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\_RESEARCH AND DEVELOPMENT

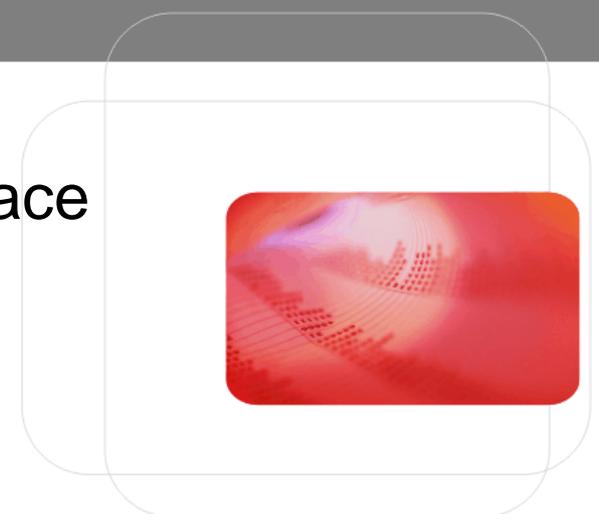
# Multimodal Interaction in the Mobile Space

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Dr Maria Farrugia

Vodafone Group R&D



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# Technology Trends

## Processor

Increased processing power  
resulting in increased functionality

## Size of Device

Getting increasingly smaller  
Carried everywhere

## Display

Higher resolutions (VGA)  
Lower power consumption



## Access to data services

Through 2.5G and 3G  
networks  
Portable entertainment  
device

## Storage

Increased capacity

## Battery Life

Increased talk time from  
minutes to hours

## Camera

Resolutions have increased 30x  
over past 2 years (CIF → 3MP)

Mobile phone is becoming ubiquitous.

# Impacts of Technology Trends on Human-Terminal Interaction

- User has difficulties **accessing and interacting with mobile services anywhere, anytime**:
  - **Large hierarchical menu systems** which are complex to navigate
    - Where can I find train timetable information on Vodafone *live!*?
  - As terminals get smaller, **key entry via keypad** becomes slow and tedious
    - How many key presses does it take to enter a calendar appointment on a handset?
  - Viewing capabilities and information navigation is restricted by the **small display**
  - **Poor user interface** which does not adapt to the user environment and preferences
  - Legislation on **in-car phone usage** restricts terminal usability whilst driving
  - Service accessibility is difficult for some **people with special needs**

Multimodal technologies provide an approach for overcoming these difficulties, through human-terminal interaction solutions that enhance terminal usability, as well as data entry and presentation of information in the mobile space.

# Benefits to the User

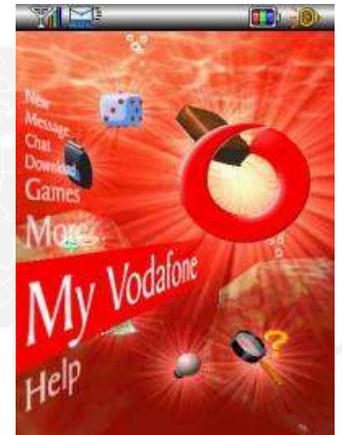
— Multimodal user interfaces provide human-terminal interaction solutions that will provide:

- **Ease of use** of the device
- **Intuitive way of interacting** with mobile services through the device
- **Faster data entry**
- Terminal **usability in “hands busy, eyes busy“ environments**, such as while driving
- **Enhance existing services; enable new compelling services**
- Optimal **adaptation of the user interface** to the user environment and preferences
- **Interchange seamlessly between input and output modes**
- **Service accessibility for people with special needs**, through inclusive design



# Managing the terminal through multimodal technologies (1/2)

- \_ Voice recognition solutions could enable:
  - **Faster menu navigation**
  - **Control of the terminal** with generic voice commands, for e.g., “zoom, “next”, “back”
  - **Interaction with applications** using application specific voice commands
    - Fast forward or rewind a music/video clip
    - View and update contact details, appointments, etc
- \_ **Text-to-Speech** for reading out information displayed on screen
- \_ **3D graphics** could revolutionalise the look and feel of mobile phones through enabling avatars, 3D menus, screensavers, etc



# Managing the terminal through multimodal technologies (2/2)

— **“Vibra-tactile” feedback** - haptic sensations that enhance menu navigation

— **Motion-based terminal control:**

- Navigate around web pages (flip pages, zoom, etc) and change display orientation by tilting the device



— **Overcoming barriers to data entry through:**



• **Handwriting recognition technology**

- Siemens AG prototype Penphone allows the user to write on any surface



• **Projected and virtual keyboards** that register hand motion



# Multimodal messaging services



Do you want to go for something to eat?

\_ Key messaging services that could be enhanced by a multimodal interface:

- **Text messaging** through:
  - Template-based SMS generation using voice
  - Text-to-speech to render the message by voice
  - Use of avatars (2D- or 3D-graphics) for reading out the text message
- **Voicemail** service:
  - Speech commands for deleting, skipping and repeating messages
  - Display message-related information (for e g., caller, time of message, etc.)
  - Display a talking head while rendering the voice message

\_ Access to emails, diary, etc., while driving in to work

\_ Enable **sharing of emotions** through virtual sensations

# Information accessibility using multimodal user interfaces

- **Enhancing form-filling applications**, such as route-finding, business finder, etc., by using a combination of speech, keypad entry and stylus. The information is displayed visually and rendered audibly
- Sensors collect information on the user location, environment and activities to **deliver data in a timely manner, at the right place and in the most appropriate format**
- **GPS and camera input for location and object/landscape recognition:**
  - Where am I? type of applications
  - Augmented reality services, such as virtual guided tours for tourists



# Use of multimodal technologies in mobile gaming

## — Voice commands for:

- Game configuration, for e.g., weapon selection
- Turn-based games, for eg. Chess and scrabble

## — Multimodal technologies enable new, **immersive mobile gaming applications**:

- Use of camera, for eg. **Virtual mosquito hunt game**
- 3D audio and haptic sensations could compensate for the small display



- Sensor-based input can track 3D motion (acceleration and direction) and enable **augmented versions of real ball games**. The motions are translated into actions, such as hitting a ball in a game like tennis

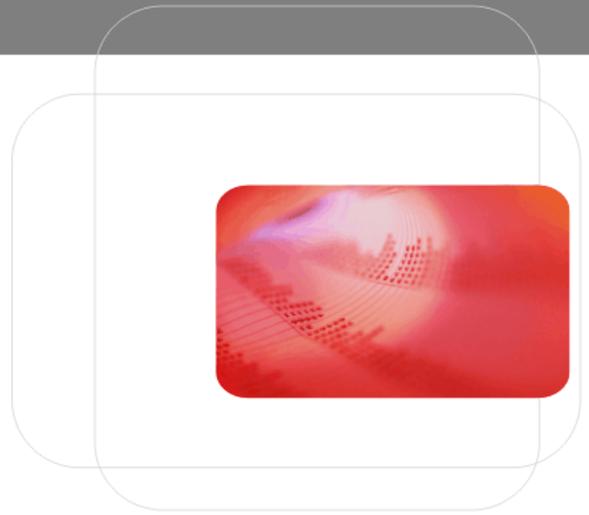
- **Location and map based adventure games** use the reality as a playground. The real map is “spiced up” with virtual objects





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Speech Enabled Services –  
Demonstration Applications



# Client-based Speech Recognition

- \_ Speaker independent, language dependent
- \_ Terminal usability and service accessibility in “hands busy, eyes busy” environments
- \_ Make a call
  - DIAL a number
  - CALL a contact from addressbook
- \_ Access to *Vodafone live!*
  - GAMES, RINGTONES, FOOTBALL SCORES, NEWS
- \_ Direct activation of phone functionality
  - MISSED CALLS, REDIAL
  - FIND CONTACT from addressbook
  - VOICEMAIL
  - INBOX
  - BLUETOOTH, INFRARED
- \_ Symbian Series 60 phones, smartphones
- \_ Footprint: approx 500kB



# Question and Answer Time





## **Dr Maria Farrugia**

Vodafone R&D - UK

Mobile No.: +44 (0)7919 94677

Fax No.: +44 (0)1635 676147

Email: [Maria.Farrugia@vodafone.com](mailto:Maria.Farrugia@vodafone.com)

### **Contributors:**

Daniel Appelquist

Vodafone Group Technology Strategy

W3C Advisory Committee Representative for Vodafone

# Benefits to Vodafone

## How can Vodafone benefit from multimodal user interfaces?

- Improved accessibility and ease of use, result in higher service usage and an associated **increase in ARPU**
- Achieve a competitive edge through **differentiated service offerings** compared to our competitors
- Fulfil our **Corporate Social Responsibility** and enlarge customer base by meeting the requirements of people with special needs
- Generate **cost savings in customer call centres** through a greater degree of automation



# List of 100 Contact Names

Abbie Lowery	Darryl Thompson	Jerry Nelson	Mario Robson	Rose Fletcher
Allen Swanson	David Montgomery	Jessica Dawson	Mark Bastian	Samuel Bailey
Alton Bergstrom	Dennis Simmons	Jim Largo	Mary Dixon	Sandra Connor
Ana Miller	Dione Lopez	Jim Smith	Matthew Solomon	Sarah Perry
Andrea Thurman	Dollie Skoog	John Curry	Michelle Campbell	Scott Anthony
Andy Horner	Dorian Dennet	John Gentry	Michelle Collins	Scott Cruz
Betty Mcvay	Edward Keel	John Moroney	Nancy Light	Shannon Redmond
Billy Serrano	Edwin Fisher	John Neilson	Nicholas Atkinson	Sharon Hall
Bradley Carrion	Emma Foster	Joseph Eason	Norman Cruise	Sharron Kelly
Brian Guerrero	Evelyn Jones	Joseph Marshall	Pamela Robinson	Stephanie Ford
Carl Hutchison	Francis Potts	Joshua Chavez	Paul Clark	Steve Owens
Carlos Hinton	George Martin	Judy Hall	Randall Wagner	Steven Reed
Carol Marrs	Helen Cothren	Judy Smith	Ricardo Jensen	Stewart Marvin
Carrie Gillette	Helene Schimmel	Julie Crespo	Richard Miller	Sue Barron
Cecil Brown	Henry Bishop	Karen Johnson	Robert Brown	Teresa Sullivan
Charles Thompson	Jacqueline Roberts	Kathleen Marvin	Robert Garcia	Thomas Kleist
Cynthia Randolph	James Evans	Kathy Faye	Robert Little	Tonya Ward
Claudio Adams	Jean Mercado	Leonard Mason	Robert Willis	Vickie Santiago
Cora Thomas	Jeffrey Johnson	Lisa Foster	Roger Beck	Wane Larson
Daniel Hampton	Jerold Paulk	Lonnie Johnson	Ronald Anderson	William Davis