Hi Robert,

I am planning on writing and presenting about gesture control in vehicles. Specifically, I am interested in a handful of questions:

1. Can a gesture control system improve driving safety (keep eyes on road) relative to touchscreen or analog controls?
2. What menu type facilitates usability as a secondary task (primary is driving)?
3. How can we best utilize auditory feedback for different user "levels", i.e. novice user vs. expert user?
4. What does a user-defined gesture set look like?
5. What are the best practices for gesture elicitation methodologies?
6. What, if any, laws of HCI can be used to inform gesture control system design?

I hope to address at least some of these questions in my topic paper. Please let me know your thoughts.

Thanks,

Jason

p.s. I don't know which email I should use so I sent it to both...

Robert Pastel

to me

Hi Jason,

"Gesture Control in Automobiles" is an excellent topic for the course. You questions that you outlined is a lot. I would not expect for you to address all of the specific topics. Just as a guide, I think that addressing half of the above questions would be enough.

Thank you,

Robert

Jason Sterkenburg <jtsterke@mtu.edu>
to Robert

Good.

Thanks for your feedback.