



Logging in Visualizations: Challenges of Interaction Techniques Beyond Mouse and Keyboard

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Towards Combining Mobile Devices for Visual Data Exploration.

R. Langner, T. Horak, R. Dachzelt. VIS '16.

VIS₂₀₁₆

Poster @ K-03



Supporting Graph Exploration Tasks on Display Walls Using Spatially-Aware Mobile Devices.

U. Kister, K. Klamka, R. Dachzelt. VIS '16.

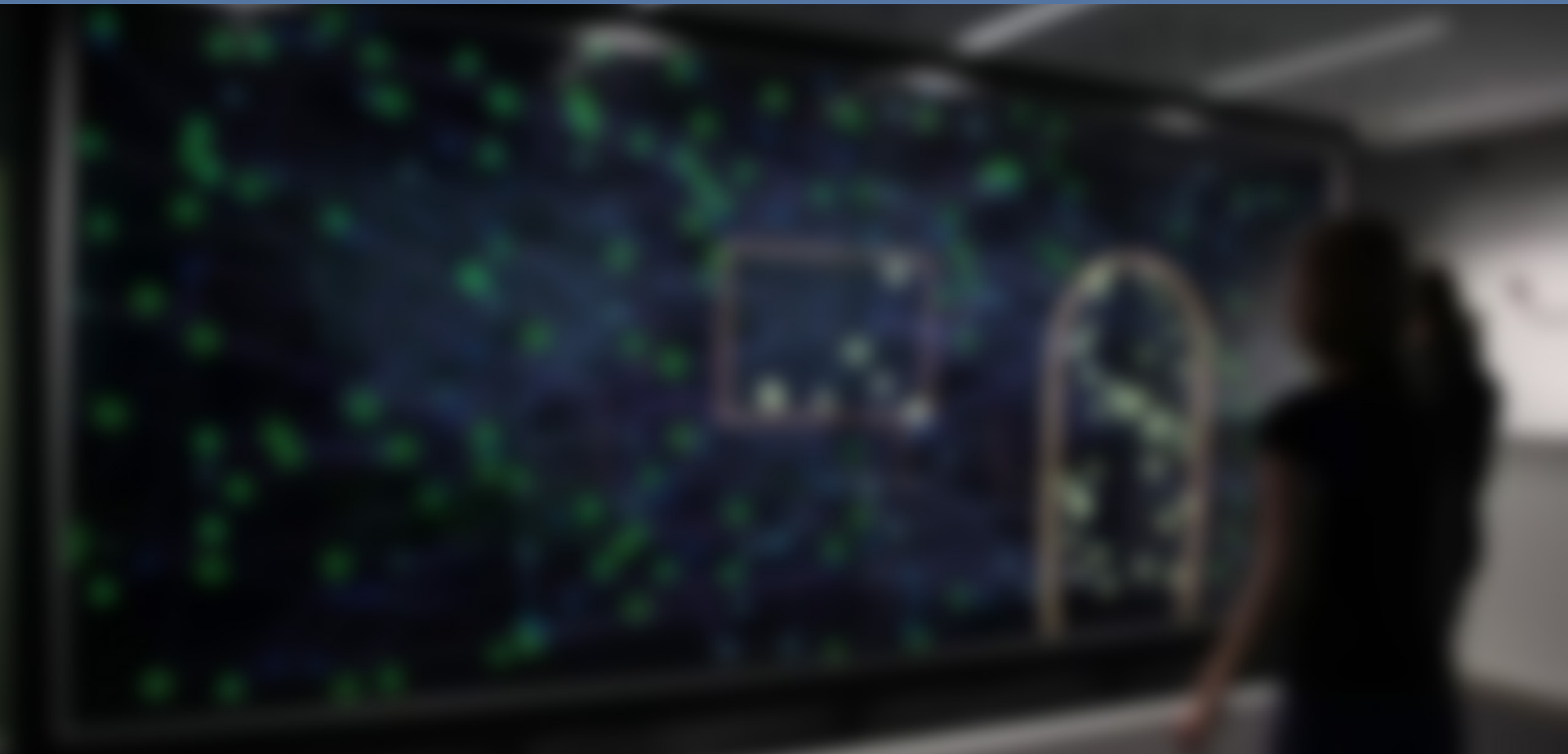
VIS₂₀₁₆

Poster @ K-04



BodyLenses – Embodied Magic Lenses and Personal Territories for Wall Displays.

U. Kister, P. Reipschläger, F. Matulic, R. Dachzelt. ITS '15.



What data can be logged?

#1

Device or body position, orientation, and characteristics.

#2

Continuous, gestural, and multi-modal inputs.

#3

Combination or relations between multiple views.

Issues of Input Streams

#1

The number of input streams increases.

#2

The input streams are more distributed.

#3

The input streams are high-frequency.

#4

The input streams can incorporate noise.

Making Sense of those Logs

#1

How can we visualize spatial interaction?

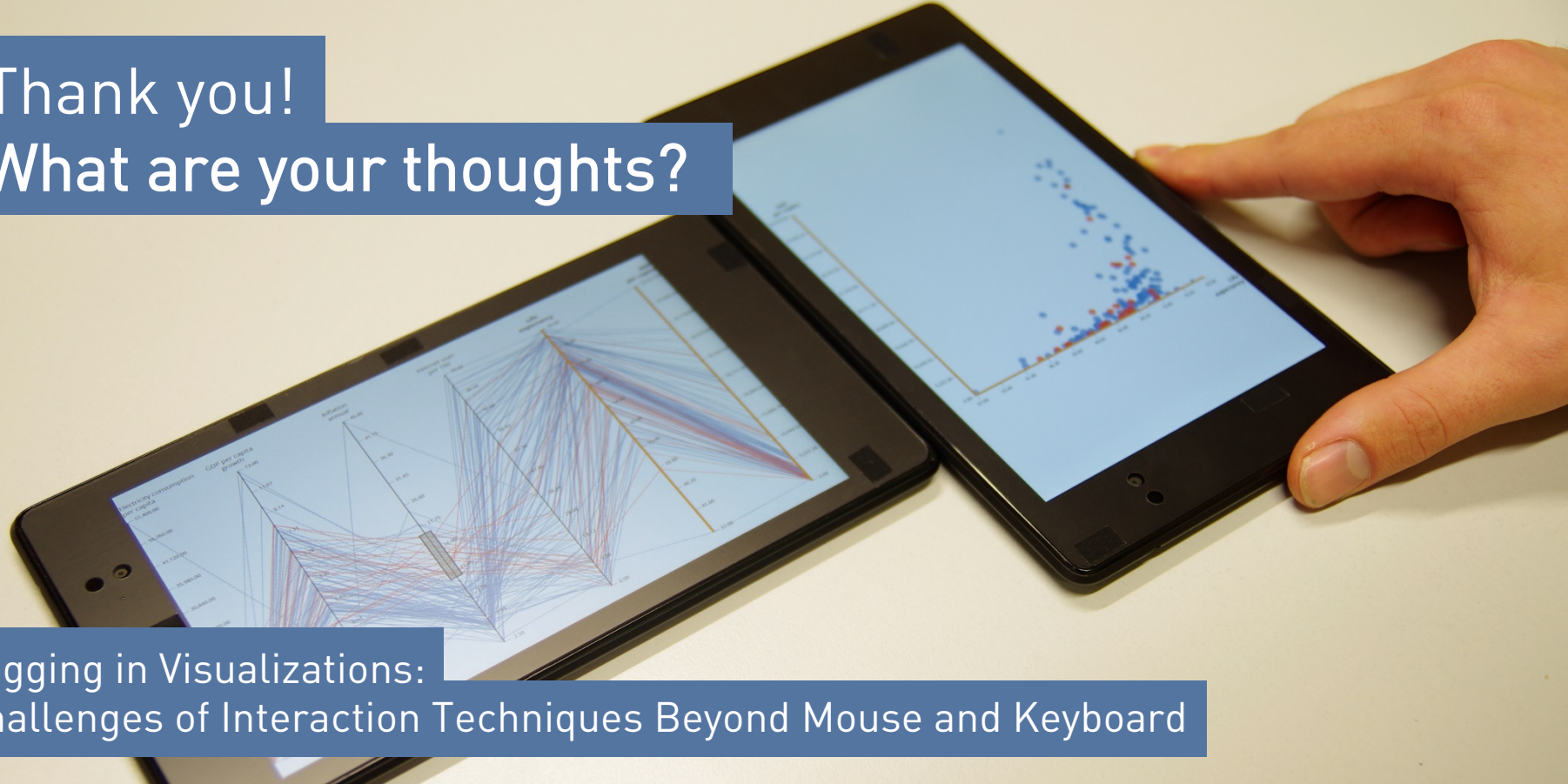
#2

Are we able to log all required data with the systems?

#3

Can we replay the interaction in 1st-person perspective?

Thank you!
What are your thoughts?



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