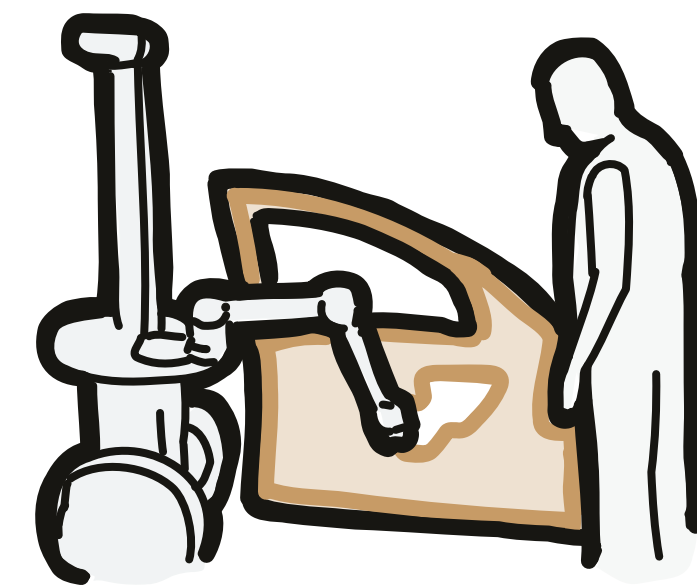




Domestic and Everyday Use (95)

Household task:
home automation tutorials [145], design and annotation tool [32], augmenting physical 3D objects [72], — Preview tools: CAD design preview [136], — Fabrication: interactive modeling [114], Entertainment: — Games: pong-like game [123], a labyrinth game on shape-changing interface, navigating swarm of robots [59], robot choreography [153], spatial augmented reality with robots [115], air hockey [31], tank battle [75], — Storytelling:



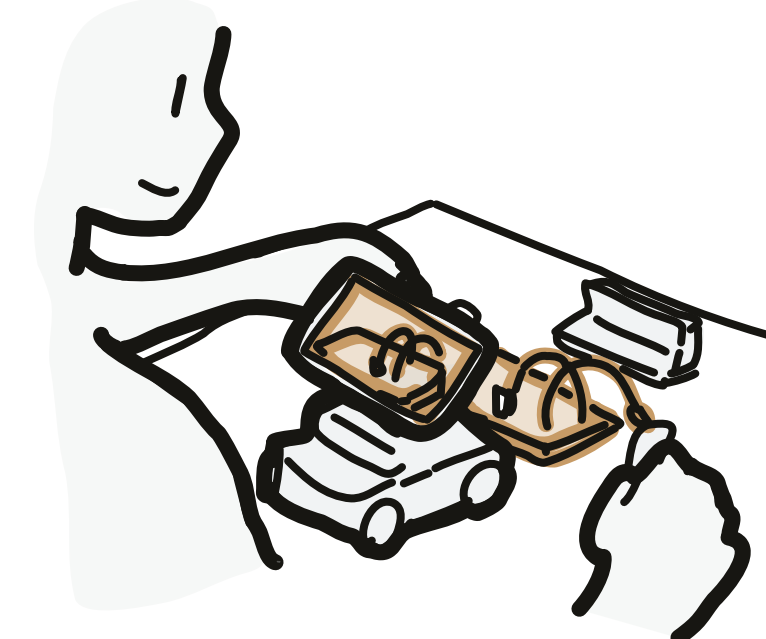
Industry (90)

Manufacturing and Assembly:
assembly automation [22, 23], joint assembly and manufacturing [9], grasping in the warehouse [12, 13, 16, 21, 41, 46, 120], taping [34] —
Maintenance:
maintenance of robots [95, 100], patching and update [87, 89], Automation and Teleoperation: interactive programming interface [107, 108], path planning [21, 42, 52, 53, 60, 73, 149, 154],



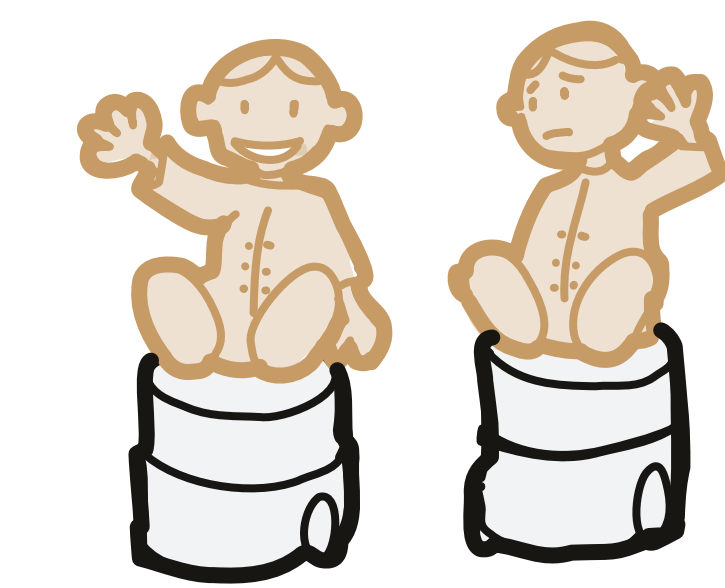
Entertainment (82)

Games:
pong-like game [123], a labyrinth game on shape-changing interface, navigating swarm of robots [59], robot choreography [153], spatial augmented reality with robots [115], air hockey [31], tank battle [75], —
Storytelling:
immersive storytelling [109, 122] — Enhanced display: immersive gaming and digital media [141], — Music: tangible tabletop music mixer [113], —



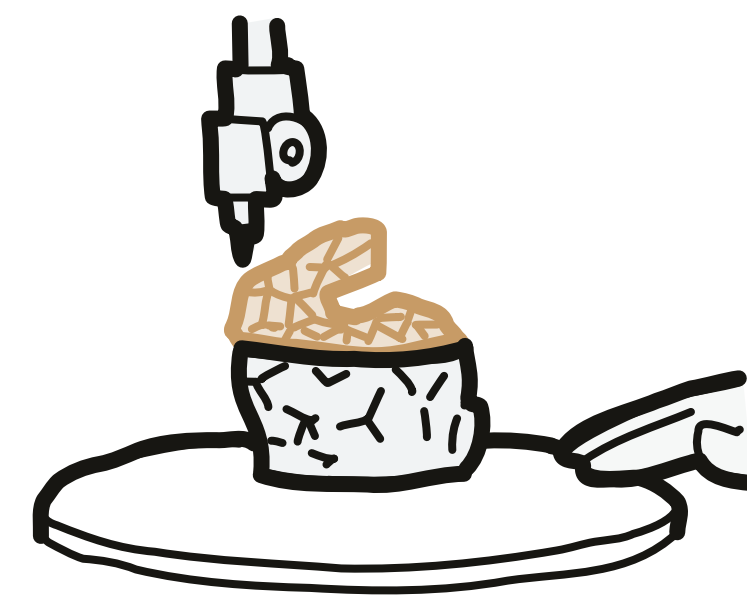
Education and Training (59)

Training:
military training with robot teammates [69] — Remote Teaching: remote live instruction [145], Tangible Learning: classroom group activity [50, 109, 153], Educational Assistant classroom group activity [50, 109, 153],



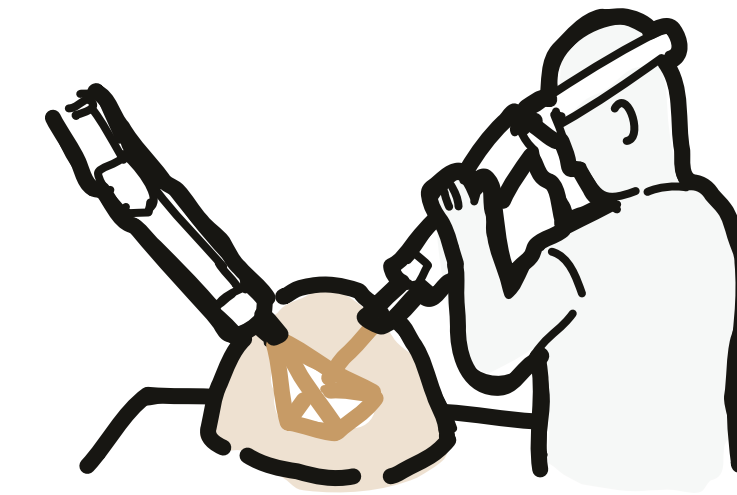
Social Interaction (28)

Human-robot social interaction:
cartoon-art [159], virtual arms on robots [49], human-like robot head [6], communication types based on user workload [143], Robot-assisted human social interaction: projected text message conversations [126],



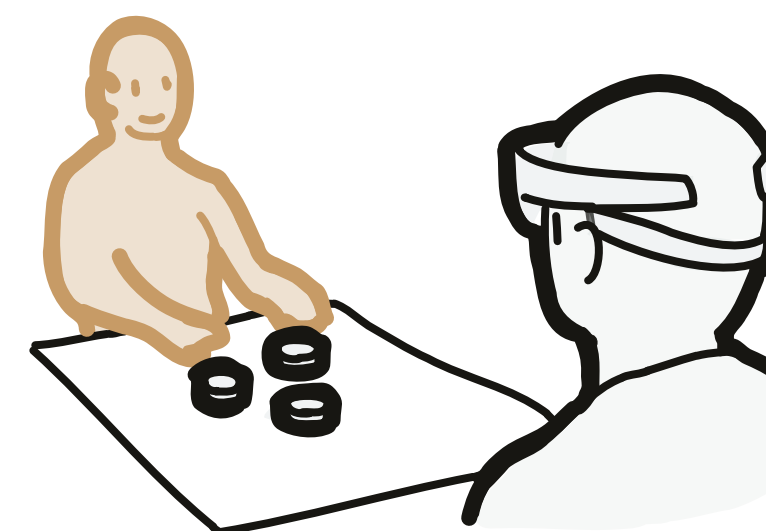
Design and Creativity Tasks (14)

Design Tools:
circuit design with tutorials [145], design and annotation tool [32], augmenting physical 3D objects [72], — Preview tools: CAD design preview [136], —
Fabrication:
interactive modelling [114],



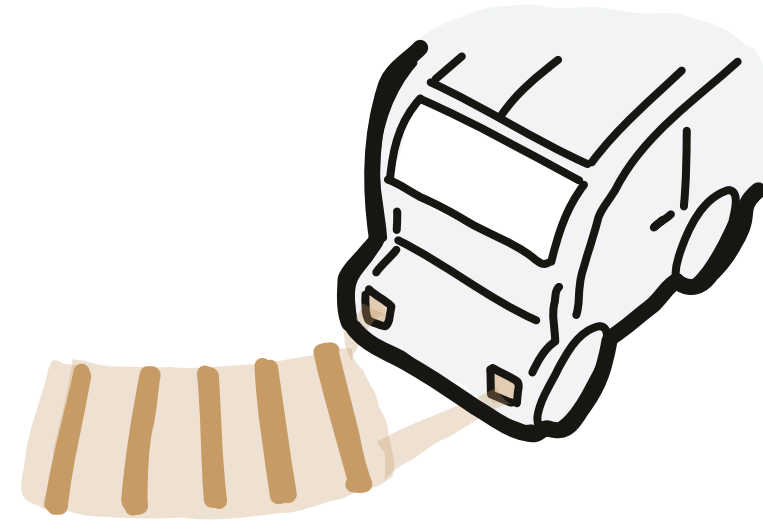
Medical and Health (26)

Automobile-pedestrian interaction:
doing hospital rounds [77], endoscopy viewpoint display [118], —
Automobile-pedestrian interaction:
tangible volumetric medical data [81], Automobile pedestrian interaction: robotic prostheses [42],



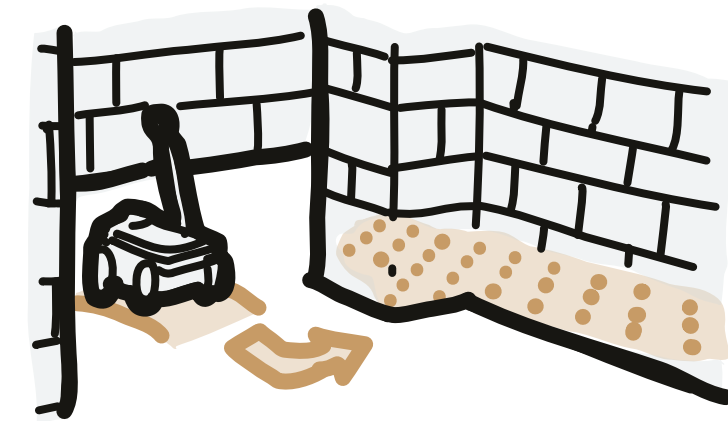
Remote Collaboration (28)

Haptic feedback: physical influences from virtual objects [80], — Avatar enhancement: Avatar enhancement: life-sized avatar [67], freely moving avatar [157], floating avatar [142],



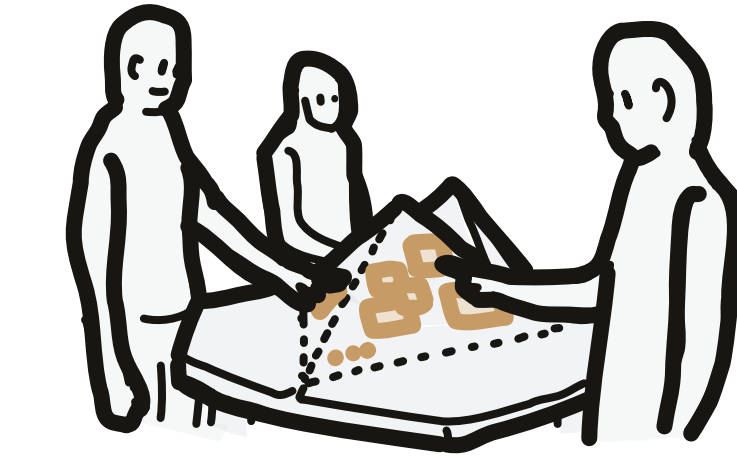
Mobility and Transportation (18)

Wheelchair-pedestrian interaction: projecting motion intentions [150], displaying virtual hands to convey intentions [99], Automobile-pedestrian interaction: conveying nonverbal communications from drivers [105], — Navigation: laser writer projection [64], tangible 3D map [85],



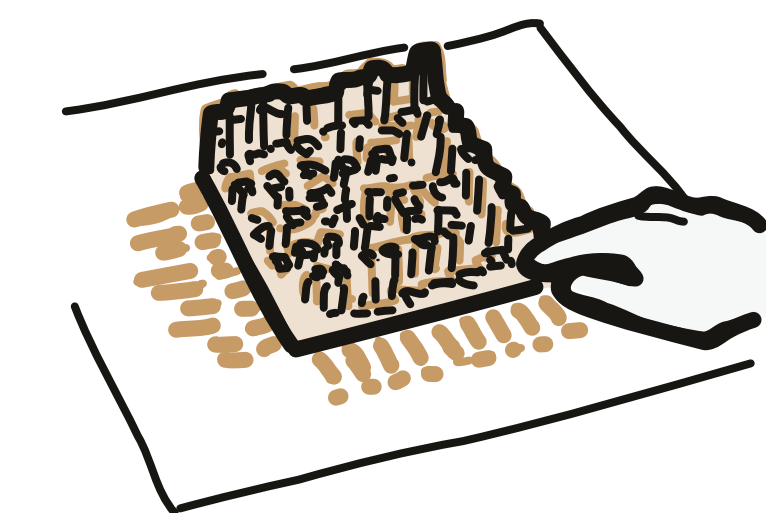
Search and Rescue (17)

Aerial search:
drone-assisted SAR [37, 160],
Ground search:
target detection and notification [101, 154, 158]



Workspace (19)

Support:
reducing workload for industrial robot programmers [131] —
Adaptation:
Desk shape-changing into individual and collaborative workspaces [50, 141],



Data Physicalization (12)

Tabletop:
tangible data visualization [50, 59, 81, 113, 136, 140], —
Handheld:
ambient display [85],