies. Future works consider 1) extending the movement of Shadow from 1D to 2D space, and 2) enhancing the stability and speed of the Shadow system.

References

- [1] Dun-Yu Hsiao, Min Sun, Christy Ballweber, Seth Cooper, and Zoran Popović. 2016. Proactive Sensing for Improving Hand Pose Estimation. In *CHI*.