

# Ambient Life: Instinctive Tactile Cues in Mobile Phone Interactions

**Fabian Hemmert**

Deutsche Telekom Labs, Berlin, DE

fabian.hemmert@telekom.de

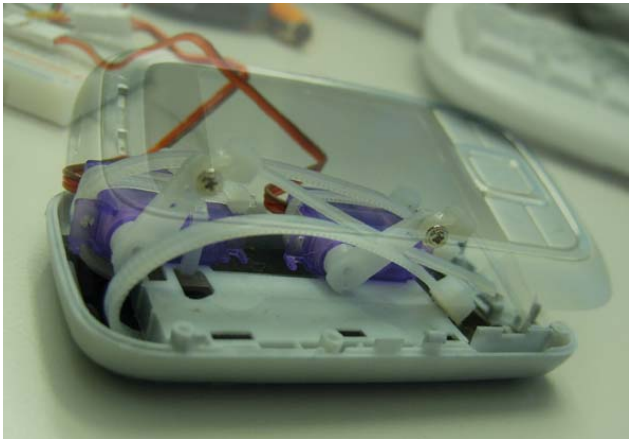
**Gesche Joost**

Deutsche Telekom Labs, Berlin, DE

gesche.joost@telekom.de

## Goals

- Providing *ambient awareness* for the state of a user's mobile phone.
- Exploring new ways of tactile information, based on the *perception of living beings*.
- Provocating discussion about the omnipresence of telecommunication, mobile phone addiction, and novel syndromes like 'phantom vibration'.



## Approach

This project explores the utilization of natural signs of life as a means of user notification in mobile phones.

Based on the assumption that humans are inherently well-trained in the interpretation of life-like status signals, the prototypes allow for signaling their status through *breath* and/or *heartbeat*.

The phones can be *calm* (no missed calls, reception and battery sufficient – no attention required) or *excited* (representing a state in which the phone needs the user's attention).

## Findings & Future Work

- Users get used to a permanent heartbeat, acceptance is situation-dependent.
- Switching from *calm* to *excited* is suitable for user notification, a suddenly *dead* (stopped) heartbeat is noticed as well.
- A long-term study will be conducted, investigating physiological and psychological implications of the permanent tactile heartbeat.

## Publications

Hemmert, Fabian and Joost, Gesche 2008. Ambient Life: Calm and Excited Permanent Tactile Life-like Actuation as a Status Display in Mobile Phones. In Proceedings of the Conference on Design & Emotion 2008 (Hong Kong, October 6 - 9, 2008).

Hemmert, Fabian 2008. Ambient Life: Permanent Tactile Life-like Actuation as a Status Display in Mobile Phones. In Adjunct Proceedings of the 21st annual ACM symposium on User Interface Software and Technology (Monterey, California, USA, October 20 - 22, 2008)

