

# Evaluating User Preferences for Augmented Reality Interactions for the Internet of Things

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#### Shreya Chopra Supervisor: Dr. Frank Maurer

Image Source: https://imaginahome.com/wp-content/uploads/2018/11/Smart-home.jpeg



International Conference on Advanced Visual Interfaces Ischia Island, Italy

#### Who We Are





Shreya Chopra, MSc. https://www.linkedin.com/in/shreya-chopra/ Dr. Frank Maurer



#### Agenda

- Introduction
- Background & Related Work
- User Elicitation Study for AR-IoT Controls
- Study Observations, User Comments, & Design Implications
- Limitations & Conclusion



Power

Volume



O Power

Volume



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How Will We Control Our Future Things?

Image Source: https://www.pinterest.ca/pin/419538521520759082/

How Will We Control Our Future Things...Using Augmented Reality? Recipes

Mon

71'8

Wed

76\*F

Tue

74"F

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Agile Surface Engineering

Vacation To-Do List

Sun screen Brach town Sunglesses Ourger



#### Various Methods of Input







in-1-with-ip2154t-22-touch-display

https://threatpost.com/skyping-and-typing-the-latest-threat-to-privacy/121387/

http://bwdisrupt.businessworld.in/article/Press-the-Mic-and-Trade-Your-Stock-with- Voice-Commands-from-this-App/24-05-2017-118838/ https://anymotion.com/en/wissensgrundlagen/ar-brillen/microsoft-hololens

https://www.youtube.com/watch?v=NfG63Ge3aQk



#### Voice Commands & Gestures









Image Sources: http://www.chrisharrison.net/index.php/Research/Skinput https://ctl.net/products/ctl-chromebox-ctl22cbx1t-2in-1-with-ip2154t-22-touch-display

https://threatpost.com/skyping-and-typing-the-latest-threat-to-privacy/121387/

http://bwdisrupt.businessworld.in/article/Press-the-Mic-and-Trade-Your-Stock-with- Voice-Commands-from-this-App/24-05-2017-118838/ https://anymotion.com/en/wissensgrundlagen/ar-brillen/microsoft-hololens https://www.youtube.com/watch?v=NfG63Ge3aQk

# Research Questions

- 1. What is the current state of research?
- 2. How can gestures and voice commands be elicited?
- 3. What insights can be derived from the elicitation study?
- 4. Do users have a preference between voice vs gestures?



NAME AND ADDRESS OF TAXABLE PARTY.



Succession de la Matterier

# **Background & Related Work**

Image Sources: https://www.bestbuy.ca/en-ca/product/click-and-grow-smart-indoor-garden-sgs8us-with-basil-seed-capsule-refill-3-pack-dark-grey/10660704?&cmp=knc-s-71700000055105959&gclid=EAIaIQobChMIgsHr6e254wIVBtRkCh1jWg8KEAYYBS ABEgKvBfD\_BwE&gclsrc=aw.ds https://www.pcmag.com/article/303814/the-best-smart-home-devices-for-2019 https://www.wayfair.com/furniture/pdx/sobro-smart- coffee-table-sobr1001.html https://www.the-ambient.com/guides/best-smart-blinds-homekit-alexa-448



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#### Background Research

Image Sources: https://www.pcmag.com/article/303814/the-best-smart-home-devices-for-2019 https://www.irobot.com/roomba https://www.currys.co.uk/gbuk/listing/332\_3119\_30206\_xx\_xx/xx-criteria.html https://www.amazon.com/Bose-Speaker-Alexa-control- built/dp/B07FDF9B46 https://vrscout.com/news/houzz-virtual- furniture-arkit-app/ https://www.forbes.com/sites/jaymcgregor/2018/03/15/google-home-vs-amazon-echo-45complex-questions-1-clear-winner/#79e9dab8f284 https://pcper.com/2019/05/lenovo- thinkreality-a6/

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#### Video Source (clipped from): Valentin Huen at https://www.media.mit.edu/projects/reality-editor/overview/









• Education

Image Source: Georgios Mylonas, Christos Triantafyllis, Dimitrios Amaxilatis.

### AR & IoT Research

- Home
- Smart Cities
- User Interaction & Comfort
- Backend Solutions
- Industrial/ Market Based

### Elicitations

- Gestures
- Voice
- Multimodal

	Up & Down		Down	Left &	Right	Rotate Rotate	Left & Right	Forwa Back	Takeoff & Land			
vey	Voice	up ( upwar down	81) d (8) (83)	left ( west	82) (6) (84)	turn le rotate l rotate c clockw	eft (30) left (26) counter rise (17)	forward go ( straigh north	d (58) 13) nt (8) (6)	up ( takeof lift/sta	28) f (21) rt (17)	
Sur		downwa	ard (4)	east	(6) turn right (31) rotate right (25) rotate clockwise (17			back/backy reverse/se	land (56) down (23)			
	up (88) higher (12)			up (88) left (80) turn (48) bieber (12) turn left (12) turn left (12)					forward (56) straight (32)			
eriment	down (10		(100)	right turn rig	(92) ght (8)	turn turn rig	(50) ght (12)	back backwa	land (40) stop (33) down (13)			
Exp	Gestures	t <b>v</b>	<b>₩</b>			÷		Ş	-			
		31	58	24 (left) and	d 26 (right)	. 3	5	23	35	-	1.5	
Ges	ce ture	9	10	8 9	9	8	9	9	<u> </u>		3	
V+0	G	17	14	16	14	15	15	17	17	22	15	
Interview	Gestures	t <b>V</b>		<b>Å</b>		-	1	ST.	1	-	-	

Image Source: Ekaterina Peshkova, Martin Hitz, David Ahlström.





Image Source: Hüttenrauch et al.

Basic commands								
Confirm operation	Reject operation							
Wake-up recognizer	Enter idle mode							
Terminate service	Help							
Transfer to human operator	Go to top level of service							
List commands and/or func- tions	Cancel current operation							
Go back to previous node/menu	Read prompt again							
D	Digits							
Digits 0 to 9	Next digit repeated twice ("Double O")							



Image Source: Isabel Benavente Rodriguez.





Pick up the small screwdriver

# User Elicitation Study for AR-IoT Controls



Combo #	Scenario	Task (Context)	Control Method			
1	Interact with a Menu System	Computer to Print Queue	gesture			
2	Interact with a Menu System	Computer to Print Queue	voice			
3	Interact with a Menu System	Lights Schedule	gesture			
4	Interact with a Menu System	Lights Schedule	voice			
5	Environmental Control	Blinds	gesture			
6	Environmental Control	Blinds	voice			
7	Environmental Control	Thermostat	gesture			
8	Environmental Control	Thermostat	voice			
9	Media Control	Speaker Control	gesture			
10	Media Control	Speaker Control	voice			
11	Media Control	Video Display	gesture			
12	Media Control	Video Display	voice			
13	Follow a Workflow	Cooking	gesture			
14	Follow a Workflow	Cooking	voice			
15	Follow a Workflow	Fixing a Boombox	gesture			
16	Follow a Workflow	Fixing a Boombox	voice			

#### Task Combinations



Combo #	Scenario	Task (Context)	Control Method			
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5	Environmental Control	Blinds	gesture			
6	Environmental Control	Blinds	voice			
7	Environmental Control	Thermostat	gesture			
8	Environmental Control	Thermostat	voice			
9	Media Control	Speaker Control	gesture			
10	Media Control	Speaker Control	voice			
11	Media Control	Video Displav	gesture			
12	Media Control	Video Display	voice			
13	Follow a Workflow	Cooking	gesture			
14	Follow a Workflow	Cooking	voice			
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13	Follow a Workflow	Cooking	gesture				
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16	Follow a Workflow	Fixing a Boombox	voice				

#### Task Combinations



## Cooking a Recipe

(Following a Workflow)

Image Source: Authors



# Fixing a Boombox

(Following a Workflow)

Image Source: Authors



# Blinds Control

(Environmental)



# Thermostat Control

(Environmental)



# Speaker Control

(Media)



# Video Display Control



Images Source: Authors



# Connecting Computer to Print Queue

(Menus)





# Setting Up Lights Schedule









P1	"move <mark> to left"</mark>								
P2	"rotate <mark>to the left</mark> using the button"								
P3	"rotate blinds to the left"								
P4	"rotate the blinds to the left"								
P5	"click"								
P6	"spin <mark>left"</mark>								
P7	"blinds rotate to the left"								
P8	"rotate blind <mark>s to left"</mark>								

P1	"move <mark>to left"</mark>								
P2	"rotate <mark>to the left</mark> using the button"								
P3	"rotate blinds to the left"								
Ρ4	"rotate the blinds to the left"								
P5	"click"								
P6	"spin left"								
P7	" <mark>blinds</mark> rotate <mark>to the left</mark> "								
<b>P</b> 8	"rotate <mark>blinds to left"</mark>								

P1	"move <mark>to left"</mark>
P2	" <mark>rotate to the left</mark> using the button"
P3	"rotate <mark> blinds</mark> to the left"
P4	"rotate the blinds to the left"
P5	"cli <mark>ck</mark> "
P6	"spin <mark>left"</mark>
P7	" <mark>blinds</mark> rotate <mark>to the left"</mark>
P8	"rotate <mark>blinds to left</mark> "

"rotate"/other verb ("spin"/ "move") + "blinds" + "left"/ "right"

# Voice Command Pattern Template



Referent	Most Popular Gesture agreement rate	Voice Command Template for Each Referent (Order of Components Does Not Matter) agreement rate
Interacting with Menu System		
Expand Menu	tap 0.53	"click"/"set"/ other verb ("hit"/"open"/"select"/"program") + object ("button"/"timer") <mark>0.67</mark>
Pick Button	tap 0.67	exact words on button 1
Set Slider	drag 1	slider name + value 1
Set Toggle	tap 0.71	toggle value <mark>1</mark>
Collapse Menu	tap 0.29 *low agreement rate	"collapse"/ other verb ("erase"/"click") + "menu" 0.86
Environmental Control		
Pick Directional Button/ Specify Direction	tap 0.53	"rotate"/"change"/ other verb ("spin"/"move"/"set"/"select") + object ("blinds"/ UI words for temperature) + value ("left"/"right"/numeric value) 0.87
Open Blinds Entirely	swipe 0.71	"open" + "blinds" 1
Close the Control Panel	tap 0.86	"close" + "menu"/"it" 0.57
Media Control		
Select Media to Play	tap 0.6	"play" + media file name 0.93
Select Button/Modify Playing Status	tap 0.67	"play"/"pause" / "stop" <mark>0.80</mark>
Select Physical Display for Media	drag 0.57	"play" + media file name + "on" + display name 0.86
Following a Workflow		
Go to Next/ Previous Step (not enough users used previous)	tap 0.6	"next" 1

#### Final Results 784 inputs

 $AR = \frac{\max_{P_i \subseteq P} |P_i| - 1}{|P| - 1}$ 



### Voice or nn • 7 People for Gestures Gesture? 6 People for Voice ...Both • 3 did not pick

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# Study Observations, User Comments, & Design Implications





### Gesture Round Observations





# Voice Round Observations



minimalistic commands



Commands align with UI & environment



previously learned command styles



natural conversation/intuition



"back" to go to previous step



### **Overall Observations**





Technology should be receptive to multimodal input

Interaction may change based on affordances (i.e. hands not clean)



# User Comments- Interaction & Strategy





### User Comments- Preferences





All would use non-preferred method

Some said combo would be best (together/not together)



# Limitations & Conclusion

Image Sources: https://www.pinterest.ca/pin/424886546067479761/

https://images.squarespace-cdn.com/content/58090c87d1758ec5d1815f6f/1498243176372-70G2LZ7RMAWD67XG68ZU/Natural-Language-Processing-Definition-1.jpg?content-type=image%2Fjpeg

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# Agile Surface Engineering

#### Experience of Participants with Using Headset AR



#### Scope

- 16 participants
- Demographic
- Scenarios, Hardware

#### Limitations

- Another Person in the Room
- Priming
- Words on the UI
- Proposal Structure



#### Future Work

Day

- Variables
- Situational/Environmental
- User Interface
- Demographic

<ul> <li>Sungay</li> <li>Sungay</li> <li>Monday</li> <li>Tuesday</li> <li>Wednesday</li> <li>Tursday</li> <li>Saturday</li> <li>Done </li> </ul>	
Image Source: Authors	39



# Conclusion

- How users want to interact with IoT & headset AR at home
- Elicitation study
- voice command pattern template
- Gestures & Commands
- Preferences
- Design recommendations

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# Thank You, Questions?

For Paper: <u>https://ase.cpsc.ucalgary.ca/publications-2/2020-2/</u> Slides will also be here soon!

For Full Thesis: https://prism.ucalgary.ca/handle/1880/111455

#### **Contact Details**

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# Backup Slides

Current Popular AR



Image Sources: https://www.youtube.com/watch?v=2aagEVBzqAg https://junkee.com/pokemon-go-still-thriving/196317 https://digiday.com/marketing/ikea-using-augmented-reality/

🖲 San LaMonte Building

VELCONE JEF

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#### Internet of Things Image Sources: http://www.lgnewsroom.com/2014/01/lg-makes-

Image Sources: http://www.lgnewsroom.com/2014/01/lg-makessmart-tv-simple-with-new-webos-smart-tv-platform/ https://betanews.com/2016/11/14/philips-hue-light-bulbs- worm-vulnerable/ https://www.cnet.com/news/how-the-nest-learningthermostat-started-a-design-revolution/



# IoT Control Points

Image Sources: https://www.macstories.net/reviews/philips-hue-app-update-enhances-light-management- and-adds-30-new-designer-scenes/ https://www.forbes.com/sites/jaymcgregor/2018/03/15/google-home-vs-amazon-echo-45- complex-questions-1-clear-winner/#79e9dab8f284

## Procedure-Wizard of Oz

- We tell them what to achieve at each step
- They decide how to do it (using non-menu part of freedom)
- We know what output will be at each step
- Output is same regardless of input
- Consistency for everyone
- Each component (i.e. slider) mapped to our keyboard

# Gulf of Execution

- Output the same regardless of input
- Consistency
- Keyboard mapping
- No technical problems with input recognition

# Agreement Rates-Wobbrock

- r = referent in the set of all referents R
- Pr = set of proposals for referent r
- Pi = subset of identical symbols from Pr
- Range of equation:  $1/|Pr| \cdot 100\% \le A \le 100\%$
- Lower bound is non-zero because even when all proposals disagree, each one trivially agrees with itself.
- i.e. if 15 out of 20 users proposed one gesture while 5 proposed another gesture for the same referent, r, [(15/20)<sup>2</sup> + (5/20)<sup>2</sup>]/1
   100% = 62.5% is the agreement rate.
- few gaps in this calculation: i.e. trivial agreement even when all proposals were unique



### Agreement Rates-Vatavu

- i.e. 20 participants
- |P|=20 proposals were collected for a given referent r
- 15/20 proposed one gesture and 5/20 propose another, i.e., |P1|=15 and |P2|=5
- # of pairs of participants in agreement w/ each other: (15·14)/2 + (5·4)/2
- Total # of pairs that could have been in agreement: (20.19)/2
- Dividing 2 values: AR(r) = (115/190) = .605 is obtained
- By comparison, Wobbrock: (15/20)2 + (5/20)2 = .625
- Both Wobbrock, Vatavu assume each participant only proposes one gesture

$$\mathcal{AR}(r) = \frac{\sum_{P_i \subseteq P} \frac{1}{2} |P_i| (|P_i| - 1)}{\frac{1}{2} |P| (|P| - 1)}$$

### Agreement Rates- max consensus



- For multiple proposals by one participant
- |P|= # of participants
- *Pi* = set of participants who made proposal *i*
- max  $Pi \subseteq P |Pi|$ : # of participants who made the most popular proposal
- Drawback: case where there is no consensus among participants. Ie. 2 people each propose something different: <sup>1</sup>/<sub>2</sub> = 50% as the "max consensus" or "the percent of participants suggesting the most popular proposed interaction".
- $\rightarrow$ This is unexpected since there is, in fact, o agreement amongst the 2 participants.

# Agreement Rates-Chen

gap where there is no valid calculation for the case in which there are multiple proposals by the same participant as well as a o consensus amongst proposals of all participants

min value	Never 0	0
applicable study		
Single-proposal	Wobbrock et al.'s formula	Vatavu et al.'s formula
Multi-proposal	Morris' max-consensus	?

# $AR = \frac{\max_{P_i \subseteq P} |P_i| - 1}{|P| - 1}$

### Agreement Rates- Chen

- multiproposals by single participants in + consensus amongst all participants' proposal is o
- |*P*|: # of participants
- *Pi* = set of participants who made proposal *i*
- max  $Pi \subseteq P |Pi|$ : # of participants who made the most popular proposal
- In this case, if 2 users proposed diverging inputs, the percentage would be (1-1)/(2-1) = 0%

# Agreement Rates-Chen

Allows for different # of proposals from each participant

"id 1": "gesture A", "id 2": ["gesture B", "gesture A"]

According to my formula,  $P = \{ \text{"id 1", "id 2"} \}$ , therefore |P| = 2;  $P_{gesture A} = \{ \text{"id 1", "id 2"} \}$ ,

 $P_{gesture B} = \{"id 2"\}, \text{ thus } \max_{P_i \subseteq P} |P_i| = 2. \text{ This results in an agreement rate of 1 which is justified}$ 

given that "id 2" does not discriminate between her two proposals. Another example is the "total

# Legacy Bias

- What people know can influence their elicitation
- People usually force different interactions
- We allowed them to interact organically
- $\rightarrow$  Same or different every time if they want
- $\rightarrow$  Pros: organicness and whether they *choose* to use same or not

# Interacting with Menu System

Referent	Generic F	Participant Number	P1	P2	P3	P4	P5	P6	P7	<b>P8</b>	P9	P10	P11	P12	P13	P14	P15	P16	
		Proposal 1	air tap	tap	air tap	air tap	tap	tap	swipe	tap									
	Pick Printer Menu Buttons	Proposal 2	air tap	air tap tap air tap tap tap tap tap tap Proposed Voice Commands									ds						
		Proposal 3	air tap	tap	air tap	air tap	tap	tap	tap	tap									
		Proposal 1							tap	air tap	tap	tap	air tap	tap	tap	tap			
		Proposal 2					tap air tap tap tap tap tap	tap	tap	tap									
	Dick Light Monu Buttone	Proposal 3	Droporod Visioo Commands					swipe	air tap	tap	tap	air tap	tap	tap	tap				
Pick Button         Pick Light Menu Buttons         Proposal 4         Proposal 4         Swipe         air tap         tap			swipe air tap tap air tap tap						tap	tap	tap								
(Interacting with Menu System)		Proposal 5									tap	p air tap tap tap air tap air hold					tap	tap	
		Proposal 6							air hold & tap	air tap	tap	tap	air tap	air hold & tap	tap	tap			
	Par	ticipant's Set	air tap	tap	air tap	air tap	tap	tap	swipe, tap	tap	tap, swipe, air hold	air tap	tap	tap	ap air tap tap, air hold tap tap				
		Final Set								air ta	o, tap, swipe, air hol	d							
	Final Set By Number of P	eople who ever proposed gesture							tap (11	.), air t	tap (5), swipe (2), air	hold (2)							
	Gesture Proposed	I by most amount of People								tap (	0.67 agreement rate	)							

Referent	Generic P	Participant Number	P1	P2	P3	P4	<b>P5</b>	P6	P7	<b>P8</b>	P9	P10	P11	P12	P13	P14	P15	P16
	Expand Computer	Proposal 1	air tap	tap	air tap	air tap	tap	spread apart	tap	tap		Pro	posed	Voice	e Comr	ands		
	Expand Light Options	Proposal 1			Propo	osed Voi	ce Co	mmands			swipe	air tap	tap	tap	swipe	tap	tap	tap
Expand Menu	Par	ticipant's Set	air tap	tap	air tap	air tap	tap	spread apart	tap	tap	swipe	air tap	tap	tap	swipe	tap	tap	tap
(Interacting with Menu System)		Final Set						air tap, tap	, spi	read a	apart, s	swipe						
	Final Set By Number of P	eople who ever proposed gesture					tap	(9), air tap (4	, sw	ipe (2	), spre	ad apar	t (1)					
	Gesture Proposed	by most amount of People						tap (0.5	3 ag	reem	ent rat	e)						

# Interacting with Menu System

Referent	Generic F	Participant Number	P1 P2 P3 P4 P5 P6 P7 P8	P9	P10	P11	P12	P13	P14	P15	P16
		Proposal 1		drag & tap	pinch & drag	drag	tap	pinch & drag	air hold & tap & drag	tap	drag
		Proposal 2		drag & tap	air tap	drag	tap & drag & tap	pinch & drag	air hold & tap & drag	drag	drag
	Set Lighting	Proposal 3	Proposed Voice Commands	drag & tap	pinch & drag	drag	tap & drag & tap	pinch & drag	air hold & tap & drag	drag	drag
	Time Sliders	Proposal 4	Proposed voice commands	air hold & drag & tap	air hold & drag & air tap	drag	drag	pinch & drag	air hold & tap & drag	drag	drag
Set Slider		Proposal 5		air hold & drag & tap	air hold & drag & air tap	drag	drag	pinch & drag	air hold & tap & drag	drag	drag
(Interacting with Menu System)		Proposal 6		air hold	air tap	tap	tap	no gesture	air hold & tap & drag	tap	tap
	Par	ticipant's Set	N/A	drag, tap, air hold	pinch, drag, air tap, air hold	drag, tap	tap, drag	pinch, drag, no gesture	air hold, tap, drag	tap, drag	drag, tap
		Final Set			drag, tap, air h	old, pincl	n, air tap, no gestu	ire			
	Final Set By Number of P	eople who ever proposed gesture			drag (8), tap (6), air hold	(3), pincl	n (2), air tap (1), no	o gesture (1)			
	Gesture Proposed	l by most amount of People			drag	(1 agree	nent rate)				

Referent	Generic P	articipant Number	P1	P2		P3	P4	P5	P6	P7	<b>P8</b>	P9	P10	P11	P12	P13	P14	P15	P16
		Proposal 1										swipe	air tap	tap	tap	air tap	tap	tap	tap
	Set Lighting Time Toggles	Proposal 2			Dron		ico Con	amand				air hold & tap	air tap	tap	tap	air tap	air hold & tap	tap	tap
	Set Lighting Time Toggles	Proposal 3			Prop	oseu vo		IIIIaiiu	15			tap	air tap	tap	tap	air tap	air hold & tap	tap	tap
Set Toggle		Proposal 4										tap	air tap	tap	tap	air tap	air hold & tap	tap	tap
(Interacting with Menu System)	Par	ticipant's Set				I	N/A					swipe, air hole	air tap	tap	tap	air tap	tap, air hold	tap	tap
		Final Set							:	swipe, air h	old, ta	ap, air tap							
	Final Set By Number of P	eople who ever proposed gesture	swipeair taptaptaptaptapair hold & tapair taptapair taptapair taptapair hold & tapair taptaptaptaptapair tapair holdair holdN/Aswipe, air hold air taptaptaptaptapair taptapstureComparisonSwipe, air hold (2), swipe (1)suipe (1)suipe (1)suipe (1)suipe (1)taptaptaptaptaptapsuipe (1)suipe (1)taptap (0.71 agreement rate)taptapsuipe (1)suipe (1)																
	Gesture Proposed	by most amount of People								tap (0.71 a	green	nent rate)							

Referent	Generic P	Participant Number	P1	P2	P3	P4	P5	P6	P7	<b>P8</b>	<b>P9</b>	P10	P11	P12	P13	P14	P15	P16
	Collapse Computer	Proposal 1										Pro	opose	d Voi	ce Co	mma	inds	
	Options	riopoda 2	swipe	tap	air tap	bloom	tap	bring together	swipe	tap			·					
Collapse Menu	Par	ticipant's Set	swipe	tap	air tap	bloom	tap	bring together	swipe	tap								
(Interacting with Menu System)		Final Set					SW	ipe, tap, air tap,	, bloon	n, briı	ng to	gethe	r					
	Final Set By Number of P	eople who ever proposed gesture			tap (3), swipe (2), air tap (1), bloom (1), bring together (1)													
	Gesture Proposed	I by most amount of People				tap	(0.29	agreement rate)	NOTE:	LOW	AGR	EEME	NT R/	ATE		_		

# **EnvironmentalControl**

Referent	Generic I	Participant Number	P1	P2	P3	P4	P5	P6	P7	P8	<b>P9</b>	P10	P11	P12	P13	P14	P15	P16
	rotata blinda	Proposal 1	tap, air tap	rotate, pinch & rotate	air tap	air tap	air hold & rotate	tap, tap and hold	air hold & rotate	tap, pinch & rotate			Brono	cod Voi	co Com	mande		
	Totate billius	Proposal 2	air tap	pinch & rotate	air tap	air tap	air hold & rotate	tap and hold, tap	air hold & rotate	tap, pinch & rotate			горо	seu voi	ce com	intanus		
Dick Directional Button / Specify	change thermostat	Proposal 1				D	ranasad Vaica Car	amands			tap	air tap ta	, air hold & rota	te tap	tap a	air hold & taj	) tap	tap and hold
Direction	temperature	Proposal 2				PI	roposed voice cor	linanus			tap	air tap ta	)	tap	tap a	air hold & taj	) tap	tap and hold
Direction (Sector I)	Pai	rticipant's Set	tap, air tap	rotate, pinch	air tap	air tap	air hold, rotate	tap, tap and hold	air hold, rotate	tap, pinch, rotate	tap	air tap ta	o, air hold, rotate	tap	tap a	air hold, tap	tap	tap and hold
(Environmental Control)		Final Set						tap, air ta	p, rotate, pinch, a	air hold, tap and hole	d							
	Final Set By Number of P	eople who ever proposed gesture					1	ap (9), rotate (5),	air tap (4), air hold	l (4), pinch (2), tap a	nd ho	old (2)						
	Gesture Proposed	d by most amount of People							tap (0.53 agree	ment rate)								

Referent	Generic F	Participant Number	P1	P2	P3	P4	P5	P6	P7	P8	P9	P10	P11	P12	P13	P14	P15	P16
	Open Plinds	Broposal 1	swipe	tap and hold	swipe (both hands	air tap	pinch & swipe	swipe (both hands	swipe	pinch & swipe (both		D	ronosor	Voice	Comm	ands		
	Open billius	Proposal 1			simultaneously)			simultaneously)		hands simultaneously)			roposed	a voice	comm	anus		
Open Blinds Entirely	Par	ticipant's Set	swipe	tap and hold	swipe	air tap	pinch, swipe	swipe	swipe	pinch, swipe				N/A				
(Environmental Control)		Final Set					s	wipe, tap and hold,	air tap,	pinch								
	Final Set By Number of P	eople who ever proposed gesture					swipe (	6), pinch (2), air tap	(1), tap a	and hold (1)								
	Gesture Proposed	l by most amount of People						swipe (0.71 agree	ment rat	e)								

Referent	Generic P	articipant Number	P1	P2	P3	P4	P5	P6	P7	<b>P8</b>	P9	P10	P11	P12	P13	P14	P15	P16
	Close Thermostat Control	Proposal 1		Pro	posed Vo	ice Com	mand	s			tap	air tap	tap	tap	tap	tap	tap	tap
Class the Control Dan al	Part	icipant's Set			1	N/A					tap	air tap	tap	tap	tap	tap	tap	tap
Close the Control Panel		Final Set							tap,	, air ta	р							
(Environmental Control)	Final Set By Number of Pe	eople who ever proposed gesture							tap (7),	, air ta	p (1)							
	Gesture Proposed	by most amount of People							tap (0.86 ag	greem	ent rate)							

# Media Control

Referent	Generic P	articipant Number	P1	P2	P3	P4		P5	P6	P7	P8	P9	P10	P11	P12	P13	P14	P15	P16
	Select Song	Proposal 1	air tap	tap	air tap	air tap	tap		tap	tap	air tap			Proj	bosed Vo	oice C			
	Select Video	Proposal 1			Pro	oposed '	Voice	Commands				tap	air tap	tap	air tap	tap	air hold & tap	tap	tap
Select Media to Play	Par	ticipant's Set	air tap	tap	air tap	air tap	tap		tap	tap	air tap	tap	air tap	tap	air tap	tap	air hold, tap	tap	tap
(Media Control)		Final Set								air ta	p, tap, a	ir holo	1						
	Final Set By Number of F	People who ever proposed gesture							tap (	10), ai	ir tap (6)	, air h	old (1)						
	Gesture Proposed	by most amount of People							ta	p (0.6	0 agreen	nent r	ate)						

Referent	Generic P	articipant Number	P1	P2	P3	P4	P5	P6	P7	P8	P9	P10	P11	P12	P13	P14	P15	P16
	Pause / Play Song	Proposal 1	air tap	tap	air tap	air tap	tap	swipe	tap	air tap			Drou	accod V		ommands		
	Fause/ Flay Song	Proposal 2	air tap	tap	air tap	air tap	tap	swipe	tap	air tap, tap			PIO	poseu vi	JICEC	ommanus		
Select Button / Modify Playing	Stop Video	Proposal 1			Propo	sed Void	e Co	mmand	s		tap	air tap	tap	tap	tap	air hold & tap	tap	tap
Status	Par	ticipant's Set	air tap	tap	air tap	air tap	tap	swipe	tap	air tap, tap	tap	air tap	tap	tap	tap	air hold, tap	tap	tap
(Media Control)		Final Set							а	iir tap, tap, s	wipe,	air hold						
	Final Set By Number of F	eople who ever proposed gesture						tap	o (11),	, air tap (5), a	air hol	d (1), sv	vipe (1)					
	Gesture Proposed	by most amount of People							t	tap (0.67 agr	eemei	nt rate)						

Referent	Generic P	articipant Number	P1	P2	P3	Р	P4	P5	P6	P7	<b>P8</b>	P9	P10	P11	P12	P13	P14     P15     P1       swipe     air hold & drag & release     air hold       swipe     air hold, drag, release     air hold						
Select Physical Display for	Select Video Display	Proposal 1		Pr	opose	d Vo	oice C	omm	nands			swipe	tap & drag <mark>&amp; r</mark> elease	tap & drag	tap & drag & release	swipe	swipe	air hold & drag					
	Par	ticipant's Set				Ν	N/A					swipe	tap, drag, release	tap, drag	tap, drag, release	P13     P14     P15     P16       & release     swipe     swipe     air hold & drag & release     air hold 8       lease     swipe     swipe     air hold, drag, release     air hold, 0       hold (2)							
		Final Set	Proposed Voice Commands       swipe       tap & drag & release       tap & drag & tap & drag & release       swipe       tap & drag & release       tap & drag & release       swipe       swipe       tap & drag & release       tap & drag & release <thtap &="" drag="" release<="" th=""> <thtap &="" dra<="" th=""><th></th></thtap></thtap>																				
	Final Set By Number of P	eople who ever proposed gesture											drag (5), tap (3), s	wipe (3), re	lease (3), air hold (2)								
	Gesture Proposed	by most amount of People							ands       swipe       tap & drag & release       tap & drag       tap & drag       tap & drag       tap & drag       release       swipe       air hold & drag       release       air hold & drag         swipe       tap, drag, release       tap, drag       tap, drag, release       tap, drag, release       swipe       swipe       air hold & drag       air hold & drag         swipe, tap, drag, release, tap, drag, release, air hold         drag (5), tap (3), swipe (3), release (3), air hold (2)         drag (0.57 agreement rate)														

# Following a Workflow

Referent	Generic P	articipant Number	P1	P2	P3	P4	P5	P6	P7	<b>P8</b>	P9	P10	P11 P12	P13	P14	P15 P16
		Proposal 1	air tap	air tap	air tap	air tap	tap	rotate	tap	tap						
		Proposal 2	air tap	tap	air tap	air tap	tap	rotate	tap	tap						
		Proposal 3	air tap	tap	air tap	air tap	tap	rotate	tap	tap						
	Cooking a Recipe	Proposal 4	air tap	tap	air tap	air tap	tap	rotate	tap	tap		Pro	posed Voi	ce Com	imand	s
		Proposal 5	air tap	tap	air tap	air tap	tap	rotate	swipe	tap						
		Proposal 6	air tap	rotate & tap	air tap	air tap	tap	rotate	swipe	tap						
		Proposal 7	air tap	tap	air tap	air tap	tap	rotate	swipe	tap						
Go to Next / Previous Step		Proposal 1									tap	air tap	tap tap	swipe	tap	tap tap
(Following a Workflow)		Proposal 2									tap	air tap	tap tap	swipe	tap	tap tap
Note: Not enough usage of		Proposal 3									tap	air tap	tap tap	swipe	tap	tap tap
	Eiving a Boomboy	Proposal 4		Pror	vosed V/	nice Cor	nman	de			tap	air tap	tap tap	swipe	tap	tap tap
previous	Fixing a boombox	Proposal 5		FIO	Joseu Vi		mnan	us			tap	air tap	tap tap	swipe	tap	tap tap
		Proposal 6									tap	air tap	tap tap	swipe	tap	tap tap
		Proposal 7									tap	air tap	tap tap	swipe	tap	tap tap
		Proposal 8									tap	air tap	tap tap	swipe	tap	tap tap
	Par	ticipant's Set	air tap	air tap, tap, rotate	air tap	air tap	tap	rotate	tap, swipe	tap	tap	air tap	tap tap	swipe	tap	tap tap
		Final Set					а	ir tap, ta	p, rotate, sv	vipe						
	Final Set By Number of P	eople who ever proposed gesture				tap	(10),	air tap (	5), rotate (2	!), swi	pe (2)	)				
	Gesture Proposed	by most amount of People					ta	ар (0.60 а	agreement	rate)						

# Interacting with Menu System

Referent	Generic Participant N	lumber	P9	P10	P11	P12	P13	P14	P15	P16	Emerging Command	Number of Users
	Expand Computer	Proposal									"Click"/ "Hit"/ "Open"	
	Options	1	"hit the button"	"right <mark>click</mark> the button"	" <mark>open</mark> menu"	" <mark>click</mark> button"	" <mark>click</mark> "	"printer open"	"switch button"	"show options"	+ "Button"/ "Menu"/ "Printer"	<mark>7</mark> out of 8
Expand						_			_		_	_
Menu			P1	P2	P3	P4	P5	P6	P7	P8		
(Interacting	Expand Light Options	Proposal	"hello computer						" <mark>set t</mark> he alarm		"Set"/"Select"/"Program"	
with Menu	Expand Light Options	1	please program light time"	"select"	"show more options"	"next"	"hey siri <mark>set</mark> a timer"	"next"	(timer)"	"settings"	+ "Time"/"Timer"	<mark>4</mark> out of 8
System)											"Click"/"Set"/ Other Verb	
Jystemy			Final Com	mand - based on all pro	posals (& Number of I	Users Who Eve	er Proposed It)				("Hit"/"Open"/"Select"/"Program")	
											+ Object ("Button"/"Timer")	11 out of 16
					Agreement Rate						0.67	

Referent	Generic Partici	pant Number	P9	P10	P11	P12	P13	P14	P15	P16	Emerging Command	Number of Users
	Diak Drintor	Proposal 1	"connect as input"	"conn <u>ect as i</u> nput"	"selec <mark>t connect as input"</mark>	" <mark>conn<u>ect as i</u>nput</mark> "	"click"	"connect as input"	"connect as input"	"connect as input"	"Connect as input"	7 out of 8
	Monu Buttons	Proposal 2	"connect as input print queue"	"print queue"	"select print queue"	"print queue"	"click"	"print queue"	"print queue"	"print queue"	"Print Queue"	7 out of 8
	Wenu Buttons	Proposal 3	"printer 3"	"printer 3"	"select printer 3"	"printer 3"	"select printer 3"	"printer 3"	"printer 3"	"printer 3"	"Printer 3"	<mark>8 o</mark> ut of 8
											-	
	Generic Partici	pant Number	<u>P1</u>	P2	P3	P4	P5	P6	P7	P8		
Pick Button		Proposal 1	"hey Tim set <mark>time"</mark>	"time"	"time"	"time"	"time"	"time"	"set the alarm (timer)"	"set <mark> time"</mark>	"Time"	7 out of 8
(Interacting		Proposal 2	"start time tim"	"start"	"start"	"start"	"start"	"start"	"start"	"start"	"Start"	<mark>8 o</mark> ut of 8
with Menu	Pick Light	Proposal 3	"done"	"done"	"done"	"done"	"that's it"	"done"	"turn off"	"done"	"Done"	6 out of 8
System)	Menu Buttons	Proposal 4	"end"	"end"	"end"	"end"	"end time"	"end"	"turn off at: "	"set up end time"	"End"	7 out of 8
		Proposal 5	"day tim"	"done"	"done" <mark>"day"</mark>	"done" <mark>"day"</mark>	"and we're done" "day"	"done" <mark>"day"</mark>	"turn it off"	"done" "set up <mark>day</mark> "	"Day"	6 out of 8
		Proposal 6	"done"	"done"	"done"	"done"	"that's it"	"done"	"go to time"	"done"	"Done"	6 out of 8
				Final Command	- based on all proposals (&	Number of Users W	/ho Ever Proposed It)				Exact words on Button	16 out of 16
					Agreeme	nt Rate					1	

# Interacting with Menu System

Referent	<b>Generic Part</b>	icipant Number	P1	P2	P3	P4	P5	P6	P7	P8	Emerging Command	Number of Users
		Proposal 1	"hours 7"	"hours 7"	" <mark>7</mark> hours"	"hours 7"	"set time for <mark>7 hours</mark> "	" <mark>7 hours</mark> "	"7"	"7"	"Hours" + "7"	8 out of 8
		Proposal 2	"minutes <mark>25"</mark>	"minutes <mark>25"</mark>	"25 minutes"	"25"	"25 minutes"	"25 minutes"	"25"	"25"	"Minutes" + "25"	8 out of 8
Set Slider	Set Lighting	Proposal 3	"and seconds to 30"	"seconds 30"	"30 seconds"	"30"	"and 30 seconds"	"30 seconds"	"30 seconds"	"and 30 seconds"	"Seconds" + "30"	8 out of 8
(Interacting	Time Sliders	Proposal 4	"hours to 4"	"hours <mark>4</mark> "	"4 hours"	"4"	"4 hours"	" <mark>4 hours</mark> "	"16"	"hour to <mark>4</mark> "	"Hours" + "4"	8 out of 8
with Menu		Proposal 5	"minutes to <mark>15"</mark>	"minutes 15"	"15 minutes"	"15"	"15 minutes"	" <mark>15 minutes</mark> "	"15"	"15 minutes"	"Minutes" + "15"	8 out of 8
System)		Proposal 6	" <mark>0</mark> seconds"	"Seconds" + "0"	8 out of 8							
				Slider Name + Value	8 out of 8							
					Agre	ement Rat	e				1	

Referent	Generic	Participant Number	P1	P2	P3	P4	P5	P6	P7	P8	Emerging Command	Number of Users
Set	Set	Proposal 1	"AM"	"AM"	"AM"	"AM"	"AM"	"AM"	"IN THE MORNING"	"and AM"	"AM"	7 out of 8
Toggle	Lighting	Proposal 2	"PM"	"PM"	"PM"	"PM"	"PM"	"PM"	"IN THE AFTERNOON"	"PM"	"PM"	7 out of 8
(Interact	Time	Proposal 3	"lets set Monday"	"Monday"	"Monday"	"Monday"	"Monday"	"Monday"	"today" instead of "Monday"	"Monday"	"Monday"	7 out of 8
ing with	Toggles	Proposal 4	"and Saturday"	"Saturday"	"Saturday"	"Saturday"	"Saturday"	"Saturday"	"and Saturday"	"and Saturday"	"Saturday"	<mark>8</mark> out of 8
Menu				Toggle Value	8 out of 8							
System)				1								

Referent	Generic Participant Nu	umber		P9	P10	P11		P12	P13	P14	P15	P16	Emerging Command	Number of Users
Collapse	Collapse Computer Options	Proposal 1	" <mark>collapse</mark>	the print queue"	" <mark>collapse</mark> the far right <mark>menu</mark> "	" <mark>collapse</mark> all r	nenus"	"erase"	"click"	"collapse"	"home"	"collapse menu"	"Collapse"/"Erase"/"Click" + "Menu"	7 out of 8
Menu			Cinal C	ommand - based		"Collapse"/Other Verb ("Click"/"Erase"								
(Interacting			Final C	ommand - pased		+ "Menu"	7 OUT OF 8							
with Menu					0.86									
System)					Agreement Nate								0.00	

# **EnvironmentalControl**

Referent	Generic Parti	cipant Number	P9	P10	P11	P12	P13	P14	P15	P16	Emerging Command	Number of Users
		Proposal 1	<mark>"move</mark> to <mark>left"</mark>	" <mark>rotate</mark> to the left using the button"	" <mark>rotate</mark> blinds to th <mark>e left"</mark>	"rotate the blinds to the left"	"click"	<mark>"spin left"</mark>	"blinds rotate to the left"	" <mark>rotate</mark> blinds to left"	"rotate"/other verb ("spin"/ "move") + "blinds" + "left"	<mark>7</mark> out of 8
	rotate billings	Proposal 2	<mark>"move</mark> right"	" <mark>rotate</mark> to the <mark>right</mark> using the button"	<mark>"rotate</mark> blinds to the <mark>right</mark> "	<mark>"rotate</mark> the blinds to the <mark>right</mark> "	"click"	<mark>"spin</mark> right"	"blinds <mark>rotate</mark> to the <mark>right</mark> "	" <mark>rotate</mark> blinds to right"	"rotate"/other verb ("spin"/ "move") + "blinds" + "right"	7 out of 8
		P8										
Pick Directional Button / Specify Direction	change thermostat	Proposal 1	"Hey tim I'm cold can we <mark>change</mark> the <mark>hold at</mark> tempreature to 24?"	" <mark>select h</mark> old at <mark>24"</mark>	" <mark>hold at</mark> 24 <mark>degrees celsius"</mark>	repeatedly saying "plus"	"hey Siri <mark>change</mark> the hold at temperature to 24"	" <mark>change</mark> hold at 19 to <mark> 24'</mark>	" <mark>set</mark> the temperature to <mark>24"</mark>	" <mark>set</mark> up hold at <mark>24</mark> celsius"	"change"/ other verb ("set"/ "select") + words on UI for temperature value ("hold at") + "temperature" + "24"	<mark>7</mark> out of 8
(Environmental Control)	temperature	Proposal 2	"hey tim actually I'm way too hot now <mark>set</mark> it to <mark> 18</mark> "	" <mark>select</mark> hold at <mark>18"</mark>	"hold a <mark>t 18</mark> degrees celsius"	repeatedly saying "minus" and at one point just said "minus 3"	"hey Siri <mark>change</mark> the hold at to 18"	" <mark>change</mark> hold at 24 to <mark>18</mark> "	" <mark>'set</mark> the temperature to <mark>18"</mark>	" <mark>set</mark> up temperature to <mark>18"</mark>	"change"/ other verb ("set"/ "select") + words on UI for temperature value ("hold at") + "18"	7 out of 8
				Final Comma	nd - based on all proposals	(& Number of Users Who Eve	r Proposed It)				"rotate"/"Change"/ other verb ("spin"/"move"/"set"/"select") + object ("blinds"/ UI words for temperature) + value ("left"/"right"/numeric value)	14 out of 16
					Agree	ment Rate					0.87	

Referent	<b>Generic Partici</b>	pant Number	P9	P10	P11	P12	P13	P14	P15	P16	Emerging Command	Number of Users
Open Blinds	Open Blinds	Proposal 1	"open them to right"	"open the <mark>blinds</mark> using the button"	"open <mark>blinds</mark> 100%"	"open all the <mark>blind</mark> s and move them all away"	"open"	"open window"	" <mark>blinds</mark> open"	"open <mark>blinds</mark> "	"open" + "blinds"	8 out of 8
Entirely (Environmental				"open" + "blinds"	8 out of 8							
Control)			1									

Referent	Generic Participan	t Number	P1	P2	P3	P4	P5	P6	P7	P8	Emerging Command	Number of Users
Close the Control Panel	Close Thermostat Control	Proposal 1	"hey tim <mark>close</mark> out of that <mark>menu"</mark>	"exit"	"that's it"	"clos <mark>e it"</mark>	"hey siri <mark>close</mark> the <mark>menu</mark> "	" <mark>close</mark> the thermostat control"	it should understand that it should close based on silence	"k done <mark>close</mark> it"	"Close" + "It" / "Menu"	5 out of 8
(Environmental			"Close" + "It" / "Menu"	5 out of 8								
Control)				0.57								

# Media Control

Referent	Generic Partic	ipant Number	P9	P10	P11	P12	P13	P14	P15	P16	Emerging Command	Number of Users
	Select Song	Proposal 1	<mark>"play e</mark> verywhere"	"speaker pleas <mark>e play</mark> song 1"	<mark>"play s</mark> ong 1"	<mark>"play</mark> song 1"	"play <mark>s</mark> ong 1"	<mark>"play s</mark> ong 1"	<mark>"play</mark> my favourite song"	<mark>"play</mark> song 1"	"Play" + "Song 1"	<mark>8</mark> out of 8
Select Media to	Generic Partici	pant Number	P1	P2	P3	P4	P5	P6	P7	P8	]	
<b>Play</b> (Media Control)	Select Video	Proposal 1	<mark>"play</mark> it"	"play video 1"	<mark>"play</mark> video on display 1"	<mark>"play"</mark>	"hey sir <mark>i play</mark> video on display 1"	<mark>"play</mark> video 1"	it should automatically play from first prompt	<mark>"play</mark> it"	"Play" + "Video 1"/"Video"/"It"	<mark>7</mark> out of 8
				"Play" + Media File Name	15 out of 16							
					Agreeme	nt Rate					0.93	

Referent	Generic Par	ticipant Number	P9	P10	P11	P12	P13	P14	P15	P16	Emerging Command	Number of Users
	Pause/ Play	Proposal 1	"pause"	"pause the <mark>song</mark> "	"pause <mark>song</mark> "	"pause"	"pause"	"pause"	"pause"	"pause <mark>song</mark> "	"Pause" + "Song"	<mark>8</mark> out of 8
Select Button /	Song	Proposal 2	"play"	"play song one"	"play song"	"play"	"play"	"resume"	" <mark>play</mark> music"	"play"	"Play"	7 out of 8
Modify Playing				_								
Status	Generic Par	ticipant Number	P1	P2	P3	P4	P5	P6	P7	P8		
(Media Control)	Stop Video	Proposal 1	"Hey Tim stop the <mark>video</mark> "	"pause. Stop"	"exit video player"	"close it"	"hey siri <mark>pause</mark> the <mark>video</mark> "	"exit from video 1"	"pause" "close the <mark>video</mark> " "shut it off"	"stop playing"	"Stop" / "Pause" + "Video"	<mark>5</mark> out of 8
				"Play"/"Pause"/"Stop"	13 out of 16							
					A	greement	Rate				0.8	

Referent	Generic Participant Number	P1	P2	P3	P4	P5	P6	P7	P8	Emerging Command	Number of Users				
	Calast Midae Disalau Dasasal A	"hey tim play <mark>video 1 on d</mark> isplay 1"	"play <mark>video 1 on </mark> display 1"	"place <mark> video 1</mark> on display 1"	"go to screen 1"	"hey siri play <mark>video 1 on d</mark> isplay 1"	"play video 1 <mark>on d</mark> isplay 1"	"play this video <mark>on d</mark> isplay 1"	"play <mark>on d</mark> isplay 1"	"Play" + Media File Name	7 out of 8				
Select Physical	Select video Display Proposal J														
Display for Media		Final Command - based on all proposals (& Number of Users Who Ever Proposed It)													
(Media Control)															
				Agre	ement Rate					6.85					

# **EnvironmentalControl**

Referent	Generic Particip	ant Number	P9	P10	P11	P12	P13	P14	P15	P16	Emerging Command	Number of Users				
		Proposal 1	<mark>"ok</mark> next"	"next"	<mark>"ok n</mark> ext step"	<mark>"ok n</mark> ext"	<mark>"k n</mark> ext step"	"next step"	"next"	"uh next"	[ok] + "next" + "step"	5 out of 8				
		Proposal 2	"next"	"next"	"next step"	"next"	"next step"	"next step"	"next"	"uh next"	"next" + "step"	8 out of 8				
		Proposal 3	<mark>"ok n</mark> ext"	"next"	<mark>"ok n</mark> ext step"	" <mark>ok n</mark> ext"	"next step"	"next step"	"next"	"uh <mark>next"</mark>	[ok] + "next" + "step"	5 out of 8				
	Cooking a Recipe	Proposal 4	<mark>"ok</mark> next"	"next"	"k next step"	"next"	"next step"	"next step"	"next"	"uh next"	"next" + "step"	8 out of 8				
		Proposal 5	<mark>"k n</mark> ext"	<mark>"k n</mark> ext"	<mark>"k n</mark> ext step"	"next"	"next step"	"next step"	"next"	"uh next"	[ok] + "next" + "step"	5 out of 8				
		Proposal 6	"next"	<mark>"k</mark> next"	"next step"	<mark>"ok </mark> next"	"next step" "last step go back" "next step"	"next step"	"next"	<mark>"ok</mark> next"	[ok] + "next" + "step"	6 out of 8				
		Proposal 7	"next"	"next"	"yeah next step"	"next"	"next step"	"next step"	"next"	<mark>"ok</mark> next"	"next" + "step"	<mark>8</mark> out of 8				
Go to Nevt /					Ta	sk's Emerg	ing Command				"next" +	"step"				
Previous Sten		Generic Participant Number D1 D2 D3 D4 D5 D6 D7 D9														
(Following a	Generic Particip	P8														
Workflow)																
Note: Not		Proposal 1	"k tim go to the next step"	"uh next"	<mark>"k n</mark> ext step"	"next"	"whats the next step"	"next"	"go to the next one"	"next"	"next" + "step"	8 out of 8				
enough usage		Proposal 2	" <mark>next step t</mark> im"	"next"	"next step"	"next"	"ok next step whats next"	"next"	"go to the next one"	"next"	"next" + "step"	8 out of 8				
of previous		Proposal 3	"next step"	"next"	"next step"	"next"	"whats the next step"	"next"	"go to the next one"	<mark>"k</mark> next"	"next" + "step"	8 out of 8				
	Fixing a	Proposal 4	" <mark>next</mark> step tim"	"next"	"next step"	"next"	"whats next"	"next"	"go to the <mark>next o</mark> ne"	"done next"	"next"	<mark>8</mark> out of 8				
	Boombox	Proposal 5	"tim can you go back"													
		Toposaro	"next step tim"	"next"	"next step"	"next"	"whats next"	"next"	"next"	"next"	"next"	8 out of 8				
		Proposal 6	"next step tim"	"next"	"next step"	"next"	"ok whats next"	"next"	"next"	" <mark>ok n</mark> ext"	"next"	8 out of 8				
		Proposal 7	" <mark>next step t</mark> im"	"next"	"next step"	"next"	"done that whats next"	"back" "next"	"next"	"yeah next"	"next"	8 out of 8				
		Proposal 8	"next"	"next"	"next step"	"next"	"whats next"	"next"	"next"	"yeah done next"	"next"	8 out of 8				
					Ta	ask's Emerg	ing Command				"nex	t"				
			F	inal Comm	and - based on all	proposals (8	& Number of Users Who Ever Proposed It)				"next"	16 out of 16				
						Agreem	ent Rate				1					

NOTE: "ok" was not meant as a part of the command, but since it emerged amongst multiple participants, it was analyzed as well. This is further discussed in chapter 4

# Voice Rules

✓ 1) Arbitrarily, more than 25% of users have to propose something in the same proposal round

for it to be considered (at least 3 out of 8 in this case).



Figure 73: "Ok" is used at least 3 times in proposal 6, so it appears as a part of the emerging command. It is only used once in proposal 7, so it does not appear there.

2) If there are uncommon factors amongst the emerging command proposals of one task, those

factors are removed from the emerging command of that task.

Referent	Generic Particip	ant Number	P9	P10	P11	P12	P13	P14	P15	P16	Emerging Command	Number of Users
		Proposal 1	"ok next"	"next"	"ok next step"	"ok next"	"k next step"	"next step"	"next"	"uh next"	[ok] + "next" + "step"	5 out of 8
		Proposal 2	"next"	"next"	"next step"	"next"	"next step"	"next step"	"next"	"uh next"	"next" + "step"	8 out of 8
		Proposal 3	"ok next"	"next"	"ok next step"	" <mark>ok n</mark> ext"	"next step"	"next step"	"next"	"uh next"	[ok] + "next" + "step"	5 out of 8
	Cooking a Recipe	Proposal 4	"ok next"	"next"	"k next step"	"next"	"next step"	"next step"	"next"	"uh next"	"next" + "step"	8 out of 8
		Proposal 5	<mark>"k n</mark> ext"	"k next"	"k next step"	"next"	"next step"	"next step"	"next"	"uh next"	[ok] + "next" + "step"	5 out of 8
	[	Proposal 6	"next"	"k next"	"next step"	"ok next"	"next step" "last step go back" "next step"	"next step"	"next"	"ok next"	[ok] + "next" + "step"	5 out of 8
	Propos		"next"	"next"	"yeah next step"	"next"	"next step"	"next step"	"next"	"ok next"	"next" + "step"	out of 8
Go to Next /					Та	sk's Emerg	ing Command				"next" + "	'step"

Figure 74: "Ok" is not used as a part of emerging command for all proposals. However, "next" + "step" is a common factor throughout. Thus, "ok" is removed from the task's emerging command.

# Voice Rules

3) Furthermore, if there are uncommon factors amongst the emerging command of the two

tasks, those factors are removed from the final command.



NOTE: "ok" was not meant as a part of the command, but since it emerged amongst multiple participants, it was analyzed as well. This is further discussed in chapter 4

Figure 75: "step" is used as a part of the cooking a recipe task's emerging command. However, it is not used as a part of the fixing a boombox task's emerging command. Nonetheless, "next" is a common factor in both. Thus, "step" is removed from the final command, and "next is considered as the final command.