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Accuracy of Deictic Gestures to Support Telepresence on Wall-sized Displays

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ABSTRACT
We present a controlled experiment assessing how accurately a user can interpret the video feed of a remote user showing a shared object on a large wall-sized display by looking at it or by looking and pointing at it. We analyze distance and angle errors and how sensitive they are to the relative position between the remote viewer and the video feed. We show that users can accurately determine the target, that eye gaze alone is more accurate than when combined with the hand, and that the relative position between the viewer and the video feed has little effect on accuracy. These findings can inform the design of future telepresence systems for wall-sized displays.

Author Keywords
Pointing; Telepresence; Wall-sized display; Remote collaboration

ACM Classification Keywords
H.5.3 [Group and Organization Interfaces]: Collaborative Computing; Computer-supported cooperative work

INTRODUCTION
Large interactive rooms with wall-sized displays help users manage the increasing size and complexity of data in science, industry and business. They naturally support co-located collaboration among small groups but can also be interconnected to support remote collaborative work. Video is critical to such remote collaboration as it supports non-verbal cues, turn-taking and shared understanding of the situation [3]. However, current telepresence systems are designed for meetings where users sit around a conference table and do not support spaces where users move around and work on shared data.

Our goal is to study telepresence systems that support remote collaboration across wall-sized displays by combining the shared task space with the shared person space [2]. The former refers to the task at hand and involves actions such as making changes, annotating and referencing objects; the latter refers to the collective sense of co-presence and involves facial expressions, voice, gaze and body language. Buxton [1] defines the overlap between these spaces as the reference space, where “the remote party can use body language to reference the work”. Our goal is therefore to study the reference space in the context of wall-sized displays.

We focus on telepresence systems linking two distant rooms with wall-sized displays showing the same content (Figure 1). Live video feeds of the users are captured by an array of cameras at eye level and displayed on the remote display at the corresponding position. Users can thus see the face of remote users and interact in a consistent way with the shared content.

Figure 1. Users working with shared objects using a wall-sized display.

Referencing shared objects to support collaboration and mutual understanding is common when working together [6]. This paper investigates users’ ability to accurately determine which shared object is referenced by a remote user without the need for dedicated technology such as telepointers.

We conducted a controlled experiment to study (a) how accurately a local user perceives a reference to a shared object performed by a remote user either by looking at it or by pointing their hand at it, and (b) whether the position of the local user in front of the wall-sized display affects this accuracy.

RELATED WORK
A number of systems, from the early VideoWhiteboard [9] and ClearBoard [4] to the more recent Connectboard [8] and Holoport [5], have explored how to combine person and task spaces with vertical or slanted displays, based on a glass metaphor where both spaces are overlaid. All these systems provide gaze awareness, the ability to notice direct eye contact and to notice what the remote person is looking at, and perception of which object the remote person is drawing or manipulating. However they are meant to be used by participants who do not move much in front of the display, and the accuracy of remote pointing has not been evaluated.

Nguyen & Canny [7] developed a telepresence system that uses a camera and projector per participant to create spatial faithfulness with multiparty conferencing. This system avoids the so-called Mona Lisa effect, where the image of
a subject looking into the camera is seen by remote participants as looking at them, irrespective of their position. Wong & Gutwin [10] assessed pointing accuracy but used a Collaborative Virtual Environment, where users are represented by avatars instead of live video feeds.

In summary, while a number of telepresence systems have been proposed that enable remote collaboration on shared objects, very few studies have assessed the accuracy of designating such objects remotely through pointing or gazing.

**EXPERIMENT**

We conducted a controlled experiment to assess how accurately an observer can determine which object a remote user is showing on a wall-sized display. The remote user shows a target and the observer must determine which one it is. We use pre-recorded videos of the remote user and display them on the wall-sized display in front of the observer at the same position where the recording camera was placed.

We control three factors: how the remote user specifies the target (by turning the head or by turning the head and pointing at it), the position of the target relative to the video displayed on the wall (19 positions) and the position of the observer in front of the wall-sized display (5 positions).

**Experimental Setup**

The 19 targets are displayed on a 5.5m×1.8m wall-sized display made of a grid of 8×4 30” monitors. Each target is a black letter on a white background surrounded by a blue circle. We exclude letters that could be confused, such as O and Q. We use a concentric radial distribution of targets in order to control for both distance and angle to the video. Three rings of targets surround a central one (ring0), where the video is displayed (Figure 2). The first two rings (ring1 and ring2) have 8 targets, one for each cardinal and diagonal direction. Due to the aspect ratio of the wall-sized display, the third ring (ring3) has only two targets. Ring0, ring1 and ring2 are 11.5° apart when measured from the viewing position, while ring2 and ring3 are 23° apart.

Figure 2. The 19 targets laid out in 4 rings on the wall-sized display.

**Video Recording**

We recorded 114 10-second videos of three different actors showing the 19 targets on a wall-sized display in both conditions (head and pointing): a 29 year-old woman with pulled back hair and brown eyes, a 29 year-old man with brown medium-length hair and brown eyes and a 27 year-old man with short brown hair and hazel eyes. The camera was set in front of the wall-sized display, at the position of the central target. The actors were placed 230cm away from the camera so that the pointing hand was within the recorded frame in all pointing directions. The actors were instructed to point or look successively at each target.

**Video Playback**

The participants in the experiment sat in front of the same display used for video recording, 230cm away from the display. The recorded videos were displayed on top of the central target, at the same position as the recording camera. Based on the focal length used at recording time (43mm in 35mm equivalent focal length), we adjusted the size of the video so that the remote users appeared life-size, as if they were sitting 230cm behind the display, i.e. 460cm away from the participants. The height of the chair was adjusted for each participant so that the video was at eye-level.

**Participants**

12 right-handed participants (8 male), aged 21 to 33 (median 27), all computer science graduates, participated in the study. All participants had normal or corrected to normal vision. 10 had a right dominant eye, 2 a left one. 2 participants used conferencing systems every day, 6 more than once a week, 3 once a week, and 2 almost never. All participants received sweets as compensation for their time.

**Task**

Participants watch each video playing in an infinite loop. When they are ready to answer, they tap a large “Stop” button on an iPad 3 tablet and answer which target was being shown, by tapping the target on a replica of the display layout.

**Procedure**

The within-subject design has the following factors:

- **TECHNIQUE** used to indicate the targets, with 2 conditions: head, the natural combination of head turning and gazing, and pointing, the combination of head turning, gazing and pointing the target with the arm and finger;
- **POSITION** of the participant in front of the display, with 5 conditions: center, located in front of the videos, left (resp. farLeft), located 1m (resp. 2m) to the left, and right (resp. farRight), located 1m (resp. 2m) to the right;
- **ACTOR**: we recorded 3 sets of videos with 3 different actors to ensure that the choice of the remote person does not have an effect;
- **TARGETS**: 19 targets were used, a central one surrounded along 8 directions by 3 rings of targets with only the left and right targets on the last ring (19 = 1 + 8 × 2 + 2).

For each participant, the conditions were grouped by TECHNIQUE, then by ACTOR and then by POSITION. The order of presentation was counterbalanced across conditions by using Latin squares for the first three factors and a randomized order for TARGET. Each Latin square was mirrored and the result was repeated as necessary. For each TECHNIQUE×ACTOR×POSITION condition, the order of the 19 targets was randomized so that successive videos never showed targets in adjacent rings from the same direction.
For training, we used the same subset of 12 videos covering all directions and distances for each participant to practice the task and the entry of answers. 4 different random positions were used (2 for the head condition and 2 for the pointing condition) with 3 videos each. Then, the 570 videos were presented: 2 techniQues x 3 actors x 5 positions x 19 targets. A mandatory break was held every 190 trials, corresponding to 2 sets of 5 positions, and a reminder of an optional break was provided every 95 trials.

For each trial, we collected the answer from the participants, i.e. which target they thought was being shown. At the end of the experiment, participants filled out a short questionnaire.

Results
We measure the accuracy of the participants in determining the target shown by the remote users by two types of errors: Distance error, the number of rings between the actual target and the target chosen by the participant; angle error, the difference between the angles of the two targets, as a multiple of 45°. For angle errors, we remove trials where the indicated target is the central one, since it has no meaning in this case.

We find a small learning effect1 of TECHNIQUE on distance error: it significantly decreases from 0.36 for the first technique to 0.29 for the second one (F(1, 6827) = 39.19, p < 0.0001). Many participants learned which videos correspond to the farthest targets and used that information to assign intermediate targets to subsequent videos, based on the angle of the head or arm being smaller than that of the farthest targets. We did not find a learning effect on the angle error (F(1, 6467) = 3.58, p = 0.059).

Figure 3 shows the mean and 95% confidence intervals (CI) of distance and angle error by TECHNIQUE. The multiway ANOVA with REML shows no significant difference in distance error between the two TECHNIQUES (F(1, 6817) = 0.87, p = 0.35), but the difference in angle error is significant (F(1, 6459) = 39.37, p < 0.0001), with a mean of 3.10 for head vs. 4.72 for pointing. Surprisingly, using the arm led to higher angle errors than using only the head.

Figure 4 shows the mean and CI of distance and angle error by POSITION. The multiway ANOVA with REML shows no significant differences in distance error among the five positions (F(4, 6817) = 0.95, p = 0.44), but a significant difference for angle error (F(4, 6459) = 3.84, p = 0.0040), with means (from left to right) 5.00, 3.47, 3.33, 3.37, 4.31. A Tukey HSD post-hoc test reveals two groups of positions significantly different from each other: {farLeft, farRight}, {center, left, right, farRight}.

Discussion
According to our results, distance error is not significantly different when using the head or head+arm, but the angle error is larger when using the head+arm. While the difference is small, this is a surprising result. By analyzing the videos, we noticed that most of the time the direction of the arm does not indicate the target. This is because users place the tip of their finger on the line of sight between their eye and the target. In the post-hoc questionnaires, we found that 4 participants used

1Statistical analyses were performed with SAS JMP. We performed Mixed Model REML (Restricted Maximum Likelihood) analyses with “participant” as a random factor.
2. Therefore even when their hands are busy, users can point 
1. Users can accurately estimate which object is being indi-
conveying cues that help users determine more accurately the 
accuracy increases with object distance. We attribute this effect 
to the fact that when capturing the remote user’s image from 
we perform in a face-to-face environment.

The fact that the position of the participant relative to the 
video feed has little or no effect was also surprising. We did 
not expect this effect, analogous to the Mona-Lisa effect, to 
be so strong. The extreme positions, farLeft and farRight, had 
a higher angle error, which can be explained by the fact that 
the observers are looking at the image with an angle of 49°, 
making the task harder.

We found that distance error increases when the targets are 
farther away from the video feed. This may be due to the 
fact that the videos are shot from the front. In this setting, a 
small change of angle, e.g. 10°, when pointing near the center 
produces a noticeable change in distance between the shoul-
der and the finger in the 2D projection of the arm. The same 
change in angle when the arm is pointing at the last ring of 
targets results in a much smaller distance between the finger 
and the shoulder in the 2D projection of the arm, making it 
harder to notice. Angle error, on the other hand, decreases 
when the targets are further away from the video feed. This 
is due to the radial layout: the distance between targets on an 
inner ring is smaller than on an outer ring, resulting in larger 
variations in the direction of the hand and arm. It is interest-
ing to note that on the farthest targets, for which it was only 
possible to express distance, users still made angle errors be-
cause they thought that the target laid on ring2.

CONCLUSION AND FUTURE WORK

We investigated the ability to accurately determine which 
shared object a remote user is referencing when sharing data 
on a wall-sized display. We found that showing objects only 
with the head leads to smaller angle error than with the head 
and arm. We also found no effect of the observer’s position 
on accuracy, except at the farthest positions for angle error.

However, while distance accuracy decreases when the object 
is further away from the video of the remote user, angle ac-
curacy increases with object distance. We attribute this effect 
to the fact that when capturing the remote user’s image from 
the front, some body movements are more salient than others, 
conveying cues that help users determine more accurately the 
distance of close targets and the direction of far targets.

This study has three main implications for design:

1. Users can accurately estimate which object is being indi-
cated only by looking at the head on the remote video, 
without requiring explicit pointing actions nor telepointers;
2. Therefore even when their hands are busy, users can point 
using their head without losing accuracy, supporting, e.g., 
the use of deictic instructions when holding tools;
3. The position of the video feed relative to the observer is 
not critical for accuracy when indicating remote objects,
thus it can be moved around without loss of accuracy; this 
allows the system to match the video with the camera po-
sition on the remote side, maintaining spatial relationships 
with shared objects on both sides.

In future work we plan to investigate the body cues used to 
indicate an object and how to convey them over a telepres-
ence system. We also plan to apply a similar methodology to 
situations that involve eye contact and understand how video 
distorts the perception of simple communicative acts. Finally 
we want to apply these findings to a functional system that 
supports video communication in large interactive rooms.

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