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# WatchIt: Simple Gestures for Interacting with a Watchstrap

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**Abstract**

We present WatchIt, a new interaction technique for wristwatch computers, a category of devices that badly suffers from a scarcity of input surface area. WatchIt considerably increases this surface by extending it from the touch screen to the wristband. The video shows a mockup of how simple gestures on the external and/or internal bands may allow the user to scroll a list (one-finger slide), to select an item (tap), and to set a continuous parameter like the volume of music playing (two-finger slide), avoiding the drawback of screen occlusion by the finger. Also shown is the prototype we are currently using to investigate the usability of our new interaction technique.

**Author Keywords**

Digital jewelry; wearable computing; watch, watchstrap; watchband; watch bracelet; input.

**ACM Classification Keywords**

H.5.2 [Information interfaces and presentation]: User Interfaces – Input Devices and Strategies;

**General Terms**

Human Factors.