

RADBOD UNIVERSITY, NIJMEGEN



ADVANCES IN HUMAN-COMPUTER INTERACTION

Building with the LEAP

The use of the LEAP-motion for building virtual block structures.

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Abstract

abstract

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1 Introduction

1.1 LEAP-motion (Jasper)

Hier ook iets over de perceptive components van de LEAP

1.2 Interaction patterns (Janne)

Ik stel voor dat we in dit stukje ook het stukje over GOMS doen, dus meteen de interaction patterns ‘analyseren’ (eventueel in een subsubsection, maar dat mag de auteur zelf weten)

1.3 Research question (Annet)

This study aims to answer two research questions:

1. Can we make an interface with the LEAP-motion to build a particular virtual block structure out of separate blocks?
2. Does the LEAP-motion improve the task of building virtual block structures with respect to likeability, usability, acceptability, accuracy, and speed, in comparison to a mouse and keyboard interface?

In order to answer these questions two interfaces were build to build virtual block structures. First one with the LEAP-motion and then one with a mouse and keyboard. Then a usability study was done.

2 Methods

2.1 Description of the system (Annet)

2.2 Implementation details (verschilde mensen per subsectie)

Hier ook duidelijke de design choices proberen te verklaren. Vergeet ook niet om als het nodig is onderscheid te maken tussen LEAP interactie en keyboard-muis interactie.

2.2.1 Environment (Sil)

2.2.2 Grab (Annet)

2.2.3 Rotate (Jasper)

2.2.4 Experimentor interface (Sil)

2.3 Experimental design (Janne)

3 Results (Mike)

4 Discussion (Mike)

5 Conclusion (Annet)