# Literaturverzeichnis

## Änderungsgeschichte

|  |  |  |  |
| --- | --- | --- | --- |
| Datum | Version | Änderung | Autor |
| 08.03.2012 | 1.0 | Erste Version des Dokuments | CH |
| 16.05.2012 | 1.1 | Microsoft Webseiten | CH |
| 22.05.2012 | 1.2 | MEF Webseiten Microsoft | DT |
| 29.05.2012 | 1.3 | Zitierung Buch, ACM und IEEE | LE |

## Literaturverzeichnis

|  |  |
| --- | --- |
| [eilbrecht07] | Karl Eilbrecht, Gernot Starkte, Patterns kompakt, Entwurfsmuster für effective Software-Entwicklung, 2. Auflage, Spektrum Verlag, ISBN-13: 978-3-8274-1591-2, 2007 |
| [elmer11] | Lukas Elmer, Christina Heidt, Delia Treichler, „Project Flip 2.0“,  <http://eprints3.hsr.ch/220/>  letzter Zugriff: 13.04.2012 |
| [hsr2011] | Hochschule für Technik Rapperswil (HSR), Corporate Design |
| [matsushita03] | Matsushita, N. and Rekimoto, J. HoloWall: designing a finger, hand, body, and object sensitive wall. In Proc. UIST 2003, ACM Press (2003), New York, 159–168.  <http://dl.acm.org/citation.cfm?id=263549> |
| [microsoft06] | Microsoft Corporation,„Windows Vista Display Driver Model,  <http://msdn.microsoft.com/en-US/library/aa480220.aspx>  letzter Zugriff: 16.05.2012 |
| [microsoft10] | Microsoft Corporation, Kinect Skeletal Tracking,  <http://www.microsoft.com/about/technicalrecognition/Kinect-Skeletal-Tracking.aspx>,  letzter Zugriff: 05.06.2012 |
| [microsoft12] | Microsoft Corporation, Windows 2000 Display Driver Model (XDDM) Design Guide,  <http://msdn.microsoft.com/en-us/library/windows/hardware/ff570584%28v=vs.85%29.aspx>  letzter Zugriff: 16.05.2012 |
| [microsoft12.1] | Microsoft Corporation, MEF Community Site,  <http://mef.codeplex.com/>  letzter Zugriff: 22.05.2012 |
| [microsoft12.2] | Microsoft Corporation, Documentation for MEF,  <http://mef.codeplex.com/documentation>  letzter Zugriff: 22.05.2012 |
| [microsoft12.3] | Microsoft Corporation, Kinect for Windows Human Interface Guidelines,  <http://www.microsoft.com/en-us/kinectforwindows/develop/learn.aspx>  letzter Zugriff 04.06.2012 |
| [peltonen08] | Peltonen, P., Kurvinen, E., Salovaara, A., Jacucci, G., Ilmonen, T., Evans, J., Oulasvirta, A., and Saarikko, P. It’s Mine, Don’t Touch!: interactions at a large multitouch display in a city centre. In Proc. of CHI '08. ACM, NY, USA, 2008, pp. 1285-1294.  <http://dl.acm.org/citation.cfm?id=1357255> |
| [schick09] | Alexander Schick, Florian van de Camp, Joris Ijsselmuiden and Rainer Stiefelhagen, Extending Touch: Towards Interaction with Large-Scale Surfaces. ACM International Conference on Interactive Tabletops and Surfaces 2009, Banff, Alberta, Canada.  <http://dl.acm.org/citation.cfm?id=1731903.1731927> |
| [leapmotion12] | Leap Motion, Inc., Pre-order,  <https://live.leapmotion.com/order.html>  letzter Zugriff 05.06.2012 |
| [schmidt00] | Schmidt, Douglas C.; Michael Stal, Hans Rohnert, Frank Buschmann (2000). Pattern-Oriented Software Architecture, Volume 2: Patterns for Concurrent and Networked Objects. John Wiley & Sons. ISBN: 0-471-60695-2 |
| [zhang12] | Zhengyou Zhang; , "Microsoft Kinect Sensor and Its Effect," Multimedia, IEEE , vol.19, no.2, pp.4-10, Feb. 2012  doi: 10.1109/MMUL.2012.24  <http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=6190806&isnumber=6190801> |