Chapter 10:

A COLLECTION OF INNOVATIVE TECHNIQUES

Introduction

Unfinished: *This section is a place holder for a discussion of a number of interactive techniques. The organization will be different. However, from this place holder, the reader of the current draft can access some of the material to be covered.*

It may well parallel and augment Brad Myer's "All the Widgets" SIGCHI video.

Selected readings:

- Bier, E. & Stone, M. (1986), Bier (1988)
- Britton, E., Lipscomb, J. & Pique, M. (XXXX)
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- Ressler (1987)
- Thornton (1979)

Half-Silvered Mirrors

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- Ishii
- Ken Knowlton
- ImaginEasel, from Disney

Misc

- Thornton, R. (1979). The number wheel:
- Ressler, S. (1987). The incrementor:
- Ahlberg, C. & Shneiderman, B. (1993). The Alphaslider

Tangible

Weiss, M., Wagner, J., Jansen, Jennings, R., Khoshabeh, R., Hollan, J. & Borchers, J. (2009). SLAP Widgets: Bridging the Gap Between Virtual and Physical Controls on Tabletops. *Proceeding of the twenty-seventh annual SIGCHI conference on Human factors in computing systems*, *CHI '09*, 3229-3234.

Force/Haptic

- Burdea, G.C. (1996). Force and Touch Feedback for Virtual Reality. New York: Wiley.

Eye Tracking / Vision

- Kinect
- Mayaranta & Rahida (2002). Twenty years of eye typing.
- Jacob (1991). The use of eye movements in human-computer interaction techniques.
- Smith, Vertigaal, & Sahn (2005). Viewpointer.
- Goth (2010). The eyes have it.