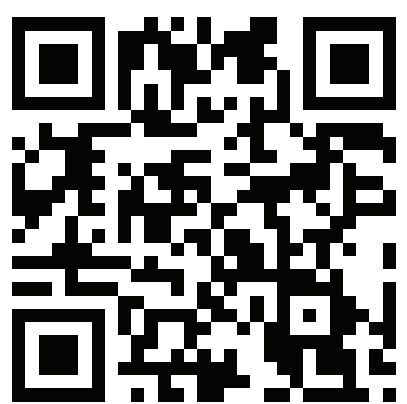


The ⌚ Office Smartwatch

Development and Design of a Smartwatch App to Digitally Augment Interactions in an Office Environment

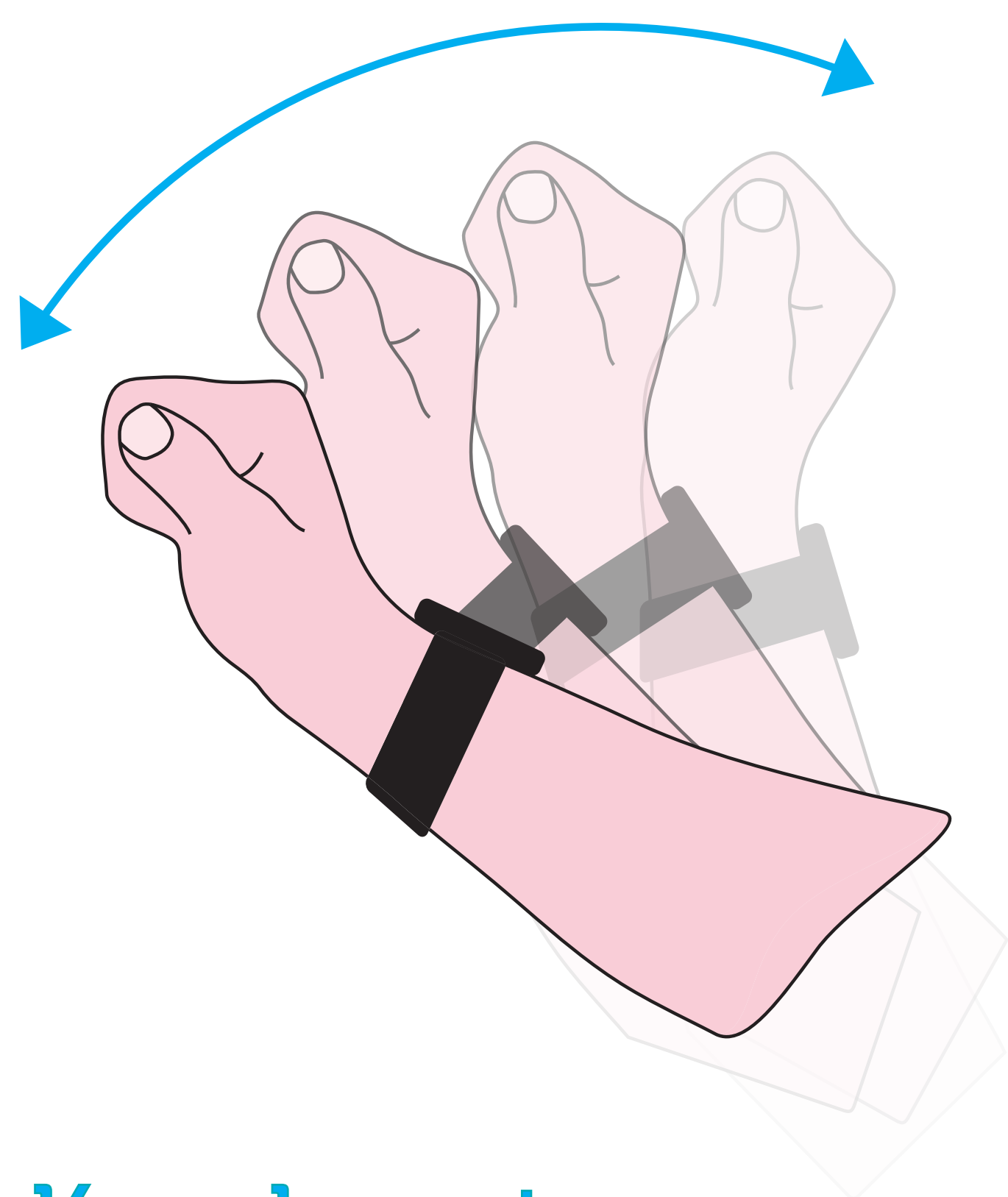
Authors: Yannick Bernaerts • Matthias Druwé • Sebastiaan Steensels • Jo Vermeulen • Johannes Schöning

Contact author: jo.vermeulen@uhasselt.be



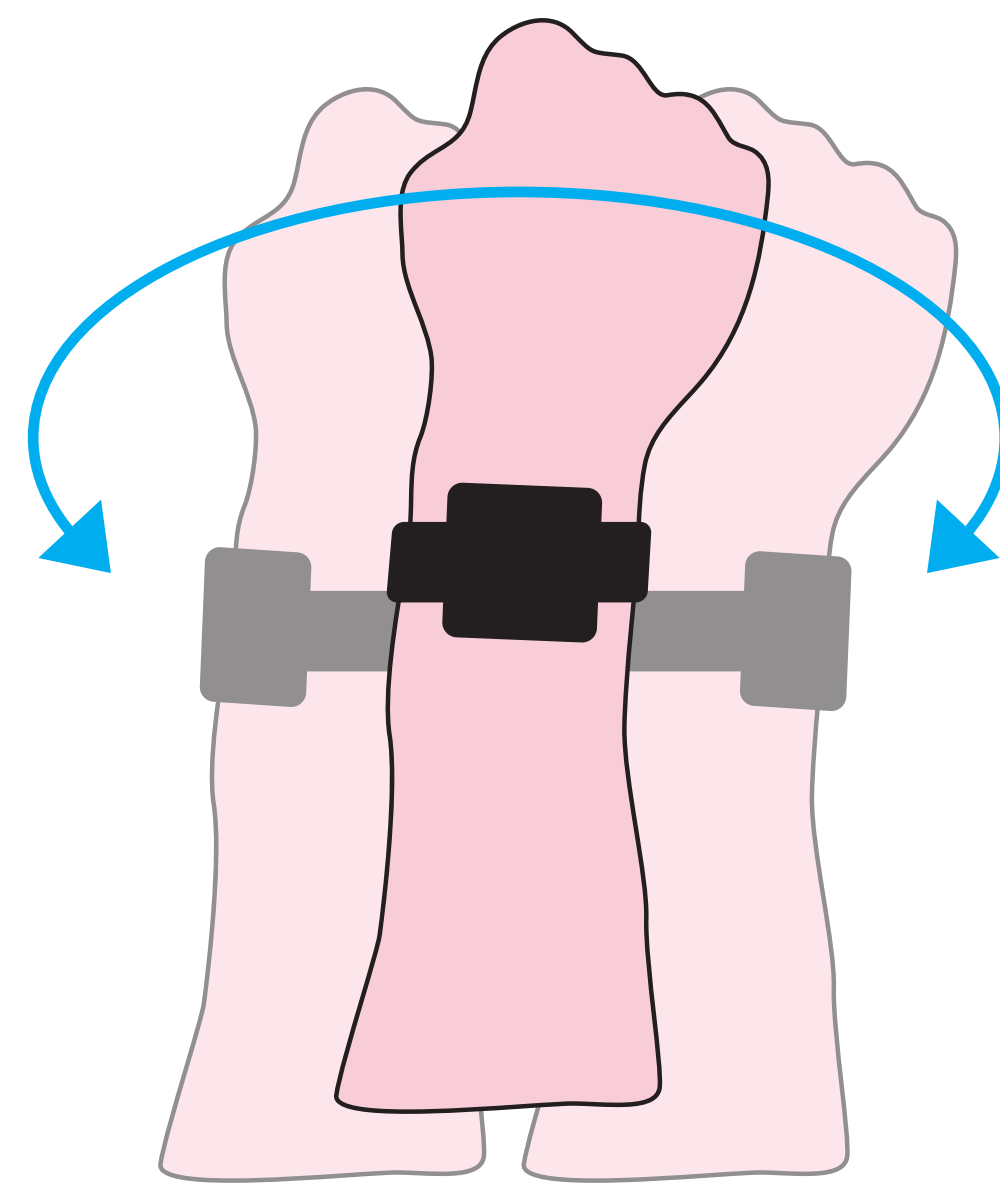
We describe the design and development of a smartwatch application to digitally augment common interactions in an office environment using forearm gestures.

2014 - Hasselt University - tUL - iMinds



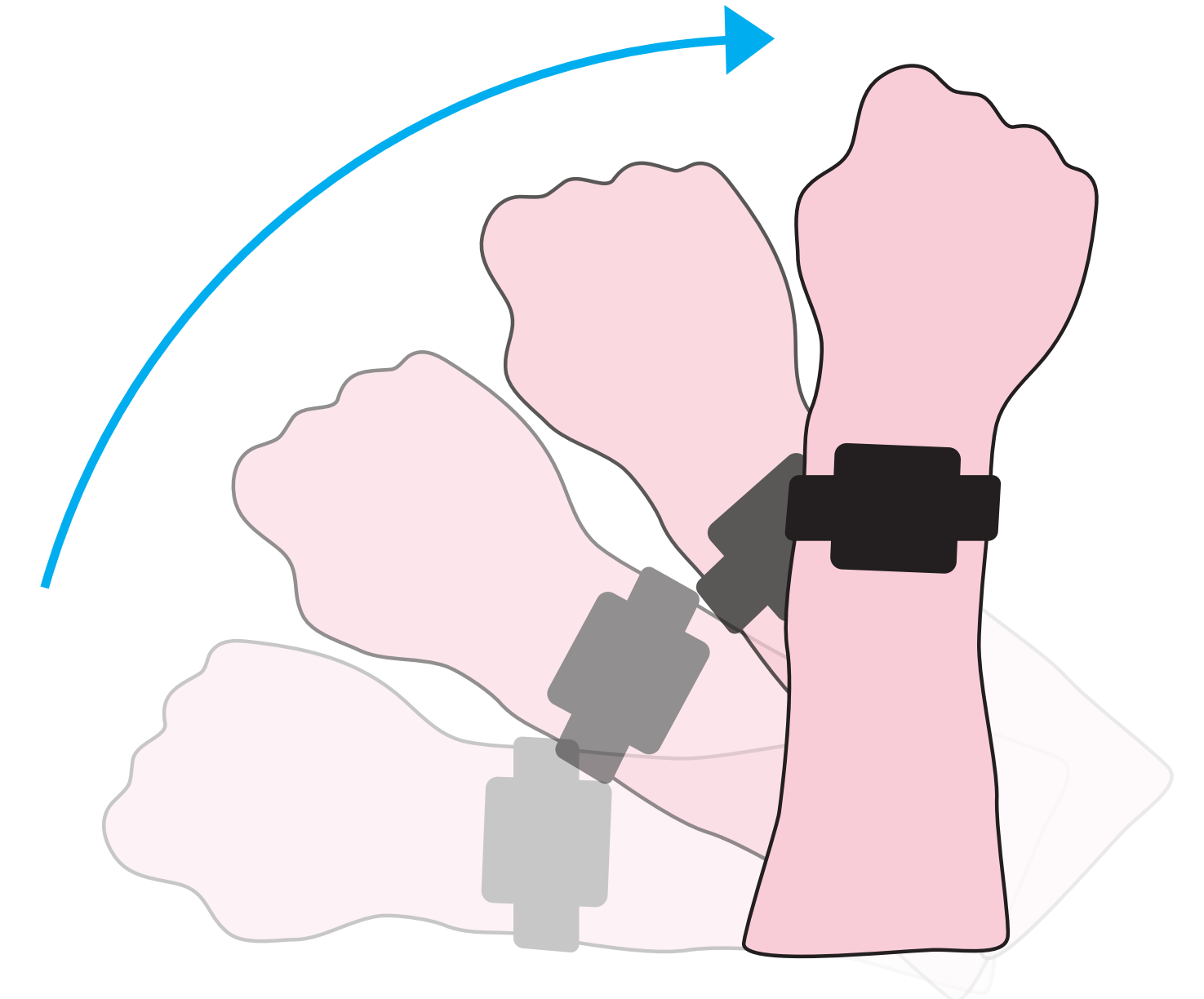
Knock gesture

- send “virtual knocks” to co-workers
- shows up on the co-worker’s smartwatch
- even when they are not there
- easy to deal with interruptions



Lock gesture

- virtually “lock” and “unlock” doors
- similar to turning a key
- identity tracked through smartwatch
- fine-grained access control



Return gesture

- return to the home screen
- back to room scanning functionality



Scan QR-code



Room Info



Incoming Knock



Confirmation



Agenda