

Exertion Interfaces



Exertion Interfaces are interfaces that deliberately require intense physical effort. The purpose of this second CHI workshop was to raise the profile of Exertion Interfaces as a research area...



Uses of Exertion Interfaces

- rehabilitation
- training
- diagnosis
- sports over a distance
- social interaction/bonding - teambuilding
- personal health awareness
- communication
- combating obesity
- combatting psychological issues, depression
- well-being - mental, physical, social
- tools for research in sports and psychology
- playful experiences for children



Wish-list for the research area

- manifesto w/strong theoretical background
- EU project proposal
- EU network of excellence
- models for understanding EI
- special journal issue on EI
- evaluation methodology for EI
- long-term studies - benefits / risks
- design guidelines for EI
- commercial feasibility, costs
- more research on sensors / actuators for EI
- additional research on user needs
- explore connections to other research areas
- regular networking events for EI researchers
- international symposium on EI



Axes of Exertion Interfaces space

- single - multi user/player
- invented artifact - pre-existing artifact
- intrusive - non-intrusive
- required - emergent movement
- prescribed - freeform movement
- micro - gross movement
- goal-directed - open-ended
- competitive - cooperative
- everyday - unusual
- special purpose - mainstream
- singlemodal - multimodal
- movement - static exertion
- amateur - professional
- arousal - fatigue
- adult - children



<http://exertioninterfaces.com/workshopCHI2008>

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