

What can Doodles on the Arm teach us about On-Body Interaction?

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The skin as an interaction surface is increasingly receiving attention in the HCI community. There is a large body of work demonstrating how interactions typically designed for devices can be transferred to human skin. While we recognize the potential of these systems, we suggest that on-body systems need not be limited to that. Instead of mapping actions from devices to the body, we suggest on-body interaction can be used to enhance behaviors we already engage with. We believe that on-body interactions deserve to be considered for their own merit, not just as an extension of existing devices.

To offer a complementary perspective on how we might design on-body interactions, we conducted a questionnaire asking if, how, and why people mark their skin. We recruited 108 participants aged 15 to 84 (M = 28, SD = 10). Only 15 people stated they 'never' mark their body, the remaining 93 at least 'rarely' do it and 18 of them do it 'often'. We used affinity analysis to find common body-marking behaviors. To the right we present the found behaviors as well as some sample quotes. A more detailed discussion can be found in our paper.

