

---

# Advanced Interaction Research in Autonomous Vehicles

**Erin Solovey**

Drexel University  
Philadelphia, PA 19104, USA  
erin.solovey@drexel.edu

**Ruixue Liu**

Drexel University  
Philadelphia, PA 19104, USA  
rl498@drexel.edu

**Reza Moradinezhad**

Drexel University  
Philadelphia, PA 19104, USA  
rm976@drexel.edu

Paste the appropriate copyright/license statement here. ACM now supports three different publication options:

- ACM copyright: ACM holds the copyright on the work. This is the historical approach.
- License: The author(s) retain copyright, but ACM receives an exclusive publication license.
- Open Access: The author(s) wish to pay for the work to be open access. The additional fee must be paid to ACM.

This text field is large enough to hold the appropriate release statement assuming it is single-spaced in Verdana 7 point font. Please do not change the size of this text box.

Each submission will be assigned a unique DOI string to be included here.

**Abstract**

The Advanced Interaction Research Lab at Drexel conducts research on emerging human-computer interaction techniques, with a focus on physiological computing and brain-computer interfaces, as well as human interaction with autonomous systems and vehicles. We see potential in the combination of brain sensing and autonomous vehicle research to better understand the user experience in autonomous vehicles.

**Author Keywords**

Autonomous vehicles; brain-computer interfaces.

**ACM Classification Keywords**

H.5.m. Information interfaces and presentation (e.g., HCI): Miscellaneous.

**Background**

In our work, we have designed, built and evaluated systems that take advantage of emerging technologies, which have promise to lead to major shifts in human-computer interaction. This research included theoretical work defining the Reality-Based Interaction framework for understanding and analyzing emerging next-generation interaction techniques [8]. We have also investigated brain-computer interfaces, which had been relatively unexplored in human-computer interaction

research. This work has laid a foundation HCI research by overcoming many of the technical challenges and bringing brain sensing for HCI to a point where concrete research and evaluation can be conducted [1,3–7,11,13–15]. In addition, we have complementary expertise in human interaction with autonomous systems [2,9,12] and physiological measures of workload and automotive user interfaces [10,14]. In addition to this work, we have done work using eye tracking in simulated driving environments where we explored smart device setups for speech interfaces in destination search, the occurrence and safety impact of driver’s mind wandering state in different environments. Moreover, we have experience in applying machine learning on brain data to classify driver workload. In that study, subjects were asked to drive in a driving simulator while wearing fNIRS brain imaging headbands. During the experiment, they were asked to do n-back task while driving. Their brain activity was recorded during the whole process.

### **Motivation**

With our background, we are interested in deeply exploring the future of autonomous vehicle experiences. Some of the areas that we are currently interested in are: understanding the underlying challenges for interaction between drivers and autonomous vehicles, how emerging interaction modes and techniques, such as eye tracking and brain-computer interfaces, can be applied to solve these problems, and how the privacy and legal issues come with it would be prevented. Currently, brain sensing in the car has mainly focused on understanding driver workload and distraction. In this workshop, we would like to explore how brain sensing could be used to

enhance the passengers’ experience, once full autonomy is achieved.

### **Bios**

*Erin T. Solovey* is an Assistant Professor of Computer Science at Drexel University, with a secondary appointment in the Drexel School of Biomedical Engineering, Science and Health Systems, and she directs Drexel’s Advanced Interaction Research (AIR) Lab ([drexelairlab.com](http://drexelairlab.com)). Dr. Solovey’s research expertise is in emerging human-computer interaction modes and techniques, such as brain-computer interfaces, physiological computing, wearable computing, and reality-based interaction. Her work has applications in areas such as driving, aviation, medicine, education, gaming, complex decision making, as well as human interaction with autonomous systems and vehicles. Her work has received several awards including the NSF/CRA Computing Innovation Fellowship and three ACM CHI Best Paper Award Honorable Mentions. She serves on several editorial boards and program committees including the International Journal of Human-Computer Studies and the ACM CHI conference. She received a bachelor’s degree in computer science from Harvard, and her Masters and Ph.D. in computer science from Tufts. Before joining the Drexel faculty, she was a postdoctoral fellow in the MIT Humans and Automation Lab.

*Ruixue Liu* is a first year PhD student in Computer Science at Drexel University, interested in applying emerging interaction modes and techniques to human interaction with complex and autonomous systems and vehicles, as well as education systems. She received

her B.S in Airworthiness and Management from Beihang University in 2014.

*Reza Moradinezhad* is a first year Computer Science PhD student at Drexel University. He works at AIR Lab under Dr. Solovey's supervision. His research interests are in applications of brain-computer interfaces in virtual/augmented reality and prosthetics design, as well as their role in environments in which humans and automated systems work alongside each other.

## References

1. Daniel Afergan, Evan M. Peck, Erin Treacy Solovey, et al. 2014. Dynamic difficulty using brain metrics of workload. *Proceedings of the 32nd annual ACM conference on Human factors in computing systems - CHI '14*: 3797–3806.  
<http://doi.org/10.1145/2556288.2557230>
2. F Gao, M L Cummings, and E T Solovey. 2014. Modeling Teamwork in Supervisory Control of Multiple Robots. *Human-Machine Systems, IEEE Transactions on* 44, 4: 441–453.  
<http://doi.org/10.1109/THMS.2014.2312391>
3. A Girouard, Erin Treacy Solovey, and Robert J K Jacob. 2010. Designing a passive brain computer interface using real time classification of functional near-infrared spectroscopy. *International Journal of Autonomous and Adaptive Communications Systems* 6: 26–44.
4. Audrey Girouard, Erin Treacy Solovey, Leanne M Hirshfield, et al. 2010. From Brain Signals to Adaptive Interfaces: Using fNIRS in HCI. *Brain-Computer Interfaces Applying our Minds to Human-Computer Interaction* 0: 221–237.  
[http://doi.org/10.1007/978-1-84996-272-8\\_13](http://doi.org/10.1007/978-1-84996-272-8_13)
5. Audrey Girouard, Erin Treacy Solovey, Leanne M. Hirshfield, et al. 2009. Distinguishing difficulty levels with non-invasive brain activity measurements. *Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, 440–452.  
[http://doi.org/10.1007/978-3-642-03655-2\\_50](http://doi.org/10.1007/978-3-642-03655-2_50)
6. Leanne M. Hirshfield, Krysta Chauncey, Rebecca Gulotta, et al. 2009. Combining electroencephalograph and functional near infrared spectroscopy to explore users' mental workload. *Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, 239–247.  
[http://doi.org/10.1007/978-3-642-02812-0\\_28](http://doi.org/10.1007/978-3-642-02812-0_28)
7. Leanne M. Hirshfield, Erin Treacy Solovey, Audrey Girouard, et al. 2009. Brain measurement for usability testing and adaptive interfaces: an example of uncovering syntactic workload with functional near infrared spectroscopy. *Conference on Human Factors in Computing Systems*, 9.  
<http://doi.org/10.1145/1518701.1519035>
8. R J K Jacob, A Girouard, L M Hirshfield, et al. 2008. Reality-Based Interaction: A Framework for Post-WIMP Interfaces. *Proc. ACM CHI 2008 Human Factors in Computing Systems Conference*: 201–210.
9. Armen A Mkrtchyan, Jamie C Macbeth, Erin Treacy Solovey, Jason C Ryan, and M L Cummings. 2012. Using Variable-Rate Alerting to Counter Boredom in Human Supervisory Control. *Proceedings of the Human Factors and Ergonomics Society Annual Meeting* 56, 1: 1441–1445.  
<http://doi.org/10.1177/1071181312561406>
10. Erin T Solovey, Marin Zec, Enrique Abdon Garcia Perez, Bryan Reimer, and Bruce Mehler. 2014. Classifying Driver Workload Using Physiological and Driving Performance Data: Two Field Studies. *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, ACM, 4057–4066.  
<http://doi.org/10.1145/2556288.2557068>
11. Erin Treacy Solovey, Audrey Girouard, Krysta Chauncey, et al. 2009. Using fNIRS Brain Sensing in Realistic HCI Settings: Experiments and Guidelines. *Proc. UIST '09*, 157–166.  
<http://doi.org/10.1145/1622176.1622207>

12. Erin Treacy Solovey, Kim Jackson, and Mary Cummings. 2012. Collision avoidance interface for safe piloting of unmanned vehicles using a mobile device. *Adjunct proceedings of the 25th annual ACM symposium on User interface software and technology - UIST Adjunct Proceedings '12*, 77. <http://doi.org/10.1145/2380296.2380330>
13. Erin Treacy Solovey, Francine Lalooses, Audrey Girouard, et al. 2011. Sensing cognitive multitasking for a brain-based adaptive user interface. *Proceedings of the 2011 annual conference on Human factors in computing systems - CHI '11*, 383. <http://doi.org/10.1145/1978942.1978997>
14. Erin Treacy Solovey, Bruce Mehler, and Bryan Reimer. 2012. Brain Sensing with fNIRS in the Car. *Adjunct Proceedings of the 4th International Conference on Automotive User Interfaces and Interactive Vehicular Applications*.
15. Erin Treacy Solovey, Paul Schermerhorn, Matthias Scheutz, Angelo Sassaroli, Sergio Fantini, and Robert Jacob. 2012. Brainput: Enhancing Interactive Systems with Streaming Fnirs Brain Input. *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, 2193–2202. <http://doi.org/10.1145/2207676.2208372>