Eyes-Free Interaction On Mobile Devices

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User interface is about capturing the user's intent, and having computed the desired response, capturing the user's attention to communicate the result. Mobile devices of today sport a rich collection of I/O peripherals — as a consequence, they far exceed laptop and desktop computers with respect to their ability to communicate with the user. Realizing that the user interface is but a means to an end, this raises the question:

As devices get better with respect to sensing and communicating, how can we design user interfaces that essentially disappear into the background? Said differently, how can we design user interfaces that blend into the user's current mode of working e.g., eyes-free interaction while driving, rather than forcing users to change their behavior to match a given user interface?

This talk will explore these ideas in the context of our work on eyes-free interaction on Android.