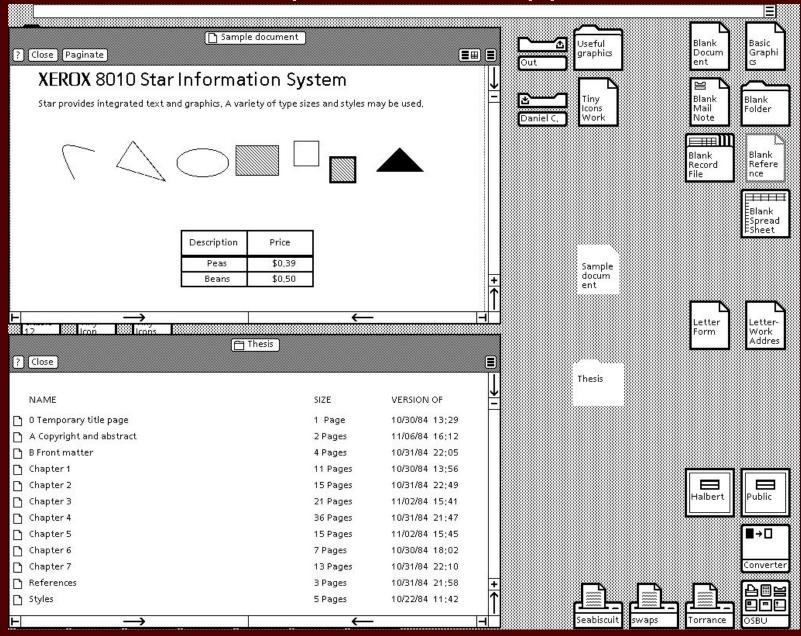
### Desktop GUIs and Applications



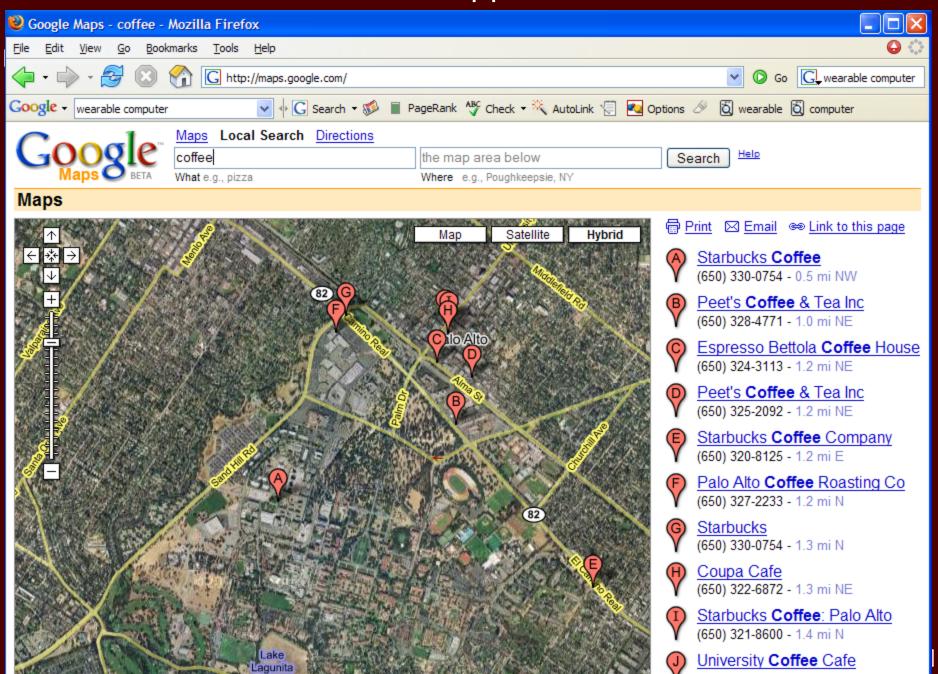
# Pointing Devices



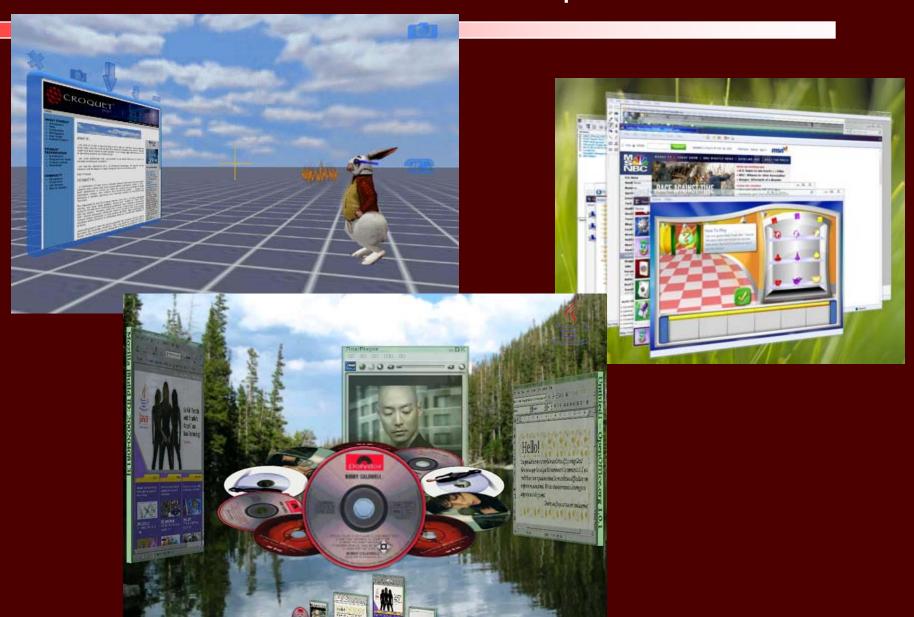
## Desktop GUIS and applications



#### Web Applications



# 3D Desktops



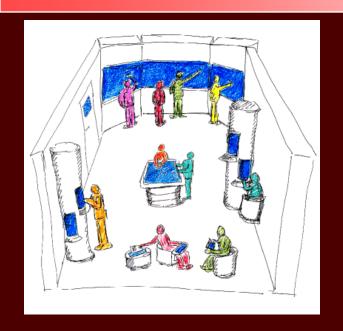
#### Mobile Devices



#### Pen-based Interaction



## Interactive Workspaces





# Display Walls



## The Office of the Future



## Tabletop interaction



## Tangible Interaction



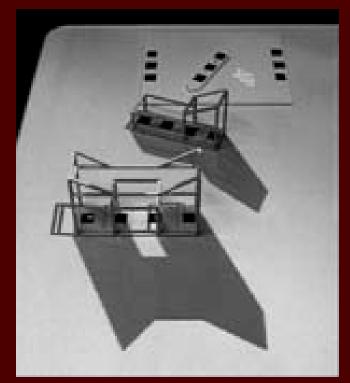






## Augmented Reality





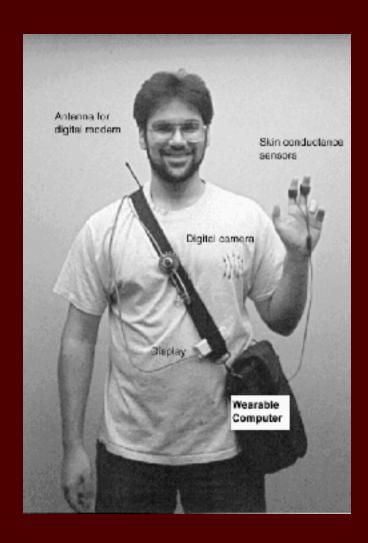
John Underkoffler Tangible Media Group Mit Media Lab

# Wearable Computers

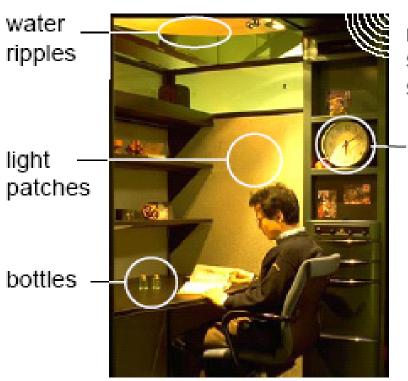








#### **Ambient Information**

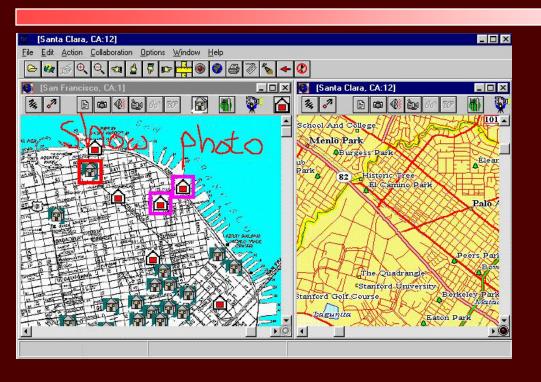


natural soundscapes

clock



### Voice and Multimodal Interaction





### **Embodied Interaction**





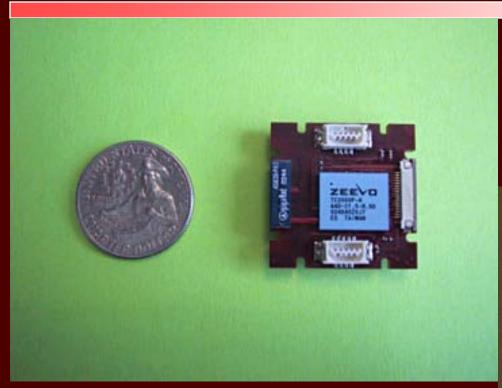


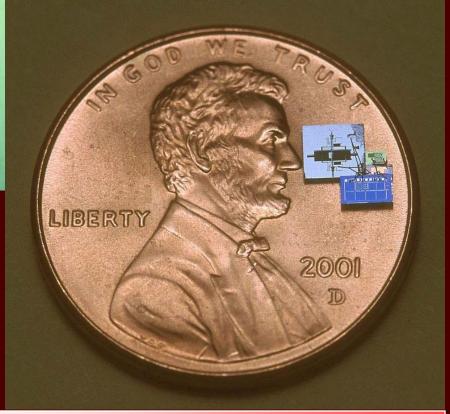


# Virtual Reality



### Sensor Networks



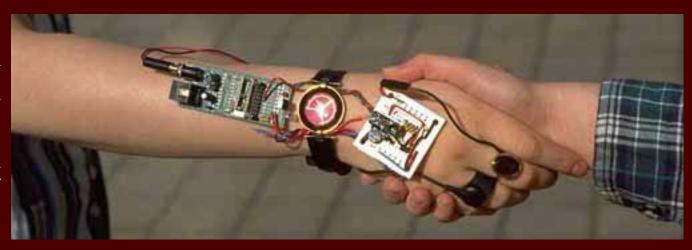


## Sensing Affect



Blood Volume Pressure (BVP) earring

Galvanic Skin Response (GSR) rings and bracelet



# Cyborgs

