



HAL
open science

Regenerative Swiping: A Hybrid Vision for Improved Sustainability with “Free” Energy Harvesting

José Luís Silva

► **To cite this version:**

José Luís Silva. Regenerative Swiping: A Hybrid Vision for Improved Sustainability with “Free” Energy Harvesting. 18th IFIP Conference on Human-Computer Interaction (INTERACT), Aug 2021, Bari, Italy. pp.476-480, 10.1007/978-3-030-85607-6_61 . hal-04291269

HAL Id: hal-04291269

<https://inria.hal.science/hal-04291269>

Submitted on 17 Nov 2023

HAL is a multi-disciplinary open access archive for the deposit and dissemination of scientific research documents, whether they are published or not. The documents may come from teaching and research institutions in France or abroad, or from public or private research centers.

L’archive ouverte pluridisciplinaire **HAL**, est destinée au dépôt et à la diffusion de documents scientifiques de niveau recherche, publiés ou non, émanant des établissements d’enseignement et de recherche français ou étrangers, des laboratoires publics ou privés.



Distributed under a Creative Commons Attribution 4.0 International License



This document is the original author manuscript of a paper submitted to an IFIP conference proceedings or other IFIP publication by Springer Nature. As such, there may be some differences in the official published version of the paper. Such differences, if any, are usually due to reformatting during preparation for publication or minor corrections made by the author(s) during final proofreading of the publication manuscript.

Regenerative Swiping: a Hybrid Vision for Improved Sustainability with “Free” Energy Harvesting

José Luís Silva¹[0000-0002-1226-9002]

¹ ITI/LARSyS and Instituto Universitário de Lisboa (ISCTE-IUL), ISTAR, Lisboa, Portugal
jose.luis.silva@iscte-iul.pt

Abstract. In a world facing climate change emergency, energy harvesting must be improved. Future interactive devices (with new materials) and a move of energy harvesting from devices to users can trigger this improvement. This paper presents a vision on how (many) future interactive devices should be powered. Beyond the benefits of a self-powered and ultra-low power interactive devices vision, a complementary one with self-powered users and “free” energy harvesting is essential. For example, harvesting user’s energy (e.g. heart rate pulsations) and/or enabling him/her to produce (e.g. kinetic/inertial energy harvesting) and store (e.g. wearables) energy for future interactions. Self-powered users can then perform interactions with devices (that require only power during interaction or extra power during interaction) powering them through direct contact interaction. This will allow the removal of built-in batteries on these devices and a global reduction of batteries. The proposed hybrid vision combines self-powered devices/users and “free” energy harvesting.

Keywords: Human-centered Computing, Human computer interaction, Interaction Techniques, Interaction Devices, Self-powered Users, “Free” Energy Harvesting, Interaction-powered Devices.

1 Introduction

The world desperately needs an energy paradigm shift for an improved sustainability. The energy used by interactive devices is electricity, considered clean energy if obtained exclusively from renewable sources. However, electricity is still highly reliant on burning fossil fuels [2] and/or nuclear activity. There is a pressing need to increase energy harvesting from renewable sources to improve sustainability.

In chemistry, the well-known law of conservation of mass¹ discovered by Lavoisier states that “nothing is lost, nothing is created, everything is transformed”. Similarly, the conservation of energy² law state that energy can neither be created nor destroyed; rather, it can only be transformed or transferred from one form to another. Therefore, we still have nowadays an immense waste of energy because most of them is not transferred where needed.

¹ https://en.wikipedia.org/wiki/Conservation_of_mass (last accessed June 1st, 2021).

² https://en.wikipedia.org/wiki/Conservation_of_energy (last accessed June 1st, 2021).

For instance, focusing on interactive devices, when users interact with them (e.g. pressing a button or swiping) there is “free” energy (from pressure and/or friction) that could be transferred back to the device.

The trend to an increasing number of electronic devices demands novel directions such as ultra-low power devices, interaction, and ambient energy harvesting but also novel low maintenance power schemes to decrease the burden of maintaining this huge number of devices.

2 The Vision

To achieve a successful paradigm shift, a hybrid approach should be followed. This means that efforts should be made in different directions. First, the number of batteries should be reduced to diminish the burden of maintaining a huge and increasing number of devices. This can be accomplished moving batteries from devices to users [1] (see Fig. 1a). Users with (wearable) batteries enable additional energy harvesting that can be obtained from users and their activities (e.g. Energy Harvesting Footwear [11]). Second, ultra-low power devices associated with ambient energy harvesting (e.g. some wristwatches are powered by kinetic energy) will tend to make devices self-sustainable. And, devices’ functionalities or states with additional energy requirements could be powered with energy from self-powered users while interacting with the device. Finally, energy from the interaction should also be harvested. For example, when a user is interacting with a touchscreen the frictional energy resulting from the interaction should be transferred back to the device or to the user for future interactions (regenerative swiping).



Fig. 1a. A user wears the user-end of TouchPower and uses a mouse and TV remote controller without batteries [1]. **Fig. 1b.** Paper Generator harvests energy from rubbing and activates the e-paper display, revealing the word “hello” [5].

According to Karagozler et al. [5] these interactions are in a microjoule and milliwatt order of magnitude. There are few thousand of Joules in a smartphone battery

however, as billions of users interact daily with touch screens (according to the study of the *dScout* company our screen phones are touched more than 2 thousand of time a day [12]) this simple additional energy harvesting could globally save an immense number of Joules. Furthermore, recent advances in hypersurfaces³ enable the conversion of any material of any shape into an intelligent surface that will recognize gestures. Each gesture on the surface creates a distinctive vibration pattern that is identified and converted into a command. This leads to believe that touch interactions will not decrease in near future. Therefore, friction/ pressure energy harvesting will have a huge impact.

The move of battery from devices to user (as proposed in the work of Zhang et al. [1]) enables a lower maintenance power scheme and an increasing potential source of energy to harvest available. Reducing battery per user to one and being able to harvest energy from both users (their activities and interactions) and environment are advantages that became possible.

Self-powered users will foster power-as-needed devices (i.e., devices that only require power during interaction) and the removal of built-in batteries, but other devices will continue to be required. Therefore, self-powered and sustainable devices must also be fostered. However, some of these devices might require more energy while being interacted that might not be available. This falls in the benefits of this proposed hybrid vision (see Fig. 2) that merges both:

1. Self-powered devices - able to manage power requirements of devices while “idle” (nonbeing interacted);
2. Self-powered users - provide power to power-as-needed devices and extra power to other devices to deal with additional power requirements associated with interactions;
3. “Free” energy harvesting - provides a source of energy to self-powered users.



Fig. 2. Proposed hybrid vision - regenerative swiping with self-powered users, “free” energy harvesting and interaction-powered Devices.

³ <https://www.hypersurfaces.com> (last accessed June 1st, 2021)

Some authors [3, 4, 13] have started to harvest “free” energy from common human activities. For example, De Winkel et al. [13] recently developed an interactive battery-free device (i.e., a Battery-Free Game Boy) that harvests energy from gamer button presses and sunlight. This energy together with a move to lower-power devices pave the way to self-powered and sustainable users fueled with “free” energy from their common activities (e.g., walking, opening a door, breathing). Furthermore, interaction-powered interactive devices can complement the stated vision. For instance, a touchscreen built with energy harvesting materials (e.g., Paper Generator [5] – see Fig. 1b) and being able to harvest energy from interaction (e.g., scrolling) can increase the usage efficiency of “free” energy.

3 Discussion and Conclusions

The proposed vision presents potential benefits in terms of sustainability however, with potential implications in terms of User Experience. For instance, current ultra-low energy devices provide less attractive interfaces [6, 7]. Furthermore, some devices might require more pressure to harvest more energy from the interaction and/or might be unable to provide a colorful interface. Another disadvantage of the proposed vision is the required use of a glove by self-powered users to transfer energy to devices. However, as stated by Zhang et al. [1] some techniques such as skin electronics [8, 9] and intrabody [10] can help get rid of the glove.

Future research should focus on harvesting more “free” energy from user interaction. The effectiveness of the presented vision might imply changes in users’ interactions and behavior. For example, more vigorous interactions might be needed to harvest enough energy or a need for a more active users’ lifestyle. This might be mitigated by designing solutions focusing on users’ needs instead of users’ wants.

This paper presents a hybrid vision aiming to improve energy sustainability. The approach focusses on the intersection of three points:

1. powering users;
2. harvesting “free” energy;
3. low powered, self/interaction-powered and sustainable devices.

Acknowledgements

This work was supported from Fundação para a Ciência e a Tecnologia (FCT, Portugal), through LARSyS (project UIDB/50009/2020) and through projects UIDB/04466/2020 and UIDP/04466/2020.

References

1. Zhang, T., Yi, X., Yu, C., Wang, Y., Becker, N., & Shi, Y. (2017). TouchPower: Interaction-based power transfer for power-as-needed devices. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies*, 1(3), 1-20.
2. Strezov, V., & Evans, T. J. (Eds.). (2014). *Biomass processing technologies*. CRC Press.
3. Gorlatova, M., Sarik, J., Grebla, G., Cong, M., Kymissis, I., & Zussman, G. (2015). Movers and shakers: Kinetic energy harvesting for the internet of things. *IEEE Journal on Selected Areas in Communications*, 33(8), 1624-1639.
4. Gorlatova, M., Sarik, J., Grebla, G., Cong, M., Kymissis, I., & Zussman, G. (2014, June). Movers and shakers: Kinetic energy harvesting for the internet of things. In *2014 ACM international conference on Measurement and modeling of computer systems* (pp. 407-419).
5. Karagozler, Mustafa Emre, et al. "Paper generators: harvesting energy from touching, rubbing and sliding." *Proceedings of the 26th annual ACM symposium on User interface software and technology*. 2013.
6. Grosse-Puppenthal, T., Hodges, S., Chen, N., Helmes, J., Taylor, S., Scott, J., & Sweeney, D. (2016). Exploring the design space for energy-harvesting situated displays. In *Proc. of the 29th Annual Symposium on User Interface Software and Technology* (pp. 41-48).
7. Jensen, W., Colley, A., Häkkinä, J., Pinheiro, C., & Löchtefeld, M. (2019). *TransPrint: A Method for Fabricating Flexible Transparent Free-Form Displays*. *Advances in Human-Computer Interaction*, 2019.
8. Weigel, M., Lu, T., Bailly, G., Oulasvirta, A., Majidi, C., & Steimle, J. (2015, April). Iskin: flexible, stretchable and visually customizable on-body touch sensors for mobile computing. In *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems* (pp. 2991-3000).
9. Kawahara, Y. (2016, September). Digital fabrication technologies for on-skin electronics. In *Proceedings of the 2016 ACM International Joint Conference on Pervasive and Ubiquitous Computing: Adjunct* (pp. 946-949).
10. Partridge, K., Dahlquist, B., Veiseh, A., Cain, A., Foreman, A., Goldberg, J., & Borriello, G. (2001, November). Empirical measurements of intrabody communication performance under varied physical configurations. In *Proceedings of the 14th annual ACM symposium on User interface software and technology* (pp. 183-190).
11. Akay, H., Xu, R., Seto, K., & Kim, S. G. (2021). U.S. Patent No. 10,973,276. Washington, DC: U.S. Patent and Trademark Office.
12. Nelson, P. (2016). We touch our phones 2,617 times a day, says study. *Network World*, 7, 353.
13. De Winkel, J., Kortbeek, V., Hester, J., & Pawelczak, P. (2020). Battery-free game boy. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies*, 4(3), 1-34.