

Spatial memory, embodied thinking,  
computer vision projection application or  
Exploring cognition and interaction in a  
spatial and physicalised computer  
environment.

Louis James

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Thanks to my family, Florent, Chudleigh dwellers, Jamie ...

# Abstract

This project...

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## Chapter 1

# Introduction

## Chapter 2

# Background

The motivation for this project stems in part from a feeling of frustration in how working on computers can often be a constricted affair and a pondering over how we might expand the *keyboard-mouse-monitor* model to improve the utility of computers regarding our own perceptive abilities. How might a spatial and more *haptic* environment for interaction create an improved space for thinking with computers as well as our physical health.

### 2.1 Dynamic land

### 2.2 Paper programs - open source

### 2.3 Sage digital research

### 2.4 Design of everyday things??

## Chapter 3

# Specification and context

## Chapter 4

# Project in depth



## Chapter 5

# Creative process

## Chapter 6

# Debugging and problem solving

## Chapter 7

# Evaluation and Conclusions

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# Appendix