

Designing user interaction for face tracking applications

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DSV-IS 2002, June 2002.

Abstract:

Face tracking could potentially become a powerful new technology in the Interaction Designer's arsenal, providing new modes of access to computing and communications. However, such interfaces could be misused in ways that confuse and worse misrepresent users, leading to poor interactions. Careful considerations of the human face, facial expression and the characteristics of tracking systems are required to ensure responsible design. This paper begins to explore this necessary field of study highlighting the need for future experiments. We conclude that due to the imperfect nature of tracking systems, feedback is immensely important and we consider methods of providing this.