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WatchIt: Simple Gestures for Interacting with a Watchstrap

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Abstract

We present WatchIt, a new interaction technique for wristwatch computers, a category of devices that badly suffers from a scarcity of input surface area. WatchIt considerably increases this surface by extending it from the touch screen to the wristband. The video shows a mockup of how simple gestures on the external and/or internal bands may allow the user to scroll a list (one-finger slide), to select an item (tap), and to set a continuous parameter like the volume of music playing (two-finger slide), avoiding the drawback of screen occlusion by the finger. Also shown is the prototype we are currently using to investigate the usability of our new interaction technique.

Author Keywords

Digital jewelry; wearable computing; watch, watchstrap; watchband; watch bracelet; input.

ACM Classification Keywords

H.5.2 [Information interfaces and presentation]: User Interfaces – Input Devices and Strategies;

General Terms

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