

# *User Interfaces for Mobile and Wearable Computing*

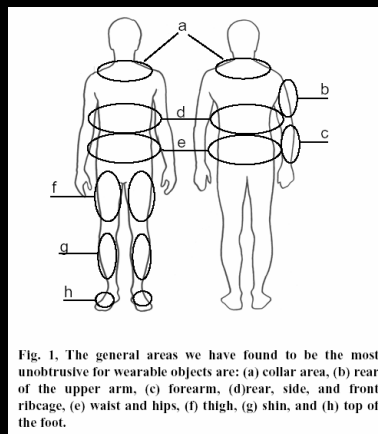
## *Wearability: What to Put Where and Why*

COMS E6176  
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## *Wearability Guidelines* Gemperle et al. 98

- Dynamic wearability guidelines
  1. Unobtrusive placement
  2. Humanistic form language
  3. Dynamic human movement
  4. Human perception of space
  5. Human size variation
  6. Comfortable attachment



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# Wearability Guidelines Gemperle et al. 98

- Dynamic wearability guidelines
  7. Effects of containment
  8. Weight (bulk near stomach, waist, hips)
  9. Accessibility to user
  10. Sensory interaction
  11. Thermal consequences
  12. Aesthetics
  13. Effects of long-term use

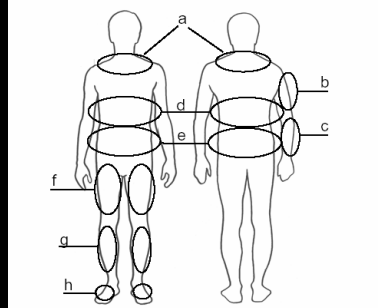


Fig. 1. The general areas we have found to be the most unobtrusive for wearable objects are: (a) collar area, (b) rear of the upper arm, (c) forearm, (d) rear, side, and front ribcage, (e) waist and hips, (f) thigh, (g) shin, and (h) top of the foot.

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# Social Weight Toney et al. 02

- Social weight
  - Cognitive load + physical presence + technology apprehension

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