

Multimodal Design

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Multimodal

Multiple interaction modes, typically allowing either more than one discrete way to interact (i.e. speech or text) or combinations of discrete modes (i.e. speech-in, text-out)



Speech and Graphical Interfaces

Speech Interfaces

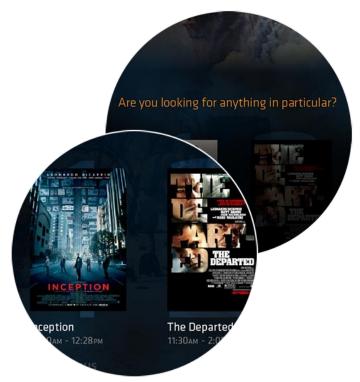
- Application-Initiated
 - Accomplish well-defined tasks
 - Perform simple disambiguation
 - Eyes-free, hands-free environments
- User-Initiated
 - Provide complex input
 - Negotiate numerous variables
 - Allows various paths
- Graphical Interfaces
 - Display and explore lots of output
 - Present, review complex information
 - Select from ambiguous alternatives





Fundamentals of Multimodal Speech Design

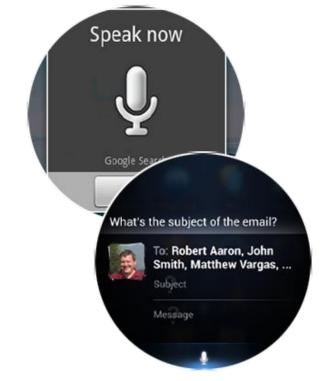
- Be aware of available modalities.
- Leverage and foreground modal strengths
- Ensure interoperability, with modes working in concert
- Speech can be leveraged as an interface, not just an input
- Create a conversational affect





Input vs. Interaction

- Leverage users' experience
- Eliminates the learning curve
- Reduces users' cognitive load
- Accommodates unresolved queries
- Provides richer feedback



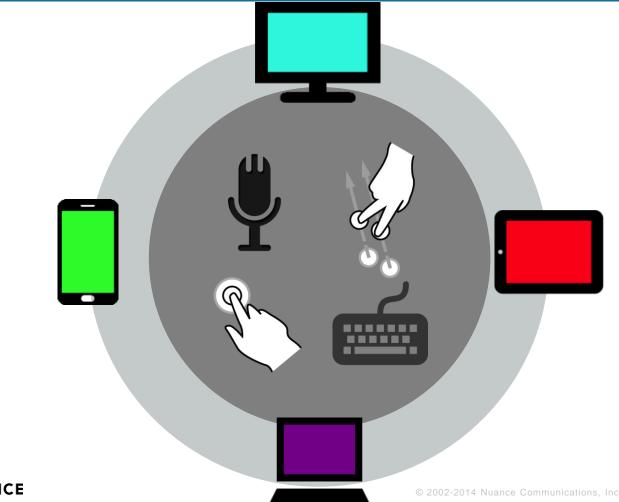


Advantages of Multimodal Design

- Frictionless experience
 - Simplifies and removes barriers to task completion
- User agency
 - Users have freedom to work across modalities
- Task efficiency
 - Modes working in concert are more effective than one
- Flexibility
 - System adapts to the environment and user's needs







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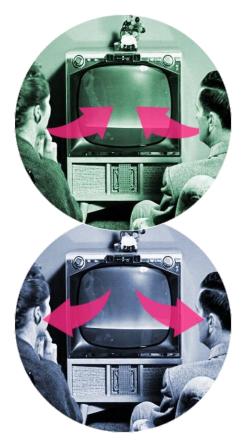
Utilizing Speech

Advantages

- Allows expression of complex information
- Flattens hierarchies, streamlines navigation
- Simplifies obscure technical tasks
- Mitigates some accessibility issues

Challenges

- Speech makes the interaction public
- Environment not always conducive to speech
- Alone, introduces other accessibility issues





Interacting with the System

- Design for accessibility
 - Form factor
 - Functionality
 - Environment
- Touch to talk
 - Tapping an explicit microphone button
- Wake-up Word
 - Always on, always listening
- Gestures
 - Raising hand in front of a TV
 - Flicking from a smart watch bezel





Maximize Interface Transparency

Structure the interaction

 Moderate the dialog – based on context, user behaviors, preferences – to avoid distraction

Adaptive dialog

 Taper prompting to pace the experience and dilate it to provide instruction as needed

Match modality with the user

 The dialog should take its cues from the user, advancing and receding based on behavior





Navigation

Adaptive UI

 VUI and GUI should accommodate multiple paths to task resolution

Deemphasize Hierarchy

 The structure of the application is implicit in the VUI, but explicit in the GUI

Visual reinforcement

 Cue context and available options using icons, transformations, and subtle enumeration





Feedback and State Awareness

Conversational Cues

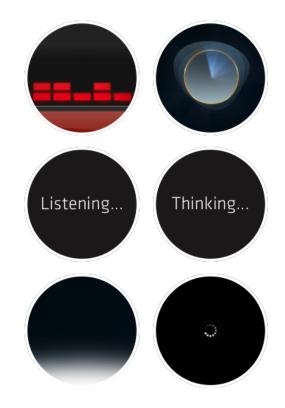
 Dialog itself should conform to normative conversational behavior

Visual and Audio Cues

 Absent non-verbal cues – like facial expressions and gestures – visual and audio feedback provide help the user understand context

Two is Better Than One

 Dialog and visual feedback work together to reinforce state awareness





Dialog & Transcription

Advantages

 Since speech itself is fleeting, visually representing the dialog can help users understand context

Dialog Design

 Dialog should be designed – using discourse markers, acknowledgements, etc. – so that the user can easily interpret standard cues

Focus on the Content

 The literal meaning of what the user says is less important than the semantic content of their input





Environment

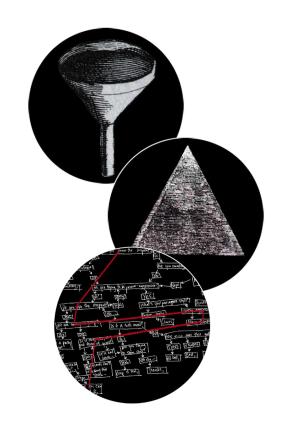
- Assume attention is divided
 - Mobile and on-the-go
 - TV viewing environment is often shared, distracting
 - Multi-tasking prevalent in desktop interactions
 - Driver always focused on the road and driving
- Assume the stakes are low
 - Relax constraints and reduce confirmations
- Except when they're not
 - Be careful when there are monetary transactions or public-facing information like social network posts involved





Content Discovery

- Search is a Funnel
 - Focused on winnowing to a single best option
 - Ease of refinement
- Browsing is a Pyramid
 - The goal is wide-ranging exploration of choices
- Users' intentions are mixed
 - The application must anticipate shifting goals, various strategies, and lateral exploration





Disambiguation: Different Contexts Require Tailored Strategies

- Manageable array
 - Differs based on form factor, interface modalities
 - Bring preferences to bear on organizing results
- Unmanageably large array
 - Filter based on preferences, user profile
 - Prompt for refinements
- No results
 - Relax search constraints
 - Prompt for refinements
 - Offer alternatives





Refinement

- Provide for complex input
 - Accommodate complex 'multi-slot' queries
- Prepare for refinement
 - Design dialogs to guide the user toward 'task sufficiency'
- Handle a range of input
 - Articulating complex requests imposes a high cognitive load on the user





Command vs. Conversation

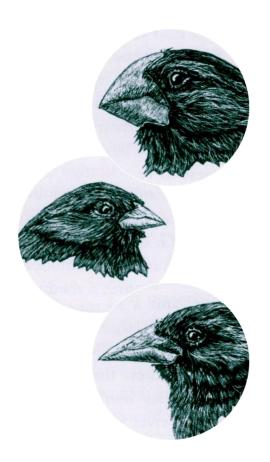
- Exploit the power of language
 - Command-based systems are blunt and unnatural – embrace semantic richness
- Leverage users' experiences
 - Most users have been carrying on conversations for a long time – they know how to do it
- Understand the limits
 - Avoids tasks that are difficult for users to articulate and fall back on other modes





Initiation and Assistance

- Adapt to user facility
 - Adjust the interaction prompting, pace, strategy
 as users gain experience and expertise
- Out-of-the-box
 - Start out slow, thorough, and patient and gradually reduce support in favor of efficiency
- Situational instruction
 - Offer hints and use just-in-time help to provide instructions in the context of the user's task





Handling Errors

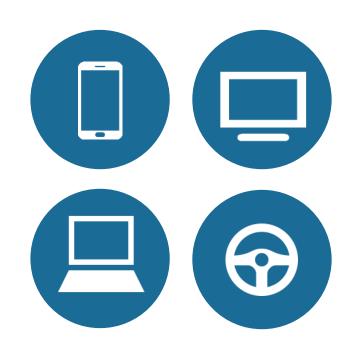
- Misunderstandings are inevitable
 - Just as in person-to-person communication, misinterpretations are a fact of life
- Fail gracefully and recover
 - Acknowledge mistakes and offer strategies to get back on track
- Contextual assistance
 - When problems arise, escalate and dilate to guide the user toward the goal





In Closing...

- Leverage and foreground modal strengths
- Ensure seamless interoperability
- Leverage users' experiences and natural instincts
- Utilize speech to significantly simplify otherwise complex interactions







Thank you