Poster Abstract Form

Student Research Showcase 2014

Abstracts due: Thursday, August 7, 2014 @ 4pm

Please note: Late submissions will not be accepted

Please fill out ALL fields. Any missing information may result in incorrect registration.

Poster presenter (there must be only one person identified in this role for registration purposes)	
First Name:	Kalev
Last Name:	Kalda Sikes
Email:	kalev.sikes@uoit.net
Faculty:	Computer Science
Faculty Supervisor's Name:	Dr. Christopher Collins
Poster information	
Poster Title:	The Simple Multi-Touch Toolkit for Processing
List the names of additional student team members named on your poster (separate the team members with a comma):	
Team Members:	
Number of team members attending lunch(including presenter): 1	

Abstract

Provide an abstract describing your research project. Abstracts must be no longer than 1250 characters and must include the following information:

- Research objective(s) – what was the purpose of the research project?
- Research methods – how did you carry out the research?
- Research outcomes (if known) – how has your research addressed a "problem" or issue of importance and what solution may have been found or identified?

Potential impact of research – who will benefit from the research? How will they benefit?

The realm of multi-touch computing is generally restricted to experts. Current toolkits require a large amount of background knowledge in Java, C#, and various other technologies. Despite the fact that multi-touch user interfaces are increasingly more ubiquitous, they remain inaccessible to novices and typically require a large amount of development overhead. We've created the Simple Multi-Touch Toolkit for Processing, or SMT for short, to fix that.

SMT is a simple and flexible library for multi-touch user interface prototyping. It supports all major OSs and common input devices. It takes just a few minutes to install, and just a few more to learn the basic concepts. My personal contributions to SMT include refactored internals and API, improved visuals, some new pre-made UI elements, creation of a formal release process, a large amount of documentation, a suite of tutorials, as well as user support. We've completed an evaluation study of SMT, and are currently working on its analysis.

SMT is currently being used as a research aid and for teaching in multiple universities. Additionally, it has made touch computing accessible to students, artists, and hobbyists.

Note: No tables or electrical outlets will be available for presenters.