1 HCI - Sommersemester 2016 - Gedächtnisprotokoll
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3 User experience define
4 5 factors Usability
5 Stroop Effect
6 Eye Gaze: Midas touch, pupil corneal reflection
7 Diary studies
8 Parallax
9 Horizontal and vertical Prototyping
10 Captchas and Gestalt law
11 Klm: what Kind of operations? B, M, P, K,...
12 Fresnel lenses and other VR lenses
13 Difference Vr and AR
14 4 ways to visualize 3D objects