Informing the Design of Direct-Touch Tabletops

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ABSTRACT

Tables provide a large and natural interface for supporting direct manipulation of visual content for human-to-human interactions. Such surfaces also support collaboration, coordination, and parallel problem solving. However, the direct-touch table metaphor also presents considerable challenges, including the need for input methods that transcend traditional mouse- and keyboard-based designs. In this paper, we've designed, implemented, and studied a variety of tabletop user interfaces, interaction techniques, and usage scenarios