Deaf and Hard-of-hearing Individuals' Preferences for Wearable and Mobile Sound Awareness Technologies

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### BACKGROUND

BACKGROUND

# "Some trouble hearing" 150/0 of US adults

Disabling hearing loss" 2% of adults aged 45 to 54 50% of those 75 and older

[National Institute on Deafness and Other Communication Disorders, 2016]

#### Sound awareness has wide-ranging impacts...



Safety-critical sounds



Mundane yet useful sounds

Social interactions with hearing people

[Matthews et al., Behaviour and Information Technology, 2006]







- (+) Can improve sound and speech recognition
- Do not eliminate hearing loss

#### Success varies

(e.g., based on hearing loss level, linguistic abilities, training)

#### Our goal

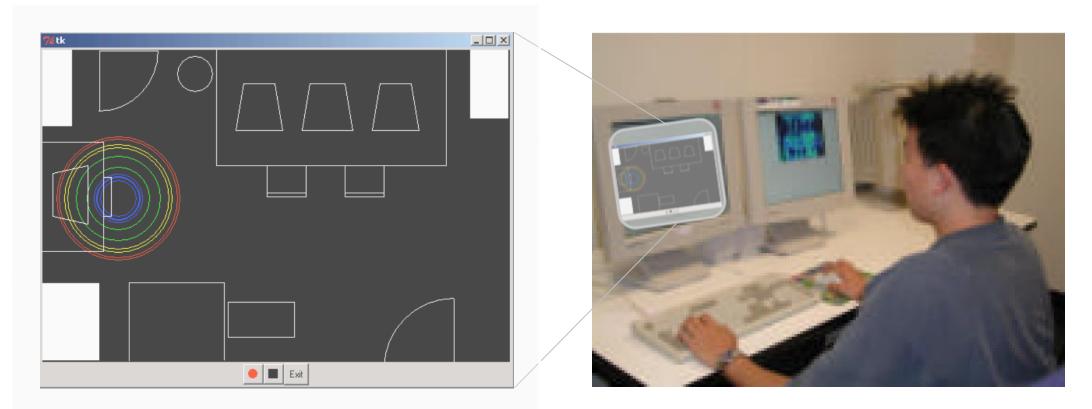
Always-available, private, and unobtrusive sound sensing and feedback that augments the user's existing sound awareness strategies

#### But how do we get there?

What interest do deaf and hard of hearing users have in sound awareness?

What information do they want and how would they want it conveyed?

#### Early work on sound awareness needs



Sounds occurred around the room and were visualized on this display.

Also investigated which sounds are desired by DHH individuals.

[Ho-Ching et al., CHI '03; Matthews et al., BIT '04; Matthews et al., ASSETS '05]

#### More recent trend: mobile and wearable approaches



Wrist-worn "Sound Compass" e.g., Kaneko et al., IEEE SMC '13

Smartphone-based detection e.g., Bragg et al., ASSETS 2016



Localization on a head-mounted display e.g., Jain et al., CHI 2015

These studies tend to be qualitative and have not examined social acceptability.

#### **EXPLORATORY STUDY WITH 201 DHH PEOPLE**

#### **RESEARCH QUESTIONS**

Who is interested in sound awareness?

What are form factor and feedback preferences?

What are predicted social implications?

#### CONTRIBUTIONS

Examine the influence of demographic factors

Compare mobile and wearable devices, output modalities, and speech vs. non-speech sounds

Assess utility and comfort across social contexts



#### Online survey

Hosted on surveymonkey.com, and took up to 20mins.

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#### Closed- and open-ended questions

Demographics

Sound awareness interest

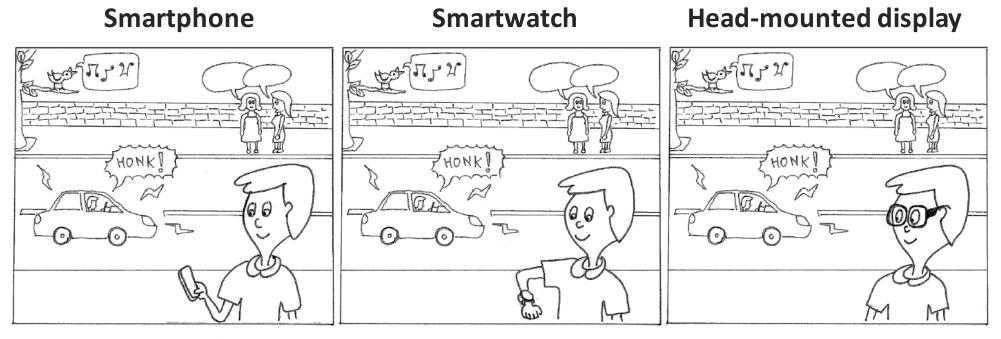
Imagining device designs: wearable and mobile

Oral conversation support

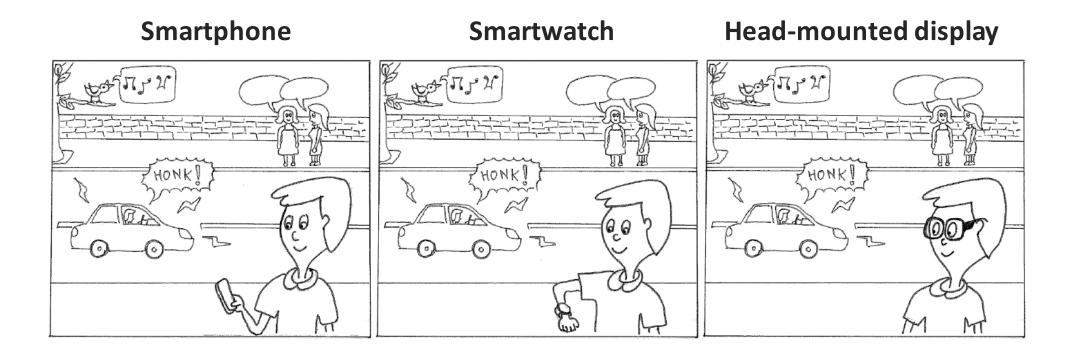
Visual and vibrational feedback

Filtering and notification

Social context







"Imagine that each device has the ability to constantly monitor and identify the sounds around you, and to inform you about those sounds, either through visual or vibrational feedback."

#### Online survey

#### Closed- and open-ended questions

#### Main analysis includes 201 DHH participants

Someone who communicates primarily in sign language with their family might be less interested in sounds than an older adult who has age-related hearing loss and has relied on spoken communication their entire life. Deaf and hard of hearing

*Communication preference* 

49% oral (spoken)

30% sign language

21% both oral and sign

Discussed more in findings

#### Online survey

#### Closed- and open-ended questions

#### Main analysis includes 201 DHH participants

#### Qualitative and quantitative analysis

Iterative coding process

Descriptive statistics Non-parametric tests Holm-Bonferroni corrections



#### **High interest in sound awareness**

73% (N=147) "very" or "extremely" interested in sound awareness



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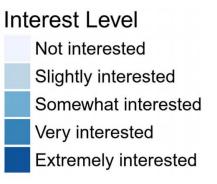
Communication

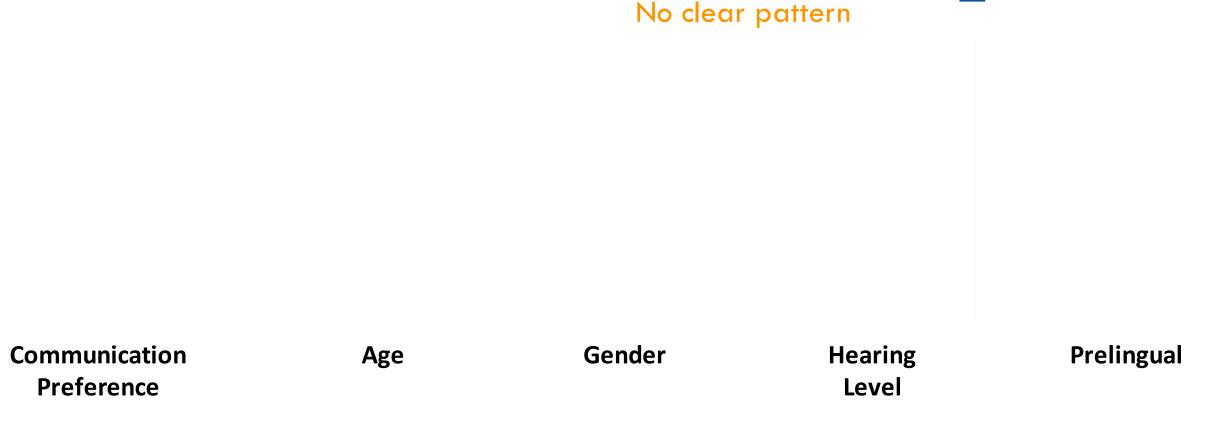
Preference

(N=201, except for gender N=200)

#### **High interest in sound awareness**

73% (N=147) "very" or "extremely" interested in sound awareness





## Most important demographic factor for interest: communication preference

**Logistic regression** 

Communication preference

Age

Gender

Hearing level

Prelingual hearing loss

Communication preference significantly predicts sound interest level (p < .001)

No other factors significant after controlling for communication preference

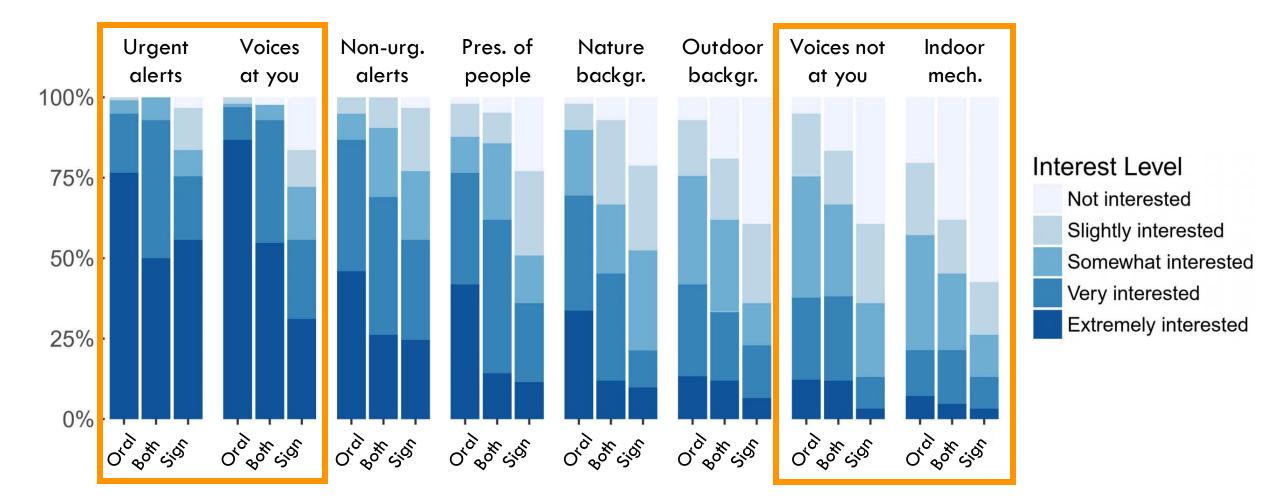
Age and communication preference are highly related

We focus on communication preference in our subsequent analysis.

#### Sound types of interest reflect past work

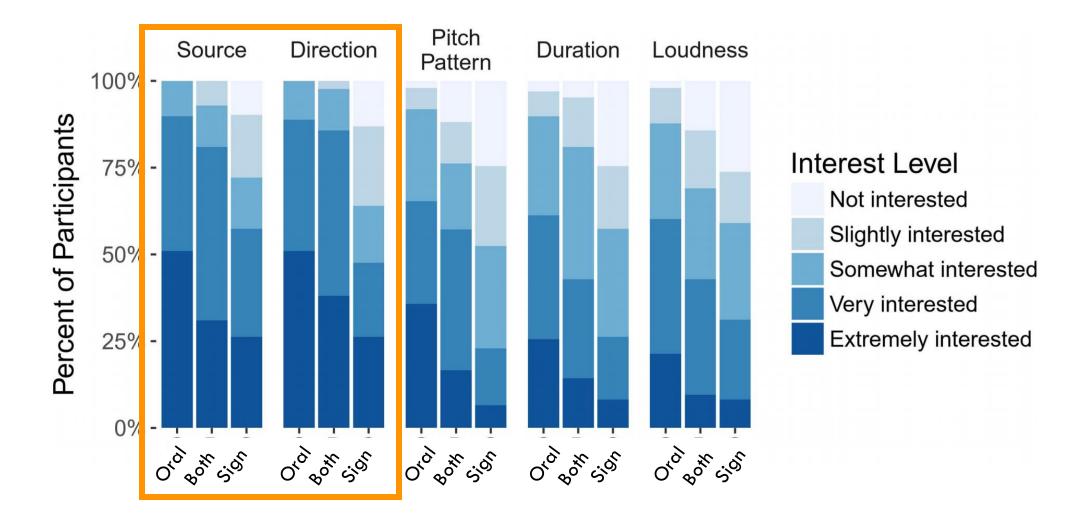
However, we provide statistically significant conclusions...

[Matthews et al., 2006] [Bragg et al., 2014]



3x8 (communication preference x sound type) ANOVA with ART: main and interaction effects all significant (p < .05)

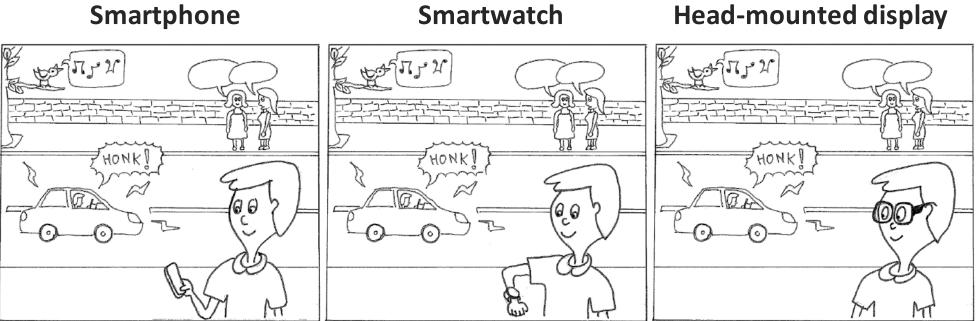
#### Sound characteristics of interest reflect past work



3x5 (communication preference x sound characteristics) ANOVA with ART: main and interaction effects all significant (p < .05)

#### Form factor tradeoffs

Smartphone



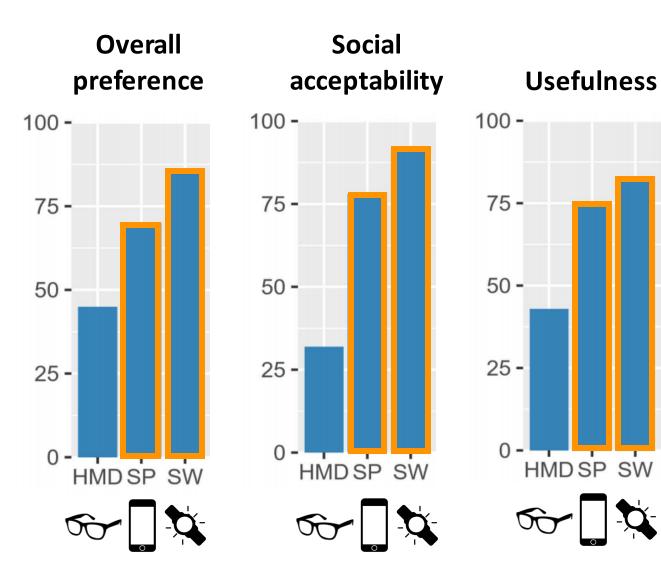
**Smartwatch** 



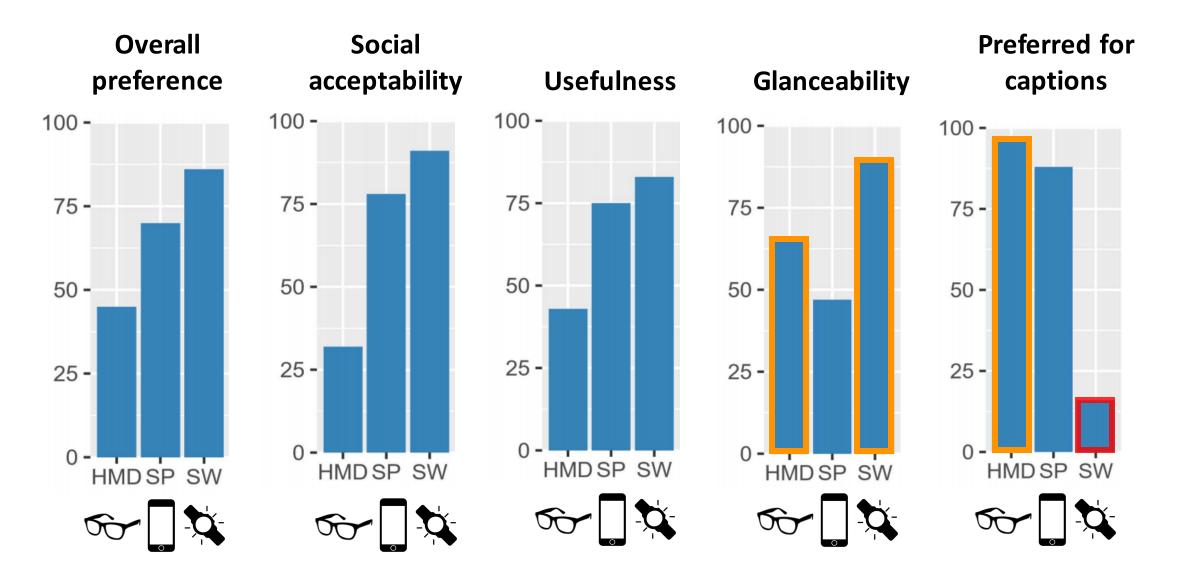




#### Form factor tradeoffs



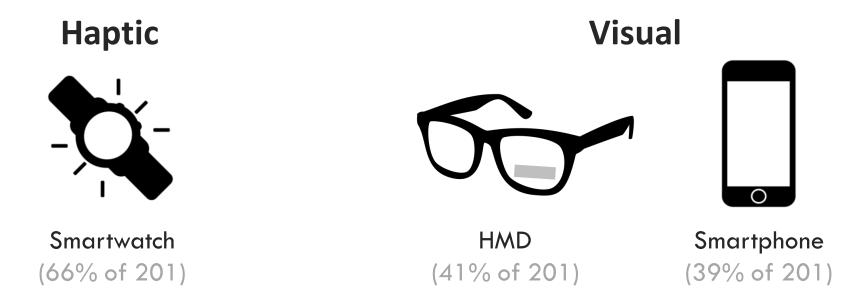
#### Form factor tradeoffs



#### **Envisioning an ideal setup**

92% of 201 wanted haptic and visual feedback

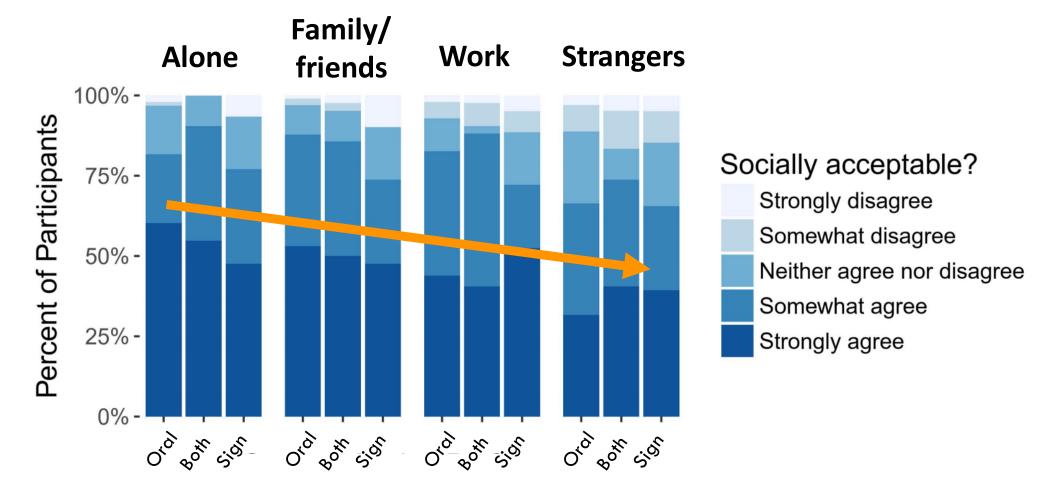
Most common ideal setup involved two devices



#### **Utility across social contexts**

Most participants "strongly" agreed would be useful across all contexts

#### Socially acceptability across different contexts



Most "somewhat" or "strongly" agreed would be acceptable across all contexts Context significantly impacted social acceptability (main effect ANOVA with ART) ...social acceptability lower with strangers

#### Would social context impact willingness to use?

50% said YES 31% said NO

#### **Others unsure**

"Most definitely. I would feel the need to explain why I have the device when I'm around someone I don't know" (P58, male, age 46, sign and oral communication)

"Might not need as much with friends and family. May need more in work meetings, and most in unfamiliar situations, such as running errands, traveling."

P164 (male, 45, oral communication)

"Being a member of Deaf Culture, I would've thought that it'd be considered rude if I am to place sounds above visual cues available to everyone. With Hearing people, I think they'd insist on sounds being available to me." (P95, female, age 29, prefers sign language)

### CONCLUSION

#### Takeaways

High interest in sound awareness, modulated by communication preference

Support both visual and haptic feedback, possibly even on two devices: smartwatch + HMD or smartphone

Social context affects perceived usefulness and comfort with using a sound awareness device

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