Toward In-vehicle Gesture Controls

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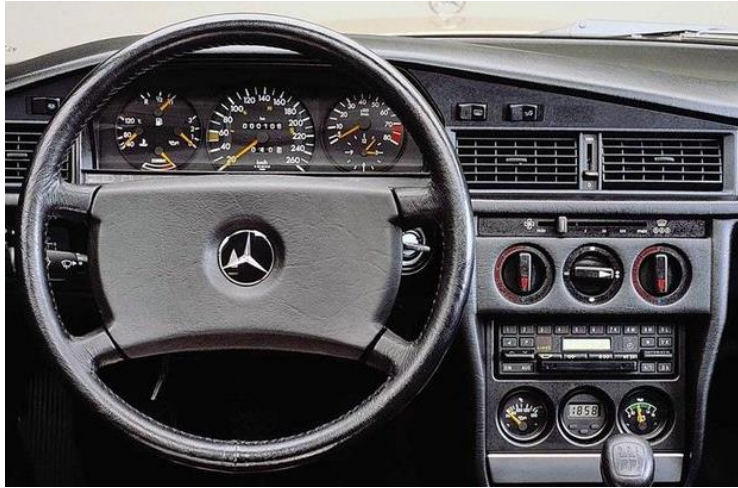
CS5760

Overview

Intro

- In-vehicle displays
- Multi-tasking
- Movement
- Menus

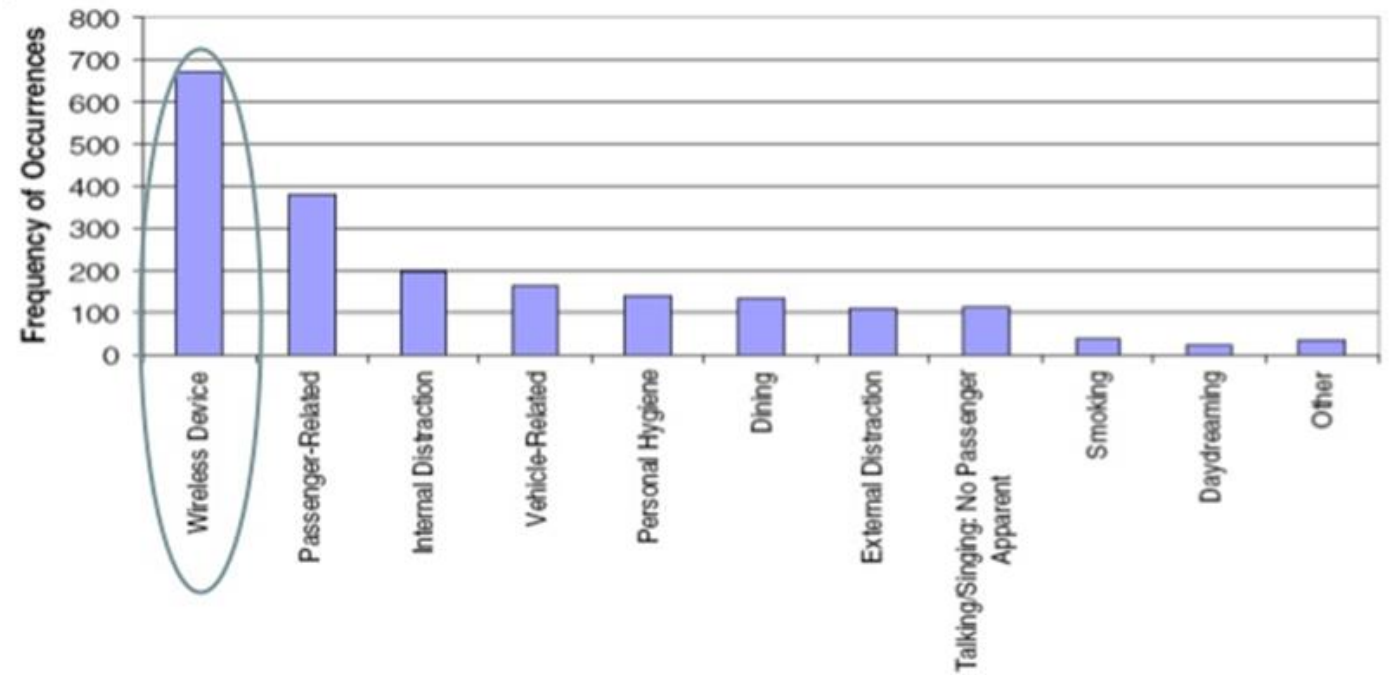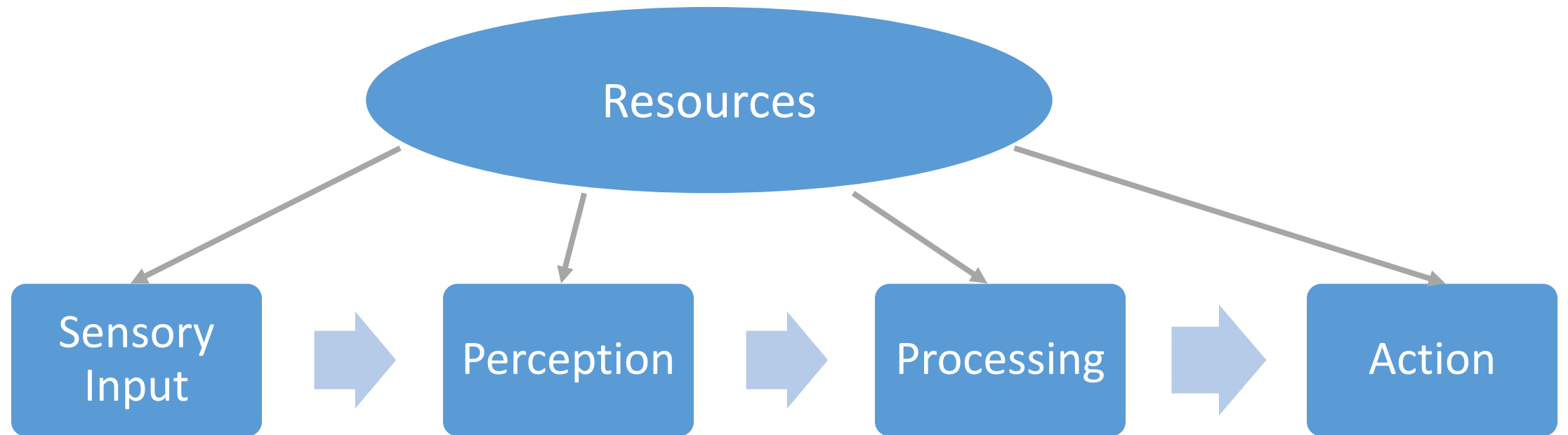# In-vehicle Displays

In-vehicle Gesture Controls
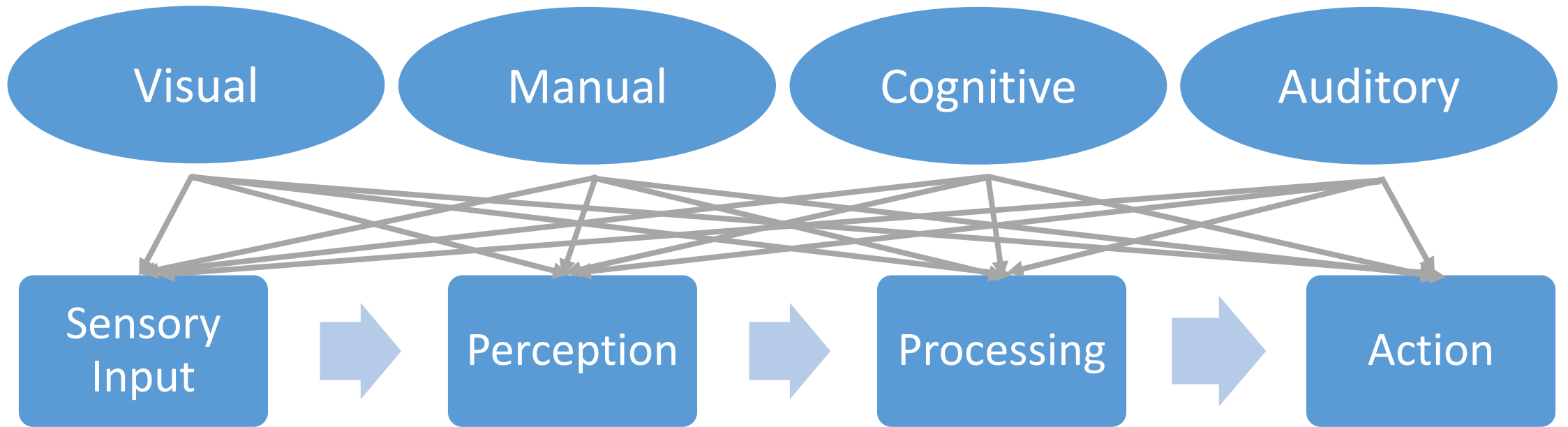

Why?

# Multi-tasking in vehicles

Information Processing

Multiple Resource Theory

Multiple Resource Theory

Allows us to predict when:

- Tasks can be performed concurrently
- Tasks will interfere with each other
- Increases in difficulty of one task will degrade performance on another

Visual/Manual

Driving OR Texting

Visual/Manual

Cognitive/Auditory

Driving AND Conversation
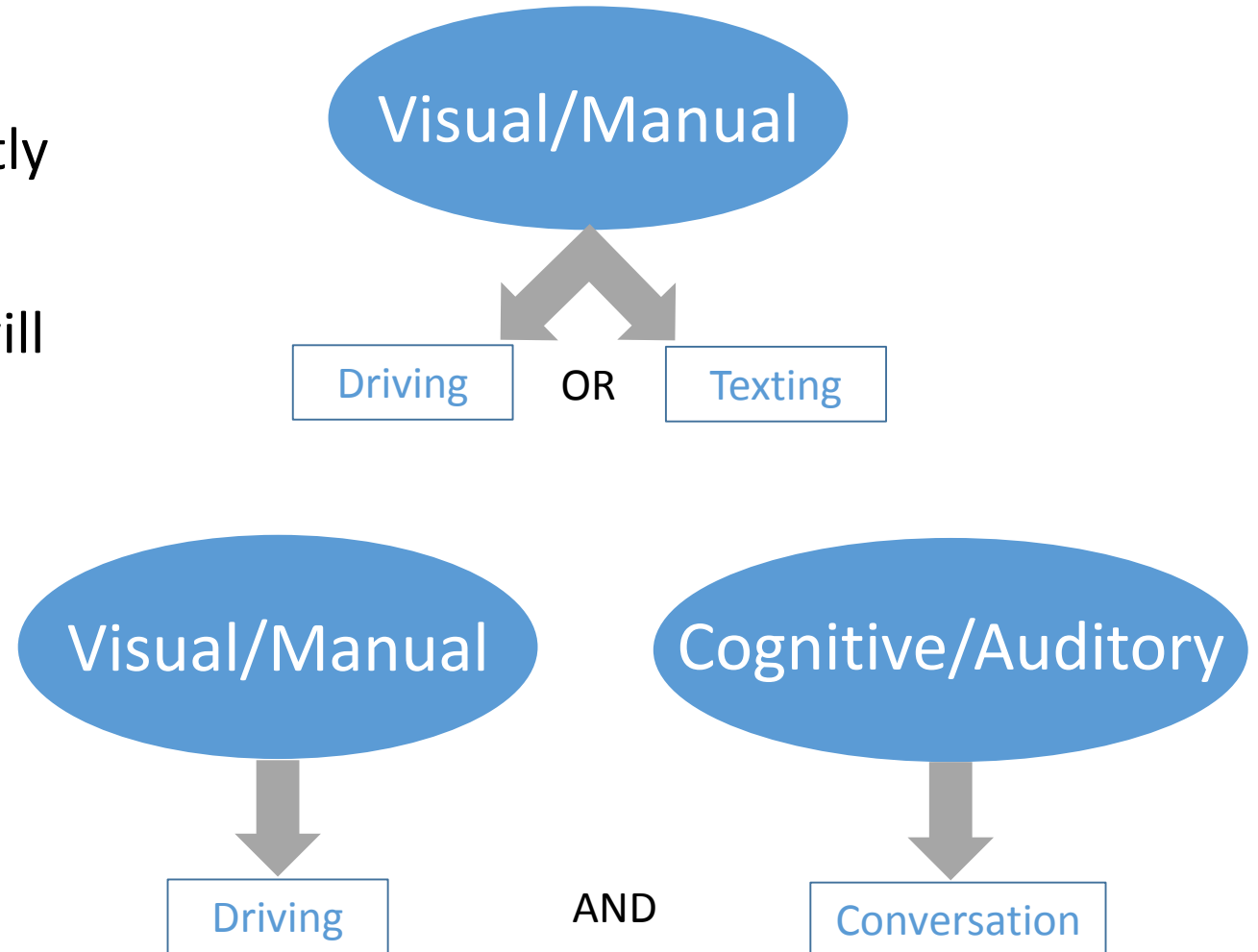
In-vehicle Gesture Control Design