

Tangible User Interfaces... (TODO)

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Abstract

In this paperl compare and analyze different Tangible User Interfaces. TUIs move away from the common input devices like mouse and keyboard and towards a direct interaction with physical objects in order to make the operation with devices more natural. This includes for example the handling of physical objects on tabletops, projections of information onto pieces of paper or using additional devices to get more detailed data. The examples we are going to cover in this paper include applications in architecture, information visualization and learning tools.

CR Categories: K.6.1 [Management of Computing and Information Systems]: Project and People Management—Life Cycle; K.7.m [The Computing Profession]: Miscellaneous—Ethics

Keywords: radiosity, global illumination, constant time TODO

1 Introduction

In common user interfaces the interaction is limited to indirect input methods such as mouse and keyboard. A more natural way of interaction would be to be able to directly touch and manipulate the objects of interest. One of the main goals in using Tangible User Interfaces is to combine visualization of data with direct interaction.

In this paper we first give a general overview on how Tangible User Interfaces (TUI) work and what the main challenges are.

In the next section we will give some examples of TUI and describe how some of the challenges can be solved.

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2 tuis in general

3 examples

4 discussion

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