

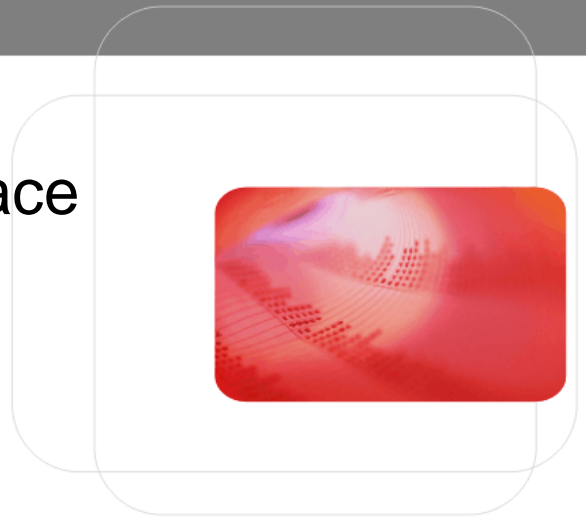


VODAFONE GROUP  
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# Multimodal Interaction in the Mobile Space

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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



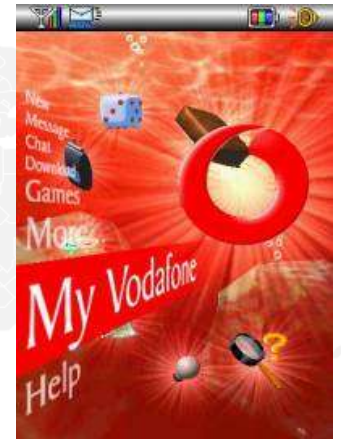
# Managing the terminal through multimodal technologies (1/2)

— 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



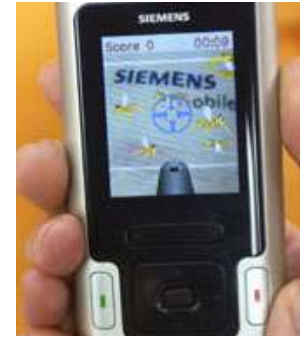
# Use of multimodal technologies in mobile gaming

## — 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





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# 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

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