## Research Question:

1. Investigating user acceptance and usability in the context of a deployed combination of mobile devices and public displays. Identify dimensions for users deciding whether to use a public display or not, and discuss implications for the design of such systems.[1]
2. What are the advantages and disadvantages of ***structure input*** in a Thank You display? How was such Thank You board appropriated for other purposes? How do communal norms of use emerge? [2]
3. Provides Interaction techniques to be used for creating and exchanging content with public display [3]
4. Public display game design to encourage participation among strangers in public spaces [4] [6].
5. Understanding (attention, content attractiveness, time and social settings, and invited interaction) how users interact with real world deployments of interactive (gesture-based) public displays [5].
6. Design a single display to serve the dual role of public ambient or personal focused display depending on individual’s level of attention, and relationship of available information to current individual [7].
7. Notify passers-by of the interactive affordances of the display, and entice them to approach the device and begin interaction [8].
8. **Providing a comprehensive guide for designers and developers of interactive multimedia on public displays [9].**
9. **Provide a set of guidelines for researchers and practitioners alike to be applied when evaluating public displays [10].**
10. Derive a system to present content to passing-by users of very large displays [11].
11. Detect intention from foot patterns for context-aware public displays [12].
12. Summarized 13 Lessons learned from public display deployment [13].
13. Design a multi-touch interface with multiple 3D widgets (worlds) to support parallel interactions at a public display [14].
14. Collect users’ behavior to estimate ***level of attention*** and ***interest***, and adapt interface to provide more rewarding experience [15] [16].
15. How to attract and sustain participation while avoiding the social apprehension [17].
16. How to evaluate public ambient displays? – Viewing ambient displays as features of a broader social setting may aid their evaluation [18].
17. Provide different form of public display to alleviate 3 limitations: ***1) noticing display, 2) motivation to interact, and 3) collaborative interaction [19]***.
18. PuReWidgets, a programming toolkit to support the interaction process across multiple display systems without considering the specifics of what interaction modality will be used on each particular display [20].

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