

Interaction Within Cars

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Overview Of Possible Interaction

- Many functions which are possible through computers like "Anti-locks breaks and electronic stability " which make control much safer to drivers.
- Other functions, like driver navigation systems and multimedia players make our trips more convenient and more pleasant.
- Customers now expect the car to connect and integrate portable devices that they bring into the car, like MP3 players, cell phones, and even laptop computers

- We expect increasing use of Internet connections in the car, for dynamic navigation information, streaming music, and news.
- Finally, automotive makers are starting to look at methods of monitoring driver state (Is the driver falling asleep? Is the driver distracted?) in order to determine optimal HMI for in-vehicle systems.
- Our goal at the conference is to make sure that the fields of human-computer interaction and automotive design come together.

Problems may be faced during interacting with devices and design

- A map display may have too much information on it, so the driver will stare at the display for a few critical moments too long, not looking at the road.
- Even when the high profile ergonomic issues of car navigation systems are solved, problems remain. In particular, it is important that correct goal formation is supported by the system, and that the user and system models of the route coincide.
- Car navigation is not a single well-defined task, but encompasses a wide variety of tasks depending on context of use.

- The cognitive walk through of the system gave explanations for many of the critical incidents that occurred.
- problems that ought to be addressed. For example, incidents related to the programming of the system were explained due to: actions not being visible (the unlabelled volume knob of the radio being used to move between menu items).
- In contrast, for the cognitive walk through of the navigation task, the problems identified were invariably related to incorrect goal formation.

Thank you - !