



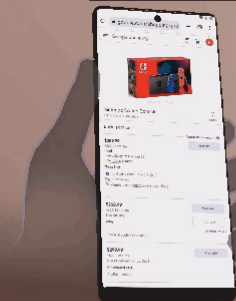
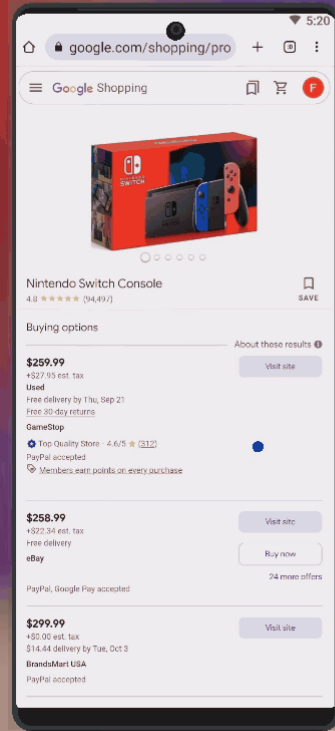
# Beyond the Phone

Exploring Phone-XR Integration through  
Multi-View Transitions for Real-World Applications

Fengyuan Zhu, Xun Qian, Daniel Kalmar, Mahdi Tayarani, Eric J. Gonzalez, Mar Gonzalez-Franco, David Kim, Ruofei Du









# Motivation



# The Integration of Personal Devices and XR





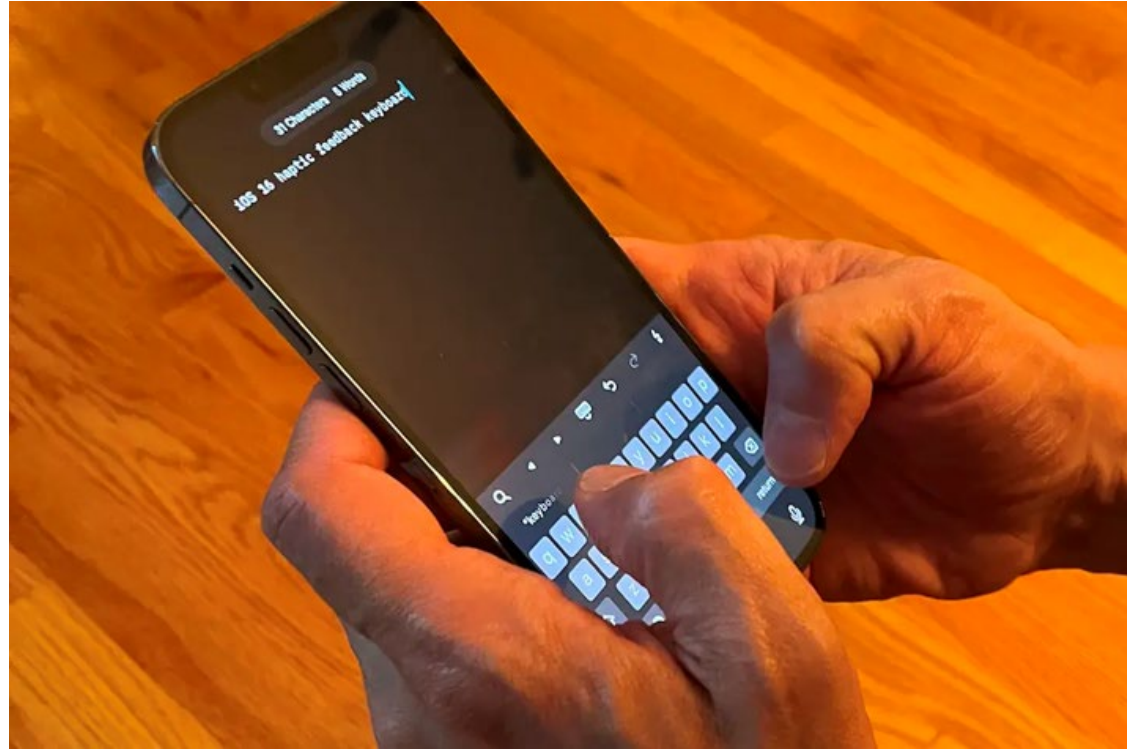
# Smartphone Advantages



External electronic organ



Haptic & precise input





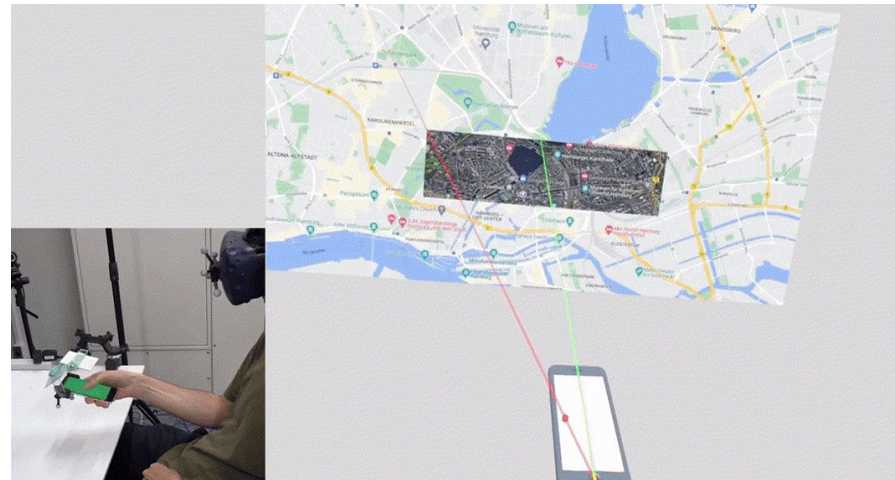
# Related works



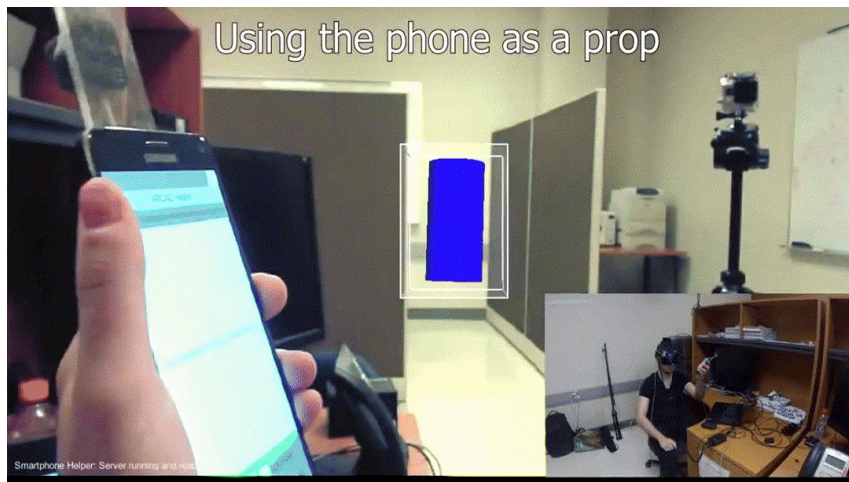
PhoneTroller CHI 2021



AboveScreen CHI 2024



DualCAD ISMAR 2016



BISHARE CHI 2020







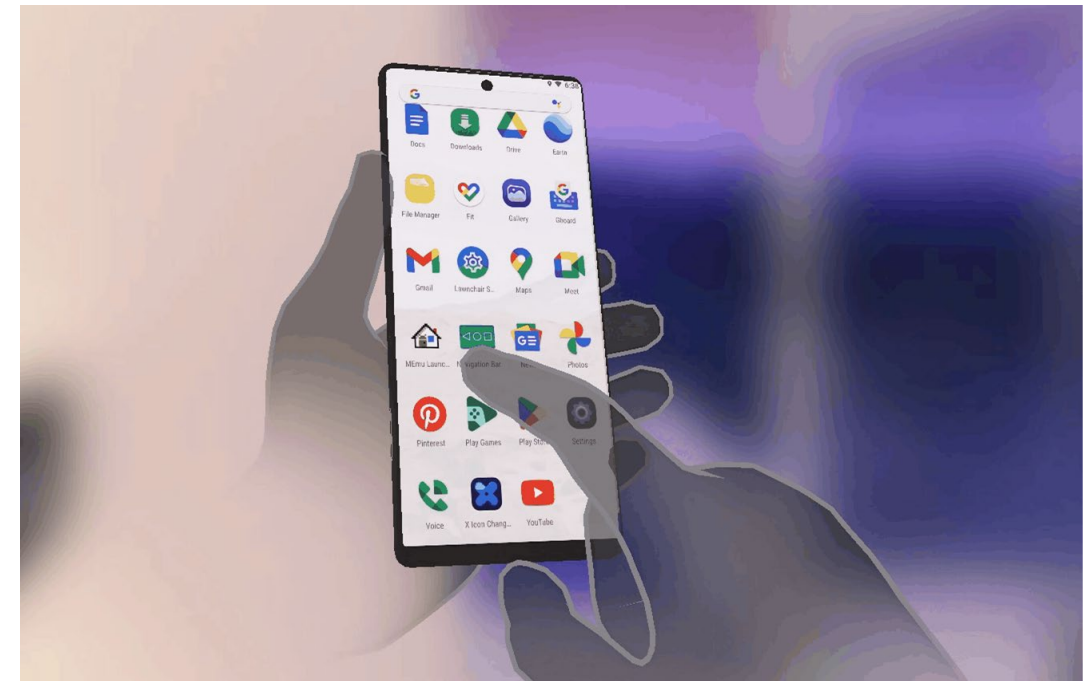
# Common Strategies for Phone-XR Integration



## Video See-Through (VST)



## Phone Mirroring







## Issues of Smartphones in XR:

1. Usability issue
2. Unclear setups
3. Mock-up vs real-world applications





## Issues of Smartphones in XR:

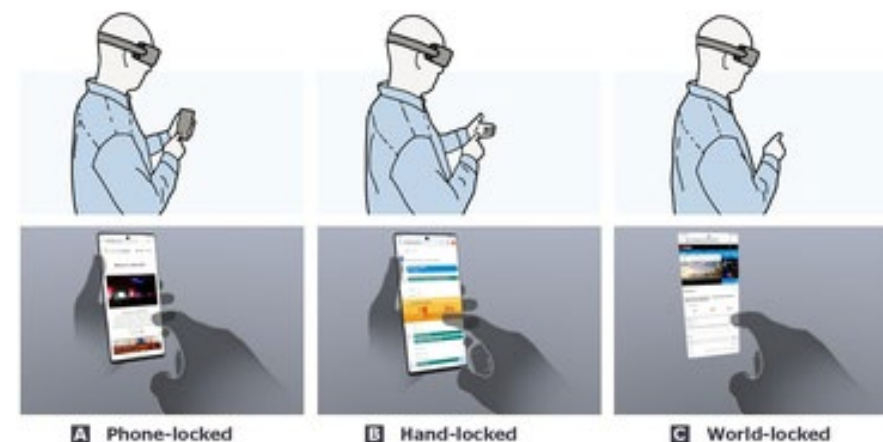
1. Usability issue
2. Unclear setups
3. Mock-up vs real-world applications





## Issues of Smartphones in XR:

1. Usability issue
2. Unclear setups
3. Mock-up vs real-world applications



PhoneInVR CHI 2024



## Issues of Smartphones in XR:

1. Usability issue
2. Unclear setups
3. Mock-ups vs real-world applications



BISHARE CHI 2020



# It's time to reshape the Phone + XR

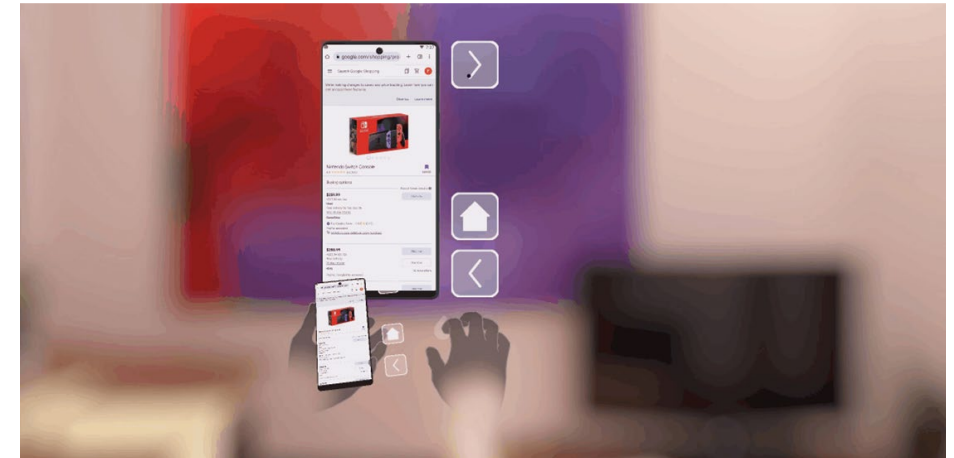
- How can we enhance **usability** and **readability** with proper view setups



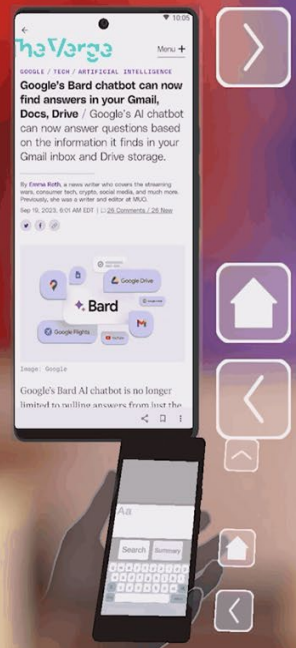


## It's time to reshape the Phone + XR

- Framework for real world applications
  - Generalizable and adaptable, won't reinventing the wheel for each app
  - Intermediate states for transition
  - Between mirroring and XR alternative
  - Controller mode should not overwrite the real app interface

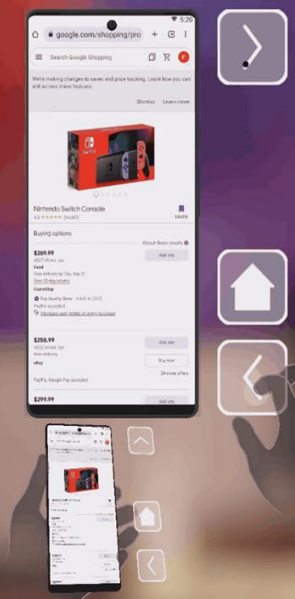
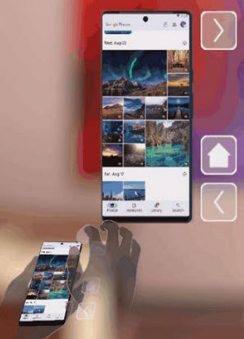






Summary:

Google's Bard AI chatbot can now search and summarize information from users' Gmail, Docs, and Drive. While privacy concerns are raised



# Design Process



# Expert Workshop



Picking representative applications

1. Exploring potential **enhancements** could be applied and **interactions**
2. Considering **interfaces** and **transitions** between different states



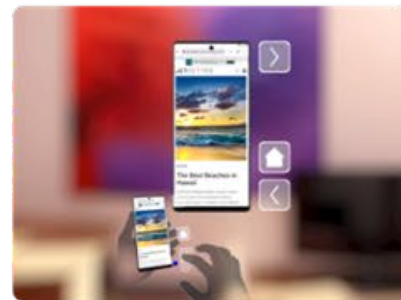


Application	Example	Pain Points on Phones	Content Visualization	Phone Interaction
<b>Web Browsing</b>	Wikipedia	<ul style="list-style-type: none"> <li>• Text readability</li> <li>• Screen size</li> </ul>	<ul style="list-style-type: none"> <li>• Expanded displays</li> <li>• Focused reading and summarization modes</li> </ul>	<ul style="list-style-type: none"> <li>• Touchpad (tap &amp; multitouch)</li> <li>• Context dependent menus</li> </ul>
<b>Collaborative Work</b>	Google Docs	<ul style="list-style-type: none"> <li>• Inconsistent layouts</li> <li>• Editing challenges</li> </ul>	<ul style="list-style-type: none"> <li>• Multiple panels for drafting, editing, revising, etc.</li> </ul>	<ul style="list-style-type: none"> <li>• Keyboard (typing)</li> <li>• Touchscreen for markups</li> </ul>
<b>Photo Browsing</b>	Google Photos	<ul style="list-style-type: none"> <li>• Screen size</li> </ul>	<ul style="list-style-type: none"> <li>• Immersive gallery</li> <li>• Panoramic views</li> </ul>	<ul style="list-style-type: none"> <li>• Spatial (raycast)</li> <li>• Editing palette</li> </ul>
<b>Video Watching</b>	YouTube	<ul style="list-style-type: none"> <li>• Screen size</li> <li>• Environment distractions</li> </ul>	<ul style="list-style-type: none"> <li>• Immersive cinema view</li> <li>• Extended device screen</li> </ul>	<ul style="list-style-type: none"> <li>• Intuitive video scrubbing</li> </ul>
<b>Shopping</b>	Amazon	<ul style="list-style-type: none"> <li>• Lack of 3D and in-situ visualizations</li> </ul>	<ul style="list-style-type: none"> <li>• 3D in-home gallery view</li> <li>• Color/style palette</li> </ul>	<ul style="list-style-type: none"> <li>• Spatial (placement &amp; manipulation)</li> </ul>
<b>Communication</b>	FaceTime	<ul style="list-style-type: none"> <li>• Limited embodiment</li> <li>• Transcription &amp; augmentation</li> </ul>	<ul style="list-style-type: none"> <li>• 3D avatar views</li> <li>• Summarization views</li> </ul>	<ul style="list-style-type: none"> <li>• Keyboard (typing)</li> </ul>
<b>Navigation</b>	Google Maps	<ul style="list-style-type: none"> <li>• Lack of 3D visualization</li> <li>• Screen size</li> </ul>	<ul style="list-style-type: none"> <li>• 3D Overlays</li> <li>• Earth view</li> </ul>	<ul style="list-style-type: none"> <li>• Touchpad (tap &amp; multitouch)</li> <li>• Context dependent menus</li> </ul>
<b>Social Media</b>	Twitter	<ul style="list-style-type: none"> <li>• Text readability</li> <li>• Screen size</li> </ul>	<ul style="list-style-type: none"> <li>• Embodied content</li> <li>• Immersive videos</li> </ul>	<ul style="list-style-type: none"> <li>• Keyboard (typing)</li> </ul>

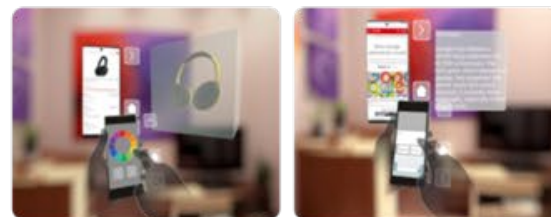
## Display Enhancements



Mirrored View



Magnified View

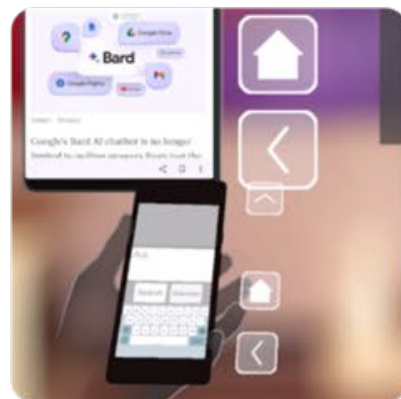


Augmented Views

## Phone Interfaces



Mirrored Interface



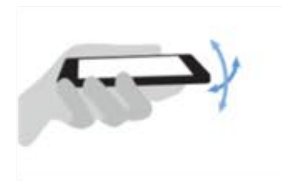
Tailored Interface



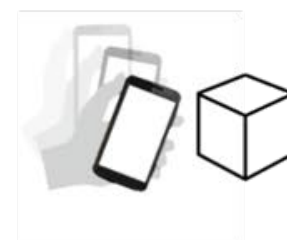
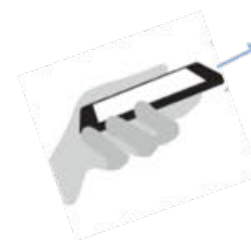
## Interactions



Touch Input



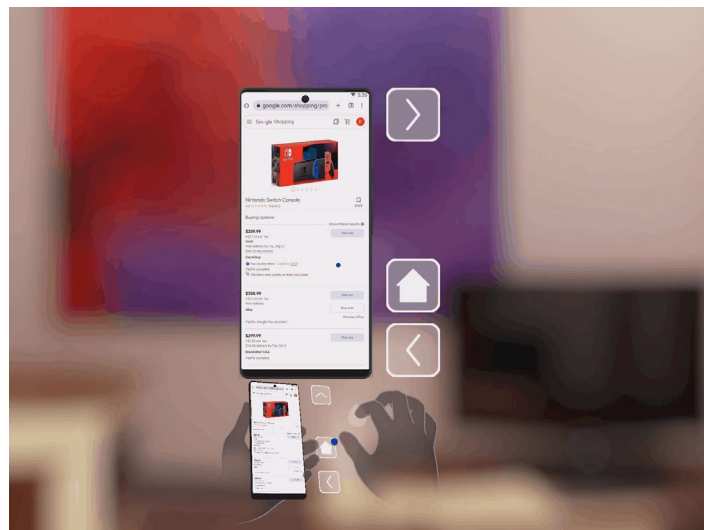
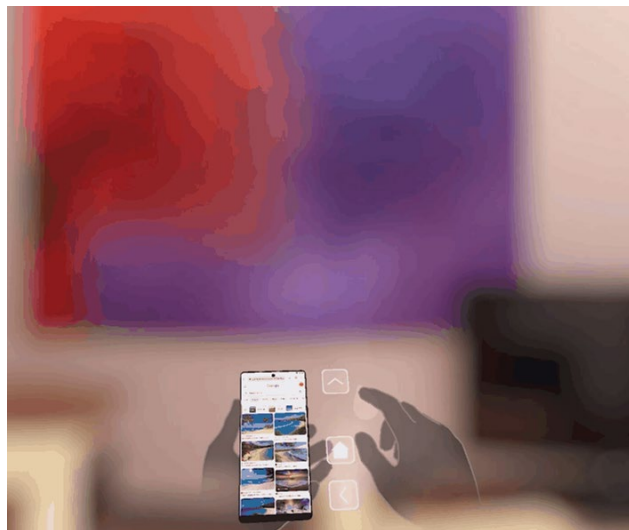
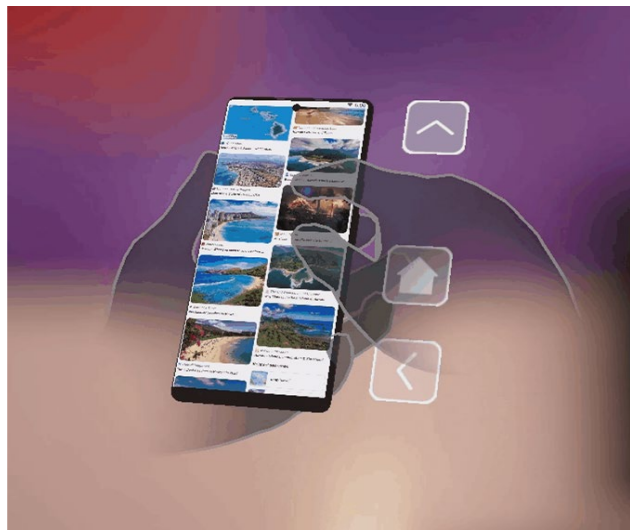
Spatial Input



Spatial Relations

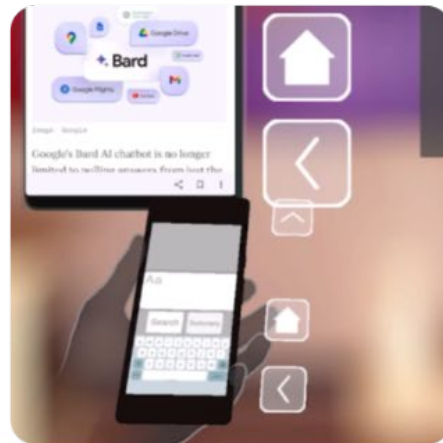


# Display Enhancements

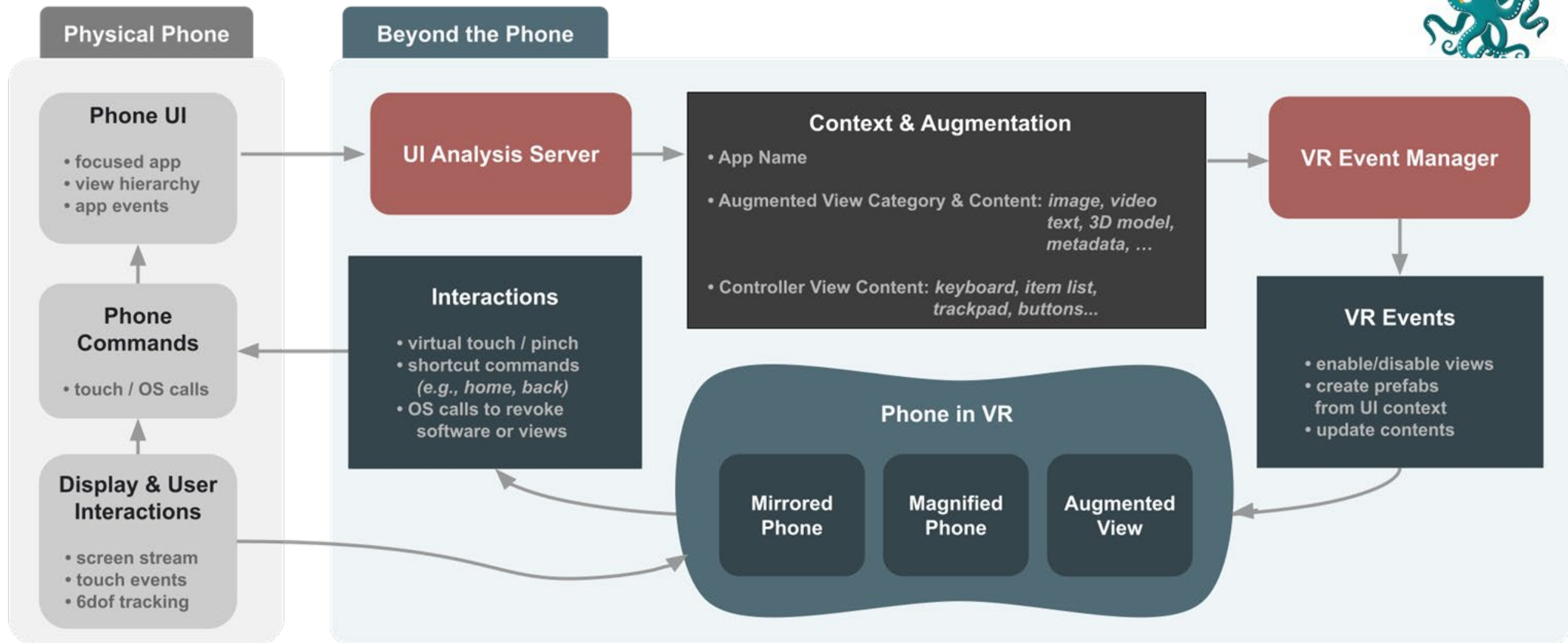


Augmented Views

# Phone Interfaces



# Implementations





App Name: Google Shopping  
 Augmented View: 3D Model → Nintendo Switch  
 Controller View: item list (product name, price, etc)

Physical Phone

Phone UI

- focused app
- view hierarchy
- app events

Beyond the Phone

UI Analysis Server

Context & Augmentation

- App Name
- Augmented View Category & Content: *image, video, text, 3D model, metadata, ...*
- Controller View Content: *keyboard, item list, trackpad, buttons...*

XR Event Manager

XR Events

- enable/disable views
- create prefabs from UI context
- update contents

Interactions

- virtual touch / pinch
- shortcut commands (e.g., *home, back*)
- OS calls to revoke software or views





# Separate Haptic and Phone UI



## Prototype purposes

- Physical phone for **touching** and **tracking**
- The phone UI in XR is **re-rendered**



# Applications



(a) web browsing with desktop views



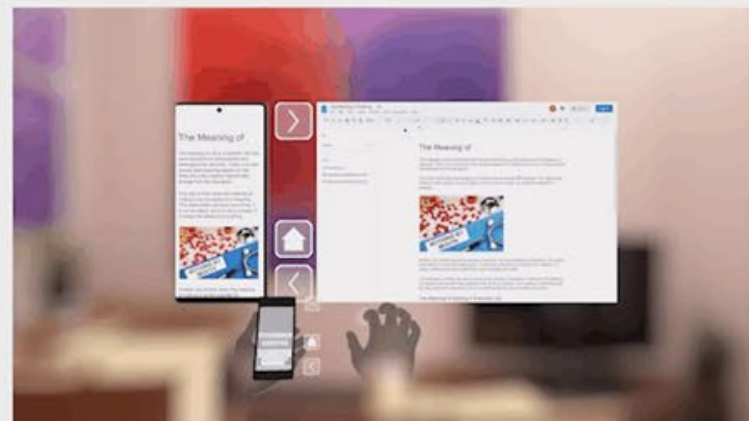
(b) news reading with summarization



(c) reviewing photos with immersive views



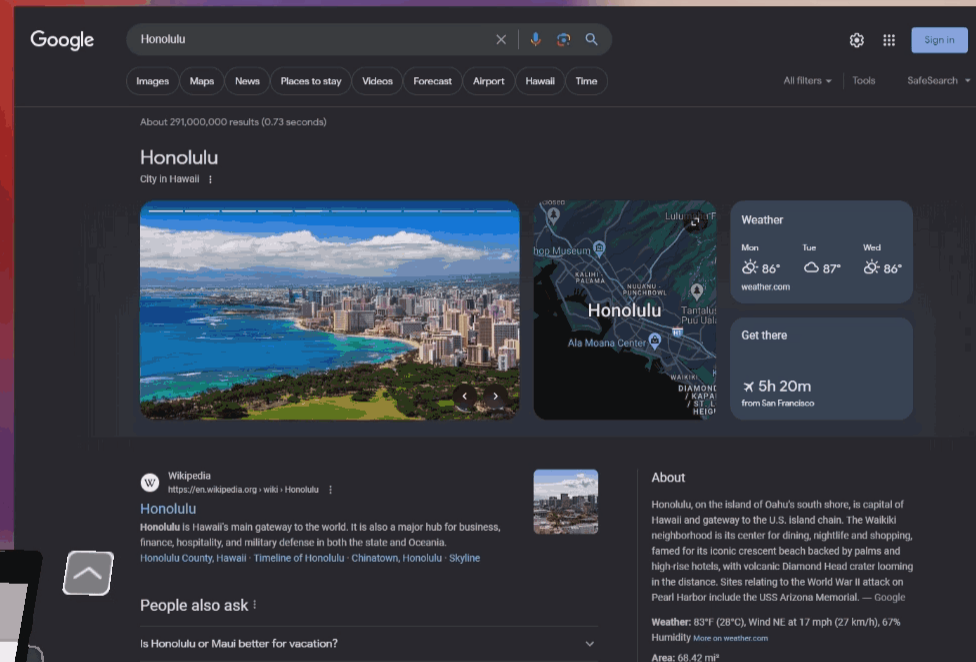
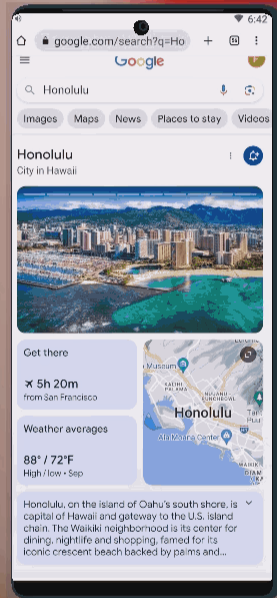
(d) video watching with media controls

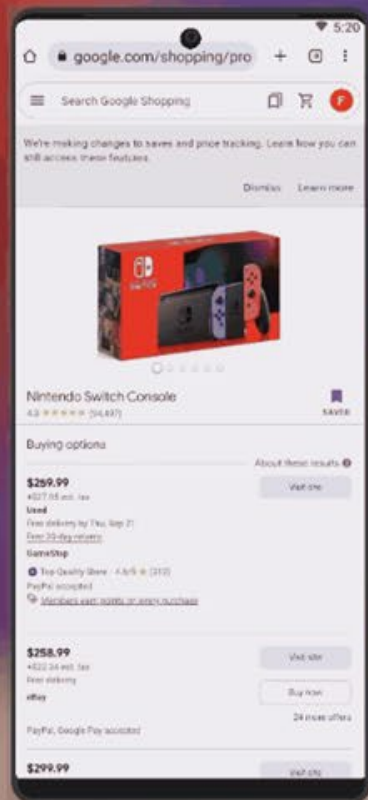


(e) document editing with format controls



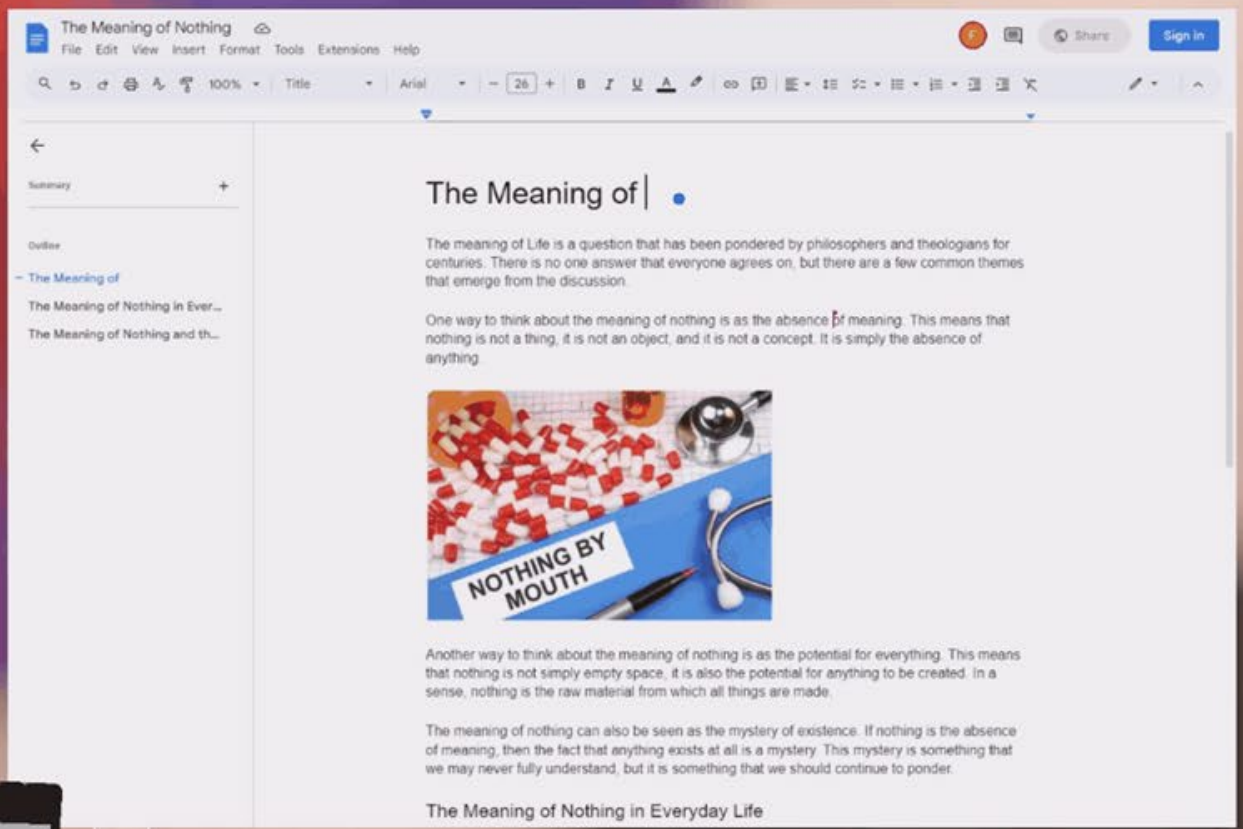
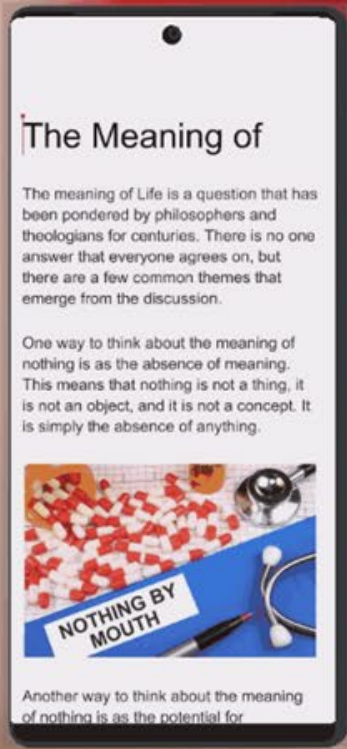
(f) shopping with color palette & 3D views

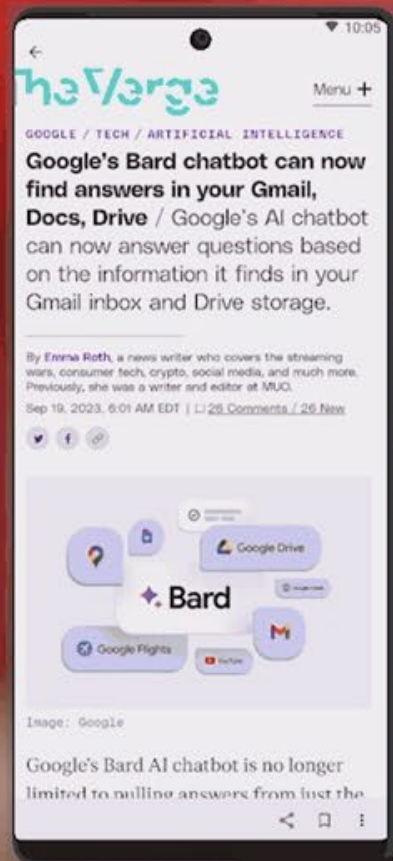












Summary:

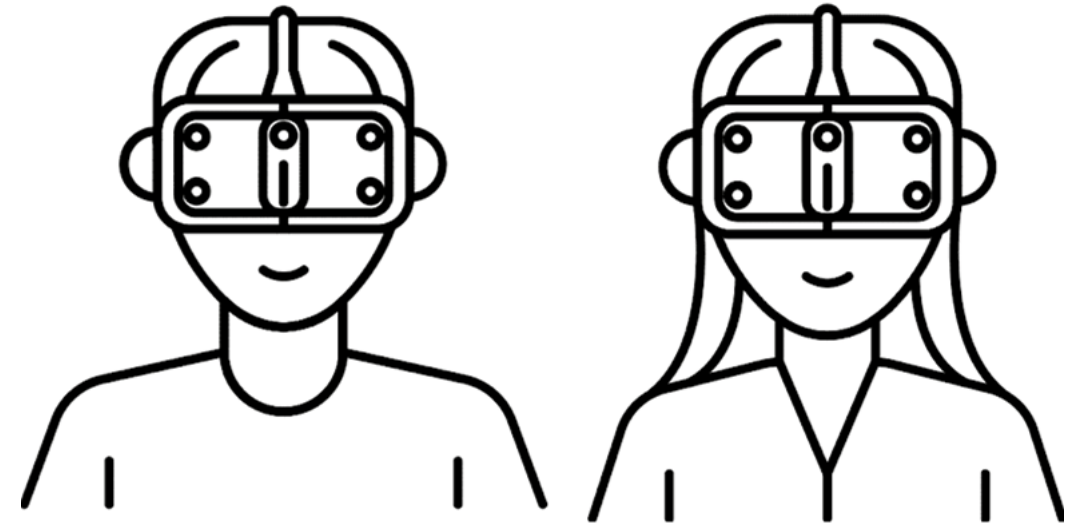
Google's Bard AI chatbot can now search and summarize information from users' Gmail, Docs, and Drive. While privacy concerns are raised

# Validations

# User Study



- Recruit Experts to avoid novice effect
- Evaluate **preference** and **coherence** across views
- Evaluate **strength** and **weakness**

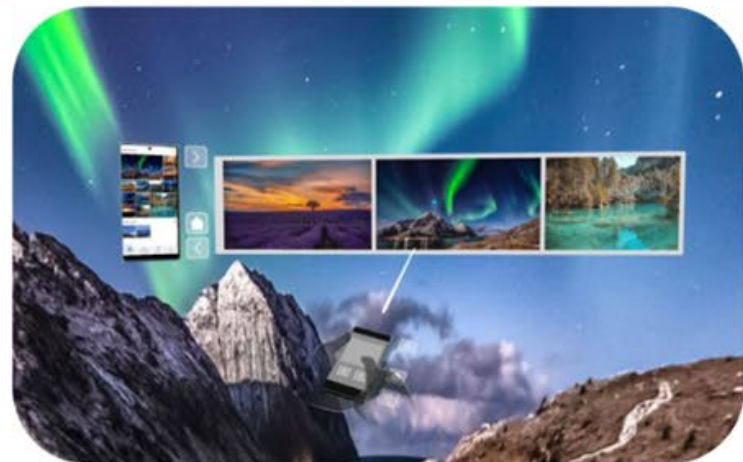




(a) web browsing with desktop views



(b) news reading with summarization



(c) reviewing photos with immersive views



(d) video watching with media controls



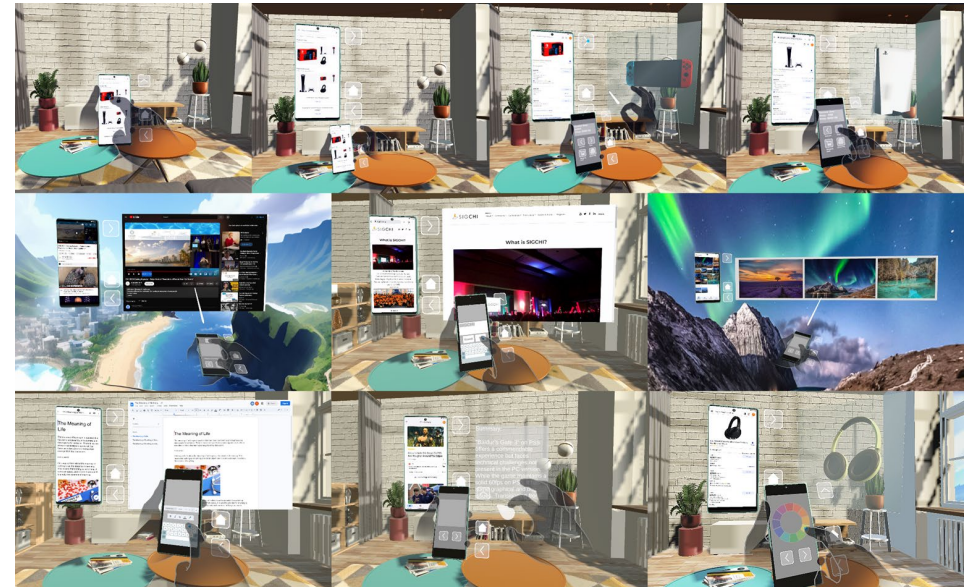
(e) document editing with format controls



(f) shopping with color palette & 3D views

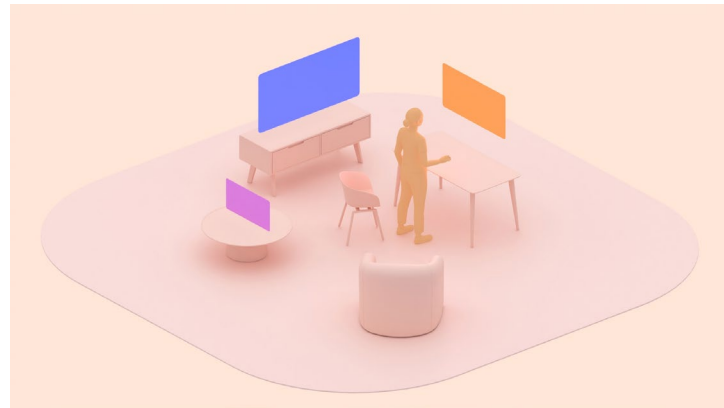
# Findings

- Preference between magnified and augmented varies
  - 3D & Interaction types
- Interview Results
  - Overarching positive feedback on Immersion, spatially enriched content, legibility and enhanced usability.
  - Challenges with juggling co-existing views
    - Single view
    - Customizable interface
    - Controller interface

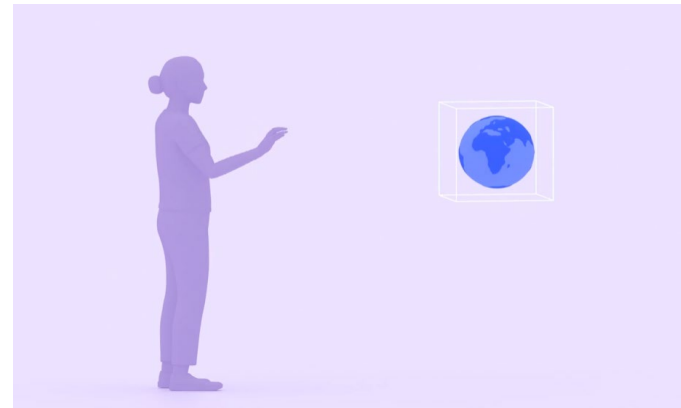




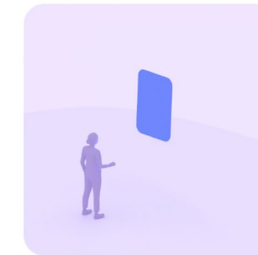
# Future Directions



More apps, more states

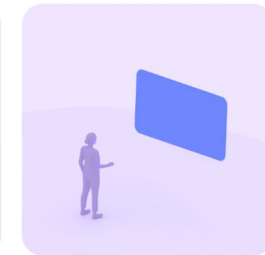


Real-time generated content



**XR-compatible mobile app**

Reach users on XR devices with your existing [compatible](#) mobile apps. No changes required.



**XR-compatible large screen app**

Adaptive layouts ensure your app works across devices. Existing [large screen apps](#) are optimized for XR. No changes required.



**XR-differentiated app**

Take advantage of [spatial panels](#), [3D models](#), and [spatial environments](#) to design an immersive experience. Or use Unity, OpenXR, or WebXR to build a fully customized immersive experience.

Go beyond phone applications

Thanks!





# Beyond the Phone

Exploring Phone-XR Integration through  
Multi-View Transitions for Real-World Applications

Fengyuan Zhu, Xun Qian, Daniel Kalmar, Mahdi Tayarani, Eric J. Gonzalez, Mar Gonzalez-Franco, David Kim, Ruofei Du

