

# SUPPORTING COGNITIVE AND CREATIVE WORK IN VR WITH EMBODIED NOTES: GESTURES, BUTTONS, OR RAYCASTING?

Monsurat Olaosebikan, Lenore Cowen, and Orit Shaer.

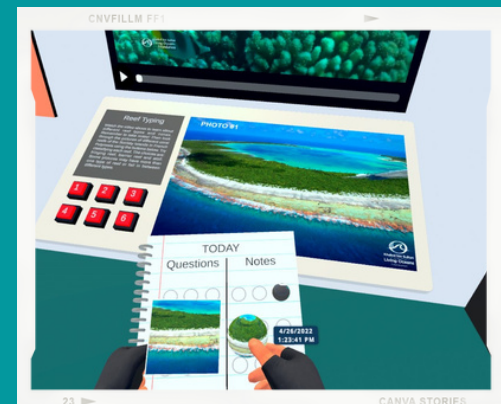
In this demo, we show Embodied Notes, a multi-modal embodied note-taking system for VR work environments. We designed and developed three interaction techniques for Embodied Notes: controller gestures where interactions with notes are primarily gesture-based, controller buttons where interactions with notes are primarily button based, and controller raycasting where interactions with notes are primarily through a menu and raycasting. We demonstrate the system within the context of exploring scientific coral reef data.



Users can take a picture, record an audio note, and delete unwanted notes



Users move through three different stations to take notes on coral reefs



Notes can be stored and organized in a virtual notebook for later retrieval

