## 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. ??
3. Provides Interaction techniques to be used for creating and exchanging content with public display.[3]
4. Game design to encourage participation in Public display.[4]
5. Understanding of how users interact with real world deployments of gesture based public displays.[5]
6. Design highly visible interactive games to promote social interaction amongst the public and offer the possibility of improving the quality of public spaces.[6]
7. 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]
8. Notify passers-by of the interactive affordances of the display, and entice them to approach the device and begin interaction.[8]
9. Providing a comprehensive guide for designers and developers of interactive multimedia on public displays. [9]
10. Provide a set of guidelines for researchers and practitioners alike to be applied when evaluating public displays. [10]
11. Derive a system to present content to passing-by users of very large displays. [11]
12. Detect intention through foot patterns for researchers designing context-aware public displays.[12]
13. Summarized 13 Lessons learned from public display deployment.[13]
14. Design a multi-touch interface with multiple 3D widgets (worlds) to support parallel interactions at a public display.
15. Collect users’ behavior to estimate level of attention and interest, and adapt interface to provide more rewarding experience.[15]
16. To capture passerby’s distance and orientation to infer their interest and attention, and tune content to lead the passerby into a more attentive stage.[16]
17. Design an interactive installation to attract and sustain participation while avoiding the social apprehension.[17]
18. Presents a non-intrusive in situ evaluation for an ambient light public display. Argues that viewing ambient displays as features of a broader social setting [18]
19. Provide different form of public display to alleviate 3 limitations:1) noticing display. 2)motivation to interact. 3)collaborative interaction.[19]
20. 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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