

Authors	Title	Year	Source
Anne Marie Piper and Nadir Weibel and James D. Hollan	Introducing Multimodal Paper-digital Interfaces for Speech-language Therapy	2010	ASSETS
Maribeth Back and Jonathan Cohen and Rich Gold and Steve Harrison and Scott Minneman	Listen Reader: An Electronically Augmented Paper-based Book	2001	CHI
Scott R. Klemmer and Jamey Graham and Gregory J. Wolff and James A. Landay	Books with Voices: Paper Transcripts As a Physical Interface to Oral Histories	2003	CHI
David Holman and Roel Vertegaal and Mark Altosaar and Nikolaus Troje and Derek Johns	Paper Windows: Interaction Techniques for Digital Paper	2005	CHI
Ron Yeh and Chunyuan Liao and Scott Klemmer and Franois Guimbretire and Brian Lee and Boyko Kakaradov and Jeannie Stamberger and Andreas Paepcke	ButterflyNet: A Mobile Capture and Access System for Field Biology Research	2006	CHI
Theophanis Tsandilas and Catherine Letondal and Wendy E. Mackay	Musink: Composing Music Through Augmented Drawing	2009	CHI
Hyunyoung Song and Tovi Grossman and George Fitzmaurice and Franois Guimbretire and Azam Khan and Ramtin Attar and Gordon Kurtenbach	PenLight: Combining a Mobile Projector and a Digital Pen for Dynamic Visual Overlay	2009	CHI
Ann Morrison and Antti Oulasvirta and Peter Peltonen and Saija Lemmela and Giulio Jacucci and Gerhard Reitmayr and Jaana Nnen and Antti Juustila	Like Bees Around the Hive: A Comparative Study of a Mobile Augmented Reality Map	2009	CHI
Chunyuan Liao and Qiong Liu and Bee Liew and Lynn Wilcox	Pacer: Fine-grained Interactive Paper via Camera-touch Hybrid Gestures on a Cell Phone	2010	CHI
Peter Brandl and Christoph Richter and Michael Haller	NiCEBook: Supporting Natural Note Taking	2010	CHI
Michael Haller and Jakob Leitner and Thomas Seifried and James R. Wallace and Stacey D. Scott and Christoph Richter and Peter Brandl and Adam Gokcezade and Seth Hunter	The NiCE Discussion Room: Integrating Paper and Digital Media to Support Co-Located Group Meetings	2010	CHI
Hyunyoung Song and Francois Guimbretire and Tovi Grossman and George Fitzmaurice	MouseLight: Bimanual Interactions on Digital Paper Using a Pen and a Spatially-aware Mobile Projector	2010	CHI
Akihiro Miyata and Ko Fujimura	Document Area Identification for Extending Books Without Markers	2011	CHI
Jrmie Garcia and Theophanis Tsandilas and Carlos Agon and Wendy Mackay	Interactive Paper Substrates to Support Musical Creation	2012	CHI
Daniel Andrews and Chris Baber and Sergey Efremov and Mikhail Komarov	Creating and Using Interactive Narratives: Reading and Writing Branching Comics	2012	CHI
John Vines, Mark Blythe, Paul Dunphy, Vasillis Vlachokyriakos, Isaac Teece, Andrew Monk, Patrick Olivier	Cheque mates: participatory design of digital payments with eighty somethings	2012	CHI
Kening Zhu and Shengdong Zhao	AutoGami: A Low-cost Rapid Prototyping Toolkit for Automated Movable Paper Craft	2013	CHI
Shaun K. Kane, Brian Frey, Jacob O. Wobbrock	Access lens: a gesture-based screen reader for real-world documents	2013	CHI
Jie Qi and Leah Buechley	Sketching in Circuits: Designing and Building Electronics on Paper	2014	CHI
Masa Ogata and Masaaki Fukumoto	FluxPaper: Reinventing Paper with Dynamic Actuation Powered by Magnetic Flux	2015	CHI
Rong-Hao Liang and Chao Shen and Yu-Chien Chan and Guan-Ting Chou and Liwei Chan and De-Nian Yang and Mike Y. Chen and Bing-Yu Chen	WonderLens: Optical Lenses and Mirrors for Tangible Interactions on Printed Paper	2015	CHI
Hanchuan Li and Eric Brockmeyer and Elizabeth J. Carter and Josh Fromm and Scott E. Hudson and Shwetak N. Patel and Alanson Sample	PaperID: A Technique for Drawing Functional Battery-Free Wireless Interfaces on Paper	2016	CHI
Konstantin Klamka and Raimund Dachselt	IllumiPaper: Illuminated Interactive Paper	2017	CHI
Koichi Yoshino and Koichi Obata and Satoru Tokuhisa	FLIPPIN': Exploring a Paper-based Book UI Design in a Public Space	2017	CHI
Hyunjoo Oh and Tung D. Ta and Ryo Suzuki and Mark D. Gross and Yoshihiro Kawahara and Lining Yao	PEP (3D Printed Electronic Papercrafts): An Integrated Approach for 3D Sculpting Paper-Based Electronic Devices	2018	CHI

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Yang Zhang and Chris Harrison	Pulp Nonfiction: Low-Cost Touch Tracking for Paper	2018	CHI
Jie Qi and Leah Buechley and Andrew bunnie Huang and Patricia Ng and Sean Cross and Joseph A. Paradiso	Chibitronics in the Wild: Engaging New Communities in Creating Technology with Paper Electronics	2018	CHI
Steve Benford and Boriana Koleva and William Westwood Preston and Alice Angus and Emily-Clare Thorn and Kevin Glover	Customizing Hybrid Products	2018	CHI
Michael Nebeling, Janet Nebeling, Ao Yu, Rob Rumble	ProtoAR: Rapid Physical-Digital Prototyping of Mobile Augmented Reality Applications	2018	CHI
Michael Nebeling and Katy Madier	360Proto: Making Interactive Virtual Reality & Augmented Reality Prototypes from Paper	2019	CHI
Zhen Li and Michelle Annett and Ken Hinckley and Karan Singh and Daniel Wigdor	HoloDoc: Enabling Mixed Reality Workspaces That Harness Physical and Digital Content	2019	CHI
Hariharan Subramonyam, Steven M. Drucker, Eytan Adar	Affinity Lens: Data-Assisted Affinity Diagramming with Augmented Reality	2019	CHI
Tomas Sokoler and Hakan Edeholt and Martin Johansson	VideoTable: A Tangible Interface for Collaborative Exploration of Video Material During Design Sessions	2002	CHI EA
Silvia Gabrielli and Andy Law	Annotation in the Wild: Benefits of Linking Paper to Digital Media	2003	CHI EA
Scott Davidoff and Carson Bloomberg and Ian Anthony R. Li and Jennifer Mankoff and Susan R. Fussell	The Book As User Interface: Lowering the Entry Cost to Email for Elders	2005	CHI EA
Jeff Smith and Jeremy Long and Tanya Lung and Mohd M. Anwar and Sriram Subramanian	PaperSpace: A System for Managing Digital and Paper Documents	2006	CHI EA
Aditya Chand and Anind K. Dey	Jadoo: A Paper User Interface for Users Unfamiliar with Computers	2006	CHI EA
Jennifer Wiley and Ja-young Sung and Gregory Abowd	The Message Center: Enhancing Elder Communication	2006	CHI EA
Tom Hurlbutt, Scott R. Klemmer	Bridging the gap: fluidly connecting paper notecards with digital representations for story/task-based planning	2006	CHI EA
Raphael Grasset, Andreas Duenser, Hartmut Seichter, Mark Billingham	The mixed reality book: a new multimedia reading experience	2007	CHI EA
Nadir Weibel and Adriana Ispas and Beat Signer and Moira C. Norrie	Paperproof: A Paper-digital Proof-editing System	2008	CHI EA
Jörgen Steimle and Oliver Brdiczka and Max Mühlhäuser	Digital Paper Bookmarks: Collaborative Structuring, Indexing and Tagging of Paper Documents	2008	CHI EA
Meseret Gebrekristos, Ahmad Aljadaan, Kumud Bihani	QR-Codes for the chronically homeless	2008	CHI EA
Julian Lepinski and Eric Akaoka and Roel Vertegaal	Context Menus for the Real World: The Stick-anywhere Computer	2009	CHI EA
Tanja Doering and Steffi Beckhaus and Albrecht Schmidt	Towards a Sensible Integration of Paper-based Tangible User Interfaces into Creative Work Processes	2009	CHI EA
Johannes Schöning and Michael Rohs and Sven Kratz and Markus Löhtefeld and Antonio Krüger	Map Torchlight: A Mobile Augmented Reality Camera Projector Unit	2009	CHI EA
Marcelo Coelho and Lyndi Hall and Joanna Berzowska and Pattie Maes	Pulp-based Computing: A Framework for Building Computers out of Paper	2009	CHI EA
Pranav Mistry	QUICKIES: the future of sticky notes	2009	CHI EA
Hiroki Yamada	SequenceBook: Interactive Paper Book Capable of Changing the Storylines by Shuffling Pages	2010	CHI EA
Bastian Pfleging and Elba del Carmen Valderrama Bahamondez and Albrecht Schmidt and Martin Hermes and Johannes Nolte	MobiDev: A Mobile Development Kit for Combined Paper-based and In-situ Programming on the Mobile Phone	2010	CHI EA
Jürgen Steimle and Nadir Weibel and Simon Olberding and Max Mühlhäuser and James D. Hollan	PLink: Paper-based Links for Cross-media Information Spaces	2011	CHI EA
Cristina Sylla and Pedro Branco and Clara Coutinho and Eduarda Coquet and David Skaroupka	TOK: A Tangible Interface for Storytelling	2011	CHI EA

Authors	Title	Year	Source
Sébastien Cuendet and Quentin Bonnard and Frédéric Kaplan and Pierre Dillenbourg	Paper Interface Design for Classroom Orchestration	2011	CHI EA
Nan Li and Frédéric Kaplan and Omar Mubin and Pierre Dillenbourg	Supporting Opportunistic Search in Meetings with Tangible Tabletop	2012	CHI EA
Heather Underwood	PartoPen: Enhancing the Partograph with Digital Pen Technology	2012	CHI EA
Roman Lissermann and Simon Olberding and Max Mühlhäuser and Jürgen Steimle	Interacting with Videos on Paper-like Displays	2012	CHI EA
Jérémie Garcia and Louis Bigo and Antoine Spicher and Wendy E. Mackay	PaperTonnetz: Supporting Music Composition with Interactive Paper	2013	CHI EA
Hark-Joon Kim, Hayoung Kim, Seungcho Chae, Jonghoon Seo, Tack-Don Han	AR pen and hand gestures: a new tool for pen drawings	2013	CHI EA
Jonathan Hook, Jo Briggs, Mark Blythe, Nathan Walsh, Patrick Olivier	Repentir: digital exploration beneath the surface of an oil painting	2013	CHI EA
Yuichiro Kinoshita and Kentaro Go and Reiji Kozono and Kohei Kaneko	Origami Tessellation Display: Interaction Techniques Using Origami-based Deformable Surfaces	2014	CHI EA
Joanna Maria Dauner and Mustafa Emre Karagozler and Ivan Poupyrev	Paper Generators: Harvesting Energy from Touching, Rubbing and Sliding	2014	CHI EA
Roy Shilkrot and Jochen Huber and Connie Liu and Pattie Maes and Suranga Chandima Nanayakkara	FingerReader: A Wearable Device to Support Text Reading on the Go	2014	CHI EA
Christoph Gebhardt, Roman R��dle, Harald Reiterer	Integrative workplace: studying the effect of digital desks on users' working practices	2014	CHI EA
Dominique Tan and Maciej Kumorek and Andres A. Garcia and Adam Mooney and Derek Bekoe	Projectagami: A Foldable Mobile Device with Shape Interactive Applications	2015	CHI EA
Klen ��pi�� Pucihar, Matja�� Kljun, Paul Coulton	Playing with the Artworks: Engaging with Art through an Augmented Reality Game	2016	CHI EA
Jie Qi and Asli Demir and Joseph A. Paradiso	Code Collage: Tangible Programming On Paper With Circuit Stickers	2017	CHI EA
Victor C. Dibia and Maryam Ashoori and Aaron Cox and Justin D. Weisz	TJBot: An Open Source DIY Cardboard Robot for Programming Cognitive Systems	2017	CHI EA
Zekun Chang and Heeju Kim and Kunihiro Kato and Kazuya Saito and Tung D. Ta and Weiwei Jiang and Koya Narumi and Yoshinobu Miyamoto and Yoshihiro Kawahara	Kirigami Keyboard: Inkjet Printable Paper Interface with Kirigami Structure Presenting Kinesthetic Feedback	2019	CHI EA
Kunihiro Kato and Kazuya Saito and Yoshihiro Kawahara	OrigamiSpeaker: Handcrafted Paper Speaker with Silver Nano-Particle Ink	2019	CHI EA
Yifan Yang and Leijing Zhou and Rujian Li and Hang Yao and Jialu Song and Fangtian Ying	Chinese Character Learning System	2019	CHI EA
Min Fan, Jianyu Fan, Alissa N. Antle, Sheng Jin, Dongxu Yin, Philippe Pasquier	Character Alive: A Tangible Reading and Writing System for Chinese Children At-risk for Dyslexia	2019	CHI EA
Guanyun Wang and Tingyu Cheng and Youngwook Do and Humphrey Yang and Ye Tao and Jianzhe Gu and Byoungkwon An and Lining Yao; Guanyun Wang and Tingyu Cheng and Youngwook Do and Humphrey Yang and Ye Tao and Jianzhe Gu and Byoungkwon An and Lining Yao	Demonstrating Printed Paper Actuator: A Low-cost Reversible Actuation and Sensing Method for Shape Changing Interfaces; Printed Paper Actuator: A Low-cost Reversible Actuation and Sensing Method for Shape Changing Interfaces	2018; 2018	CHI EA; CHI
Annie Kelly and R. Benjamin Shapiro and Jonathan de Halleux and Thomas Ball; Annie Kelly and R. Benjamin Shapiro and Jonathan de Halleux and Thomas Ball	ARcadia: A Rapid Prototyping Platform for Real-time Tangible Interfaces; ARcadia: A Rapid Prototyping Platform for Real-time Tangible Interfaces	2018; 2018	CHI EA; CHI
Andrea Alessandrini and Alessandro Cappelletti and Massimo Zancanaro; A. Alessandrini and A. Cappelletti and M. Zancanaro	Audio-augmented Paper for the Therapy of Low-functioning Autism Children; Audio-augmented paper for therapy and educational intervention for children with autistic spectrum disorder	2013; 2014	CHI EA; IJHCS
Martin Spindler and Raimund Dachsel; Martin Spindler and Sophie Stellmach and Raimund Dachsel	Exploring Information Spaces by Using Tangible Magic Lenses in a Tabletop Environment; PaperLens: Advanced Magic Lens Interaction above the Tabletop	2010; 2009	CHI EA; ITS

Authors	Title	Year	Source
Adam Fouse and Nadir Weibel and Edwin Hutchins and James D. Hollan; Adam Fouse and Nadir Weibel and Edwin Hutchins and James D. Hollan	ChronoViz: A System for Supporting Navigation of Time-coded Data; Supporting an Integrated Paper-digital Workflow for Observational Research	2011; 2011	CHI EA; IUI
Scott Klemmer and Mark W. Newman and Raecine Sapien; Scott R. Klemmer and Mark W. Newman and Ryan Farrell and Mark Bilezikjian and James A. Landay	The Designer's Outpost: A Task-Centered Tangible Interface for Web Site Information Design; The Designers' Outpost: A Tangible Interface for Collaborative Web Site	2000; 2001	CHI EA; UIST
Catherine Letondal and Christophe Hurter and Rami Lesbordes and Jean-Luc Vinot and Stéphane Conversy; Christophe Hurter and Rami Lesbordes and Catherine Letondal and Jean-Luc Vinot and Stéphane Conversy	Flights in My Hands: Coherence Concerns in Designing StripTIC, a Tangible Space for Air Traffic Controllers; StripTIC: Exploring Augmented Paper Strips for Air Traffic Controllers	2013; 2012	CHI; AVI
Raf Ramakers and Kashyap Todi and Kris Luyten	PaperPulse: An Integrated Approach for Embedding Electronics in Paper Designs; PaperPulse: An Integrated Approach to Fabricating Interactive Paper	2015; 2015	CHI; CHI EA
Anne Marie Piper and Nadir Weibel and James Hollan; Anne Marie Piper and Nadir Weibel and James Hollan; Anne Marie Piper and Nadir Weibel and James Hollan	TAP & PLAY: An End-user Toolkit for Authoring Interactive Pen and Paper Language Activities; A Pen-based Toolkit for Authoring Collaborative Language Activities; Designing audio-enhanced paper pgotos for older adult emotional wellbeing in communication therapy	2012; 2012; 2014	CHI; CSCW; IJHCS
Jérémy Albouys-Perrois, Jérémy Laviole, Carine Briant, Anke M. Brock; Jeremy Laviole, Martin Hachet	Towards a Multisensory Augmented Reality Map for Blind and Low Vision People: a Participatory Design Approach; PapART: Interactive 3D graphics and multi-touch augmented paper for artistic creation	2018; 2012	CHI; IEEE 3DUI
Paul Luff and Christian Heath and Moira Norrie and Beat Signer and Peter Herdman	Only Touching the Surface: Creating Affinities Between Digital Content and Paper	2004	CSCW
Aurélien Tabard and Wendy E. Mackay and Evelyn Eastmond	From Individual to Collaborative: The Evolution of Prism, a Hybrid Laboratory Notebook	2008	CSCW
Gunnar Harboe and Jonas Minke and Ioana Ilea and Elaine M. Huang	Computer Support for Collaborative Data Analysis: Augmenting Paper Affinity Diagrams	2012	CSCW
Jennifer Pearson, Simon Robinson, Matt Jones	PaperChains: Dynamic Sketch+Voice Annotations	2015	CSCW
Steven Houben and Mads Frost and Jakob E. Bardram	Collaborative Affordances of Hybrid Patient Record Technologies in Medical Work	2015	CSCW
Elin Rasmussen and Peter Pedersen and Tomas Sokoler and Les Nelson	PaperButtons: Expanding a Tangible User Interface	2000	DIS
Tim Kindberg and Ella Tallyn and Rakhi Rajani and Mirjana Spasojevic	Active Photos	2004	DIS
Jorge Garcia and Theophanis Tsandilas and Carlos Agon and Wendy E. Mackay	Structured Observation with Polyphony: A Multifaceted Tool for Studying Music Composition	2014	DIS
Michael Shorter, Jon Rogers, John McGhee	Enhancing everyday paper interactions with paper circuits	2014	DIS
Qin Wu and Sirui Wang and Jiayuan Wang and Jia-shuo Cao and Xing-Yuan Huang and Rung-Huei Liang	MagicPAPER: An Integrated Shadow-Art Hardware Device Enabling Touch Interaction on Paper	2018	DIS Companion
Sonya S. Kwak and Hyemee Kang and Hyewon Lee and Chenghuan Wu	PaperBot: The Intelligent Paper Toy	2016	HRI
Ayberk Zengin and S. Verin Lemaignan and Wafa Johal and Maria Beltran and Manon Briod and L. Pereyre and Francesco Mondada and Pierre Dillenbourg	Cellulo: Versatile Handheld Robots for Education	2017	HRI
Ji Young Min and Gyeong Sun Kim	The Interactive Drawing Book	2017	HRI
Jihyun Ju and Somin Lee and Seyoun Kim	The Intelligent Paper House for Kids	2017	HRI
Paulo Barthelme and Edward Kaiser and Xiao Huang and David McGee and Philip Cohen	Collaborative Multimodal Photo Annotation over Digital Paper	2006	ICMI
Amin Roudaki ; Jun Kong ; Gursimran S. Walia ; Ali Roudaki	PhoneLens: A Low-Cost, Spatially Aware, Mobile-Interaction Device	2014	IEEE HMS
Jiangtao Wang, Yasha Wang, Yafei Wang	CAPFF: A context-aware assistant for paper form filling	2016	IEEE HMS

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Frohlich, D.M., Ely, P., Moore, H., Golsteijn, C., Egglestone, P., Mills, J., Rogers, J., Metcalf, T., Stone, K., Menicou, M.	Designing interactive newsprint	2017	IJHCS
Chi Thanh Vi, Damien Ablart, Elia Gatti, Carlos Velasco, Marianna Obrist	Not just seeing, but also feeling art: Mid-air haptic experiences integrated in a multisensory art exhibition	2017	IJHCS
Cristina Fenu, Fabio Pittarello	Svevo tour: The design and the experimentation of an augmented reality application for engaging visitors of a literary museum	2018	IJHCS
Jennifer Pearson, Simon Robinson, Matt Jones	BookMark: Appropriating existing infrastructure to facilitate scalable indoor navigation	2017	IJHSC
David R. McGee and Philip R. Cohen	Creating Tangible Interfaces by Augmenting Physical Objects with Multimodal Language	2001	IUI
Nadir Weibel and Beat Signer and Moira C. Norrie and Hermann Hofstetter and Hans-Christian Jetter and Harald Reiterer	PaperSketch: A Paper-digital Collaborative Remote Sketching Tool	2011	IUI
Daniel Sonntag and Marcus Liwicki and Markus Weber	Interactive Paper for Radiology Findings	2011	IUI
Derek Reilly and Michael Welsman-Dinelle and Colin Bate and Kori Inkpen	Just Point and Click?: Using Handhelds to Interact with Paper Maps	2005	MobileHCI
Felix Heinrichs and Daniel Schreiber and Johannes Schöning	The Hybrid Shopping List: Bridging the Gap Between Physical and Digital Shopping Lists	2011	MobileHCI
Gavin Bailey, Gavin Bailey and Deepak Sahoo and Matt Jones; Gavin Bailey, Gavin Bailey and Deepak Sahoo and Matt Jones	Augmenting the Reading Experience; Paper for E-Paper: Towards Paper like Tangible Experience using E-Paper	2018; 2017	MobileHCI; ISS
Beat Signer and Moira C. Norrie	PaperPoint: A Paper-based Presentation and Interactive Paper Prototyping Tool	2007	TEI
Chih-Sung (Andy) Wu and Susan J. Robinson and Ali Mazalek	Turning a Page on the Digital Annotation of Physical Books	2008	TEI
Florian Block, Michael Haller, Hans Gellersen, Carl Gutwin, Mark Billinghurst	Voodoosketch: Physical interface palettes and sketched controls alongside augmented work surfaces	2008	TEI
Leah Buechley and Sue Hendrix and Mike Eisenberg	Paints, Paper, and Programs: First Steps Toward the Computational Sketchbook	2009	TEI
Guillaume Zufferey and Patrick Jermann and Aurélien Lucchi and Pierre Dillenbourg	TinkerSheets: Using Paper Forms to Control and Visualize Tangible Simulations	2009	TEI
Son Do-Lenh and Frédéric Kaplan and Akshit Sharma and Pierre Dillenbourg	Multi-finger Interactions with Papers on Augmented Tabletops	2009	TEI
Greg Saul and Cheng Xu and Mark D. Gross	Interactive Paper Devices: End-user Design & Fabrication	2010	TEI
Mike Rooke and Roel Vertegaal	Physics on Display: Tangible Graphics on Hexagonal Bezel-less Screens	2010	TEI
Jie Qi and Leah Buechley	Electronic Popables: Exploring Paper-based Computing Through an Interactive Pop-up Book	2010	TEI
Dimitris Grammenos, Damien Michel, Xenophon Zabulis, Antonis A. Argyros	PaperView: augmenting physical surfaces with location-aware digital information	2011	TEI
Paul Strohmeier and Kaja Vembe Swensen and Cameron Lapp and Audrey Girouard and Roel Vertegaal	A Flock of Birds: Bringing Paper to Life	2012	TEI
Chen-Wei Chiang and Shu-Chuan Chiu and Anak Agung Gede Dharma and Kiyoshi Tomimatsu	Birds on Paper: An Alternative Interface to Compose Music by Utilizing Sketch Drawing and Mobile Device	2012	TEI
Peter Bennett, Mike Fraser, Madeline Balaam	ChronoTape: tangible timelines for family history	2012	TEI
Kathrin Probst and Michael Haller and Kentaro Yasu and Maki Sugimoto and Masahiko Inami	Move-it Sticky Notes Providing Active Physical Feedback Through Motion	2013	TEI
Sidhant Goyal and Rohan S. Vijay and Charu Monga and Pratul Kalita	Code Bits: An Inexpensive Tangible Computational Thinking Toolkit For K-12 Curriculum	2016	TEI
Bin Yu and Nienke Bongers and Alissa van Asseldonk and Jun Hu and Mathias Funk and Loe Feijs	LivingSurface: Biofeedback Through Shape-changing Display	2016	TEI
Nicholas A. Knouf	Felted Paper Circuits Using Joomchi	2017	TEI

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Margaret Cook, Jinsil Hwaryoung Seo, Michelle Pine, Annie Sungkajun	Paper Circuitry and Projection Mapping: An Interactive Textbook Approach to Veterinary Education	2018	TEI
Javier Pereda	A TUI to Explore Cultural Heritage Repositories on the Web	2019	TEI
Jürgen Steimle, J. Steimle and O. Brdiczka and M. Muhlhauser; Jürgen Steimle, J. Steimle and O. Brdiczka and M. Muhlhauser	Designing Pen-and-paper User Interfaces for Interaction with Documents, CoScribe: Integrating paper and digital documents for collaborative learning	2009; 2009	TEI; IEEE Transactions on Learning Technologies
Hideki Koike, Yoichi Sato, Yoshinori Kobayashi	Integrating paper and digital information on EnhancedDesk: A method for realtime finger tracking on an augmented desk system	2001	TOCHI
Catherine Plaisant and Aaron Clamage and Hilary Browne Hutchinson and Benjamin B. Bederson and Allison Druin	Shared Family Calendars: Promoting Symmetry and Accessibility	2006	TOCHI
Jennifer Pearson, Simon Robinson, Matt Jones	Exploring Low-Cost, Internet-Free Information Access for Resource-Constrained Communities	2016	TOCHI
Hrim Mehta and Adam Bradley and Mark Hancock and Christopher Collins	Metatation: Annotation As Implicit Interaction to Bridge Close and Distant Reading	2017	TOCHI
Ron B. Yeh, Joel Brandt, Jonas Boli, Scott R. Klemmer	Interactive gigapixel prints: Large, paper-based interfaces for visual context and collaboration	2006	UbiComp
Michael Bernstein, Avi Robinson-Mosher, Ron B. Yeh, Scott R. Klemmer	Diamond's edge: from notebook to table and back again	2006	UbiComp
Chunyuan Liao and Qiong Liu	MixPad: Augmenting Interactive Paper with Mice & Keyboards for Fine-grained Cross-media Interaction with Documents	2011	UbiComp
Frederik Wiehr and Florian Daiber and Felix Kosmalla and Antonio Krüger	ARTopos: Augmented Reality Terrain Map Visualization for Collaborative Route Planning	2017	UbiComp
Tobias R�ddiger, Dominik Doerner, Michael Beigl	ARMart: AR-Based Shopping Assistant to Choose and Find Store Items	2018	UbiComp
Sara Ljungblad, Maria H�kansson, Lars Erik Holmquist	Supporting Collaborative Scheduling with Interactive Pushpins and Networking Surfaces	2004	UbiComp Adjunct
Tia Shelley and Leilah Lyons and Jingmin Shi and Emily Minor and Moira Zellner	Paper to Parameters: Designing Tangible Simulation Input	2010	UbiComp Adjunct
Kai Kunze and Katsuma Tanaka and Masakazu Iwamura and Koichi Kise	Annotate Me: Supporting Active Reading Using Real-time Document Image Retrieval on Mobile Devices	2013	UbiComp Adjunct
Markus Löchtefeld and Matthias Böhmer and Florian Daiber and Sven Gehring	Augmented Reality-based Advertising Strategies for Paper Leaflets	2013	UbiComp Adjunct
Katsuma Tanaka and Kai Kunze and Motoi Iwata and Koichi Kise	Memory Specs: An Annotation System on Google Glass Using Document Image Retrieval	2014	UbiComp Adjunct
Zulqarnain Rashid, Rafael Pous, Joan Meli�-Segu�, Marc Morenza-Cinos	Mobile augmented reality for browsing physical spaces	2014	UbiComp Adjunct
Wendy E. Mackay and Guillaume Pothier and Catherine Letondal and Kaare Bøegh and Hans Erik Sørensen	The Missing Link: Augmenting Biology Laboratory Notebooks	2002	UIST
François Guimbreti�re	Paper Augmented Digital Documents	2003	UIST
Chunyuan Liao and François Guimbreti�re and Corinna E. Loeckenhoff	Pen-top Feedback for Paper-based Interfaces	2006	UIST
Nadir Weibel and Anne Marie Piper and James D. Hollan	HiPerPaper: Introducing Pen and Paper Interfaces for Ultra-scale Wall Displays, Exploring Pen and Paper Interaction with High-resolution Wall Displays	2010	UIST
Naoya Koizumi and Kentaro Yasu and Angela Liu and Maki Sugimoto and Masahiko Inami	Animated Paper: A Moving Prototyping Platform	2010	UIST
Simon Olberding and Sergio Soto Ortega and Klaus Hildebrandt and Jürgen Steimle	Foldio: Digital Fabrication of Interactive and Shape-Changing Objects With Foldable Printed Electronics	2015	UIST
Misha Sra and Austin Lee and Sheng-Ying Pao and Gonglue Jiang and Hiroshii Ishii	Point and Share: From Paper to Whiteboard	2012	UIST Adjunct
Anirudh Sharma and Lirong Liu and Pattie Maes	Glassified: An Augmented Ruler Based on a Transparent Display for Real-time Interactions with Paper	2013	UIST Adjunct

Authors	Title	Year	Source
Yuhang Zhao and Yongqiang Qin and Yang Liu and Siqi Liu and Yuanchun Shi	QOOK: A New Physical-virtual Coupling Experience for Active Reading	2013	UIST Adjunct
Takahiro Tsujii and Naoya Koizumi and Takeshi Naemura	Inkantatory Paper: Dynamically Color-changing Prints with Multiple Functional Inks	2014	UIST Adjunct
Kyung Yun Choi and Darle Shinsato and Shane Zhang and Ken Nakagaki and Hiroshi Ishii	reMi: Translating Ambient Sounds of Moment into Tangible and Shareable Memories Through Animated Paper	2018	UIST Adjunct
Ali Momeni and Zachary Rispoli; Ali Momeni and Zachary Rispoli	Dranimate: Rapid real-time gestural rigging and control of animation; Dranimate: Paper Becomes Tablet, Drawing Becomes Animation	2015; 2016	UIST Adjunct; CHI EA
Lisa G. Cowan and Nadir Weibel and Laura R. Pina and James D. Hollan and William G. Griswold; Lisa G. Cowan and Nadir Weibel and Laura R. Pina and James D. Hollan and William G. Griswold	Enabling Social Interactions Through Real-time Sketch-based Communication; Ubiquitous Sketching for Social Media	2010, 2011	UIST; MobileHCI
Chunyuan Liao and Fran#231;ois Guimbreti#232;re and Ken Hinckley; Chunyuan Liao and Fran#231;ois Guimbreti#232;re and Ken Hinckley and Ken Hinckley and Jim Hollan; Chunyuan Liao and Fran#231;ois Guimbreti#232;re	PapierCraft: A Command System for Interactive Paper; PapierCraft: A Gesture-based Command System for Interactive Paper; Evaluating and Understanding the Usability of a Pen-Based Command System for Interactive Paper	2005; 2008; 2012	UIST; TOCHI; TOCHI