



Figure 1: A user receiving a good'ol Slappyfication.

*Both authors contributed equally to this research.

Slappyfications: Towards Ubiquitous Physical and Embodied Notifications

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ABSTRACT

With emerging trends of notifying persons through ubiquitous technologies [2], such as ambient light, vibrotactile, or auditory cues, none of these technologies are truly ubiquitous and have proven to be easily missed or ignored. In this work, we propose Slappyfications, a novel way of sending unmissable embodied and ubiquitous notifications through a palm-based interface [1]. Our prototype enables the users to send three types of Slappyfications: poke, slap, and the STEAM-HAMMER. Through a Wizard-of-Oz study, we show the applicability of our system in real-world scenarios. The results reveal a promising trend, as none of the participants missed a single Slappyfication.

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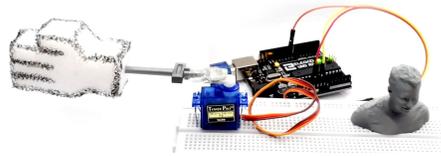


Figure 2: High-fidelity prototype.

ETHICAL REMARK

We want to emphasize that no participant nor actor within the video or study was harmed. All of them agreed to participate by their own will or were forced to participate by slapping them even harder.



Figure 3: Find our video on YouTube:
<https://youtu.be/jZF0hNZRfY8>

CCS CONCEPTS

• **Human-centered computing** → **User studies; Field studies; Interaction devices; Interaction paradigms;**

KEYWORDS

Humor, Notifications, Slap, Poke, STEAM HAMMER

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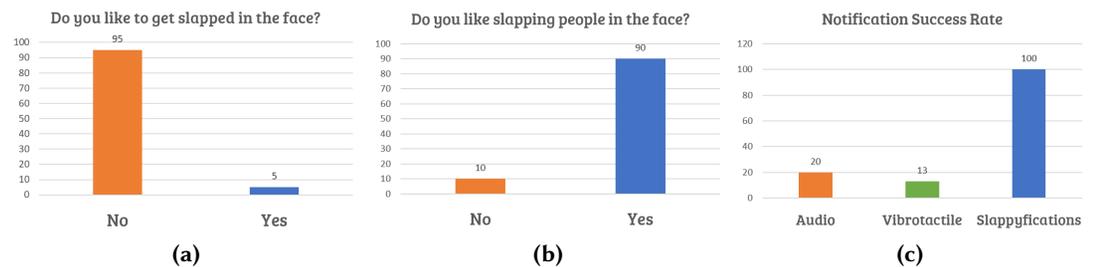


Figure 4: The qualitative feedback in our field study revealed interesting differences between the user experience of sending and receiving users (a,b). With regard to the success rate, the quantitative results showed significant advantages of Slappyfications over traditional notification modalities (c).

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