Tangible Interaction

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Objectives

Answering basic questions, i.e.:

- What are TUI?
- What is their story?
- What are they good for?
- How to make them?
- What are their limitations?
- What is their future?

Interfaces involving physical objects that can be grasped

Example:
Durell Bishop's
Answering Machine



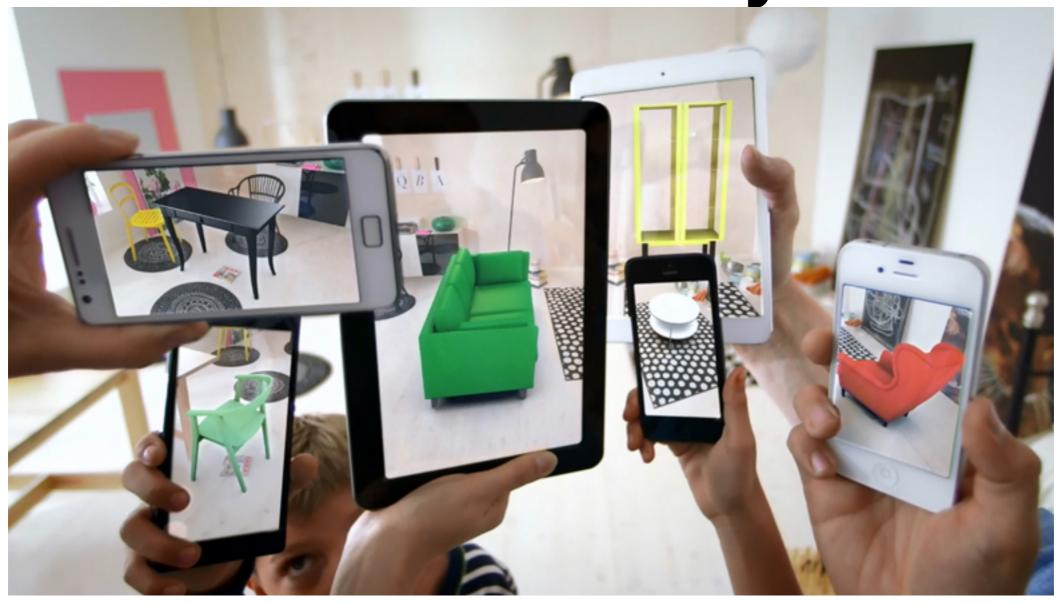
Graphical User Interfaces

interfaces usually limited to standard screen+keyboard+mouse



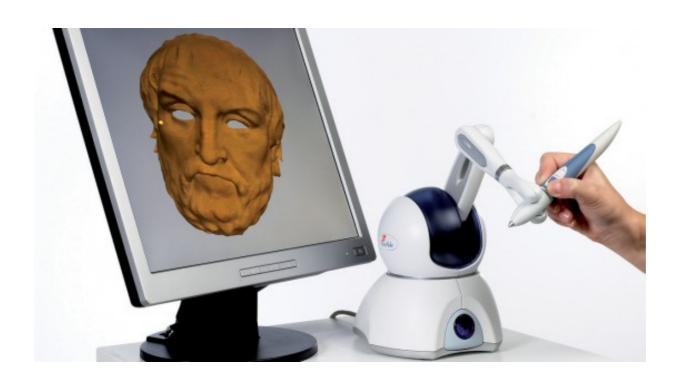
Virtual Reality Interfaces

interfaces to immerse the user in a digitally generated world



Augmented Reality (AR) and **Augmented Virtuality** (AV)

Tangible Interfaces belong to AR+AV



Haptic Interaction

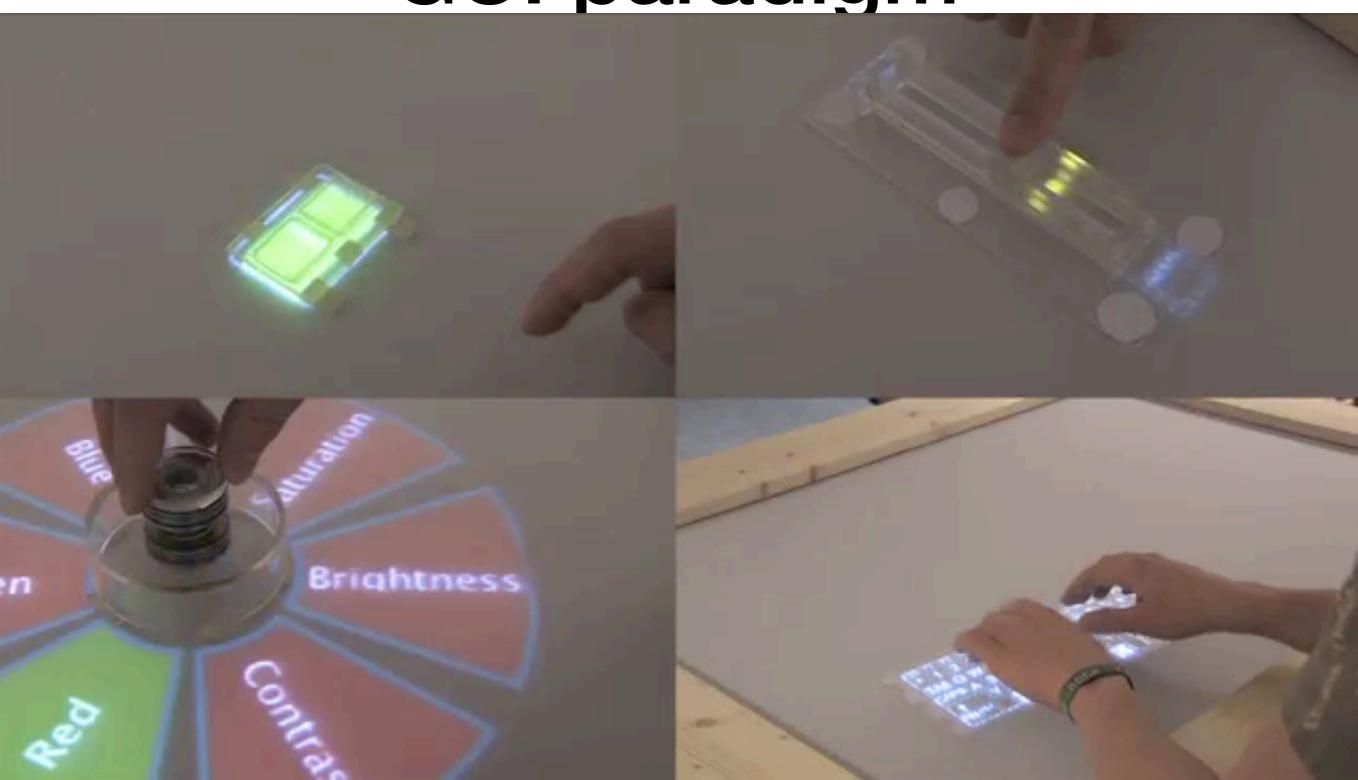
Tangible Interfaces belong to Haptic: Both involve touch and manipulation, but haptic usually not passive



Internet of Things

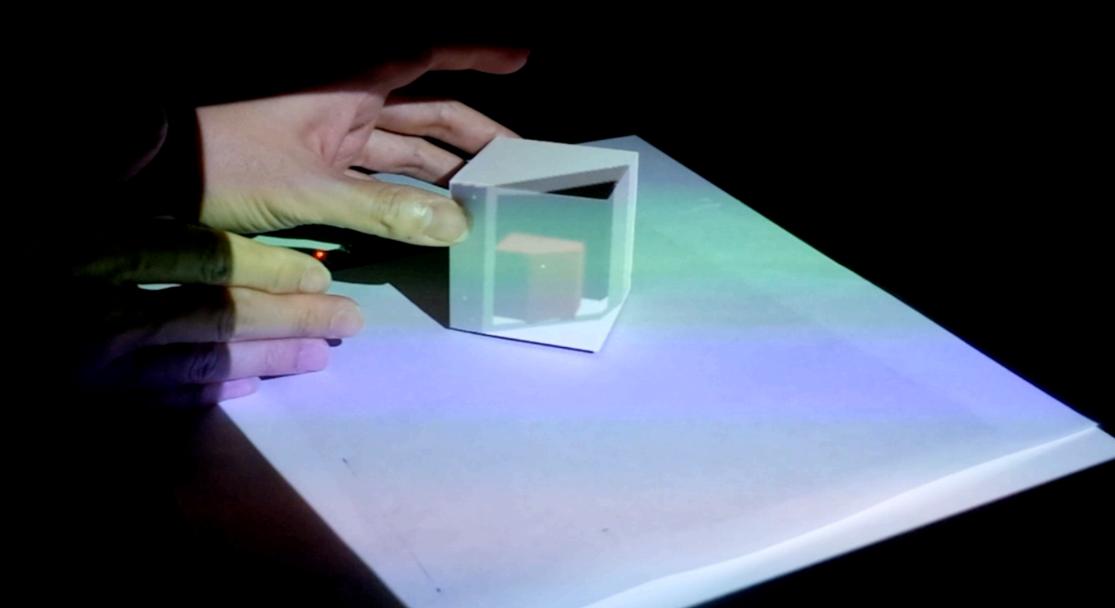
TUI not necessarily connected to Internet If so, can be through a computer

Spread: GUI paradigm



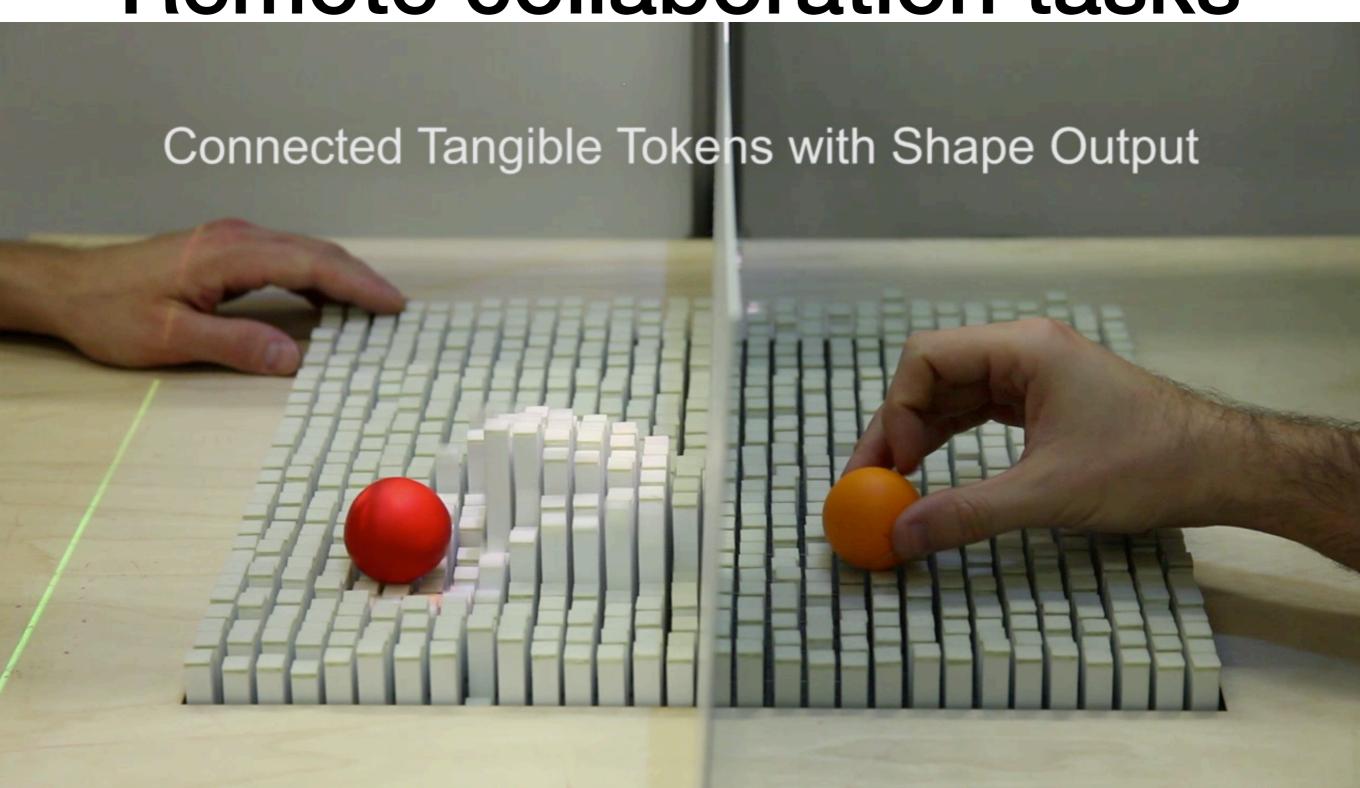
Spread: Augmented Reality paradigm

Section Cut to See Inside





Spread: Remote collaboration tasks



What is their story?

Manipulation of tangible tools has always been here...



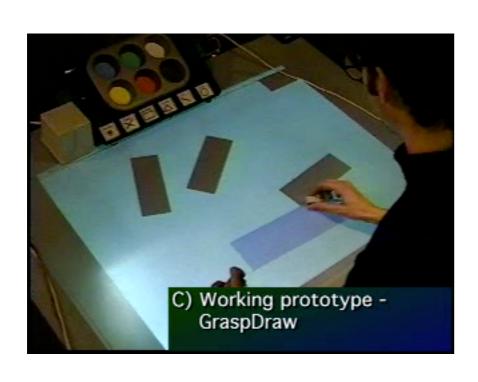




... and is still here



Seminal papers



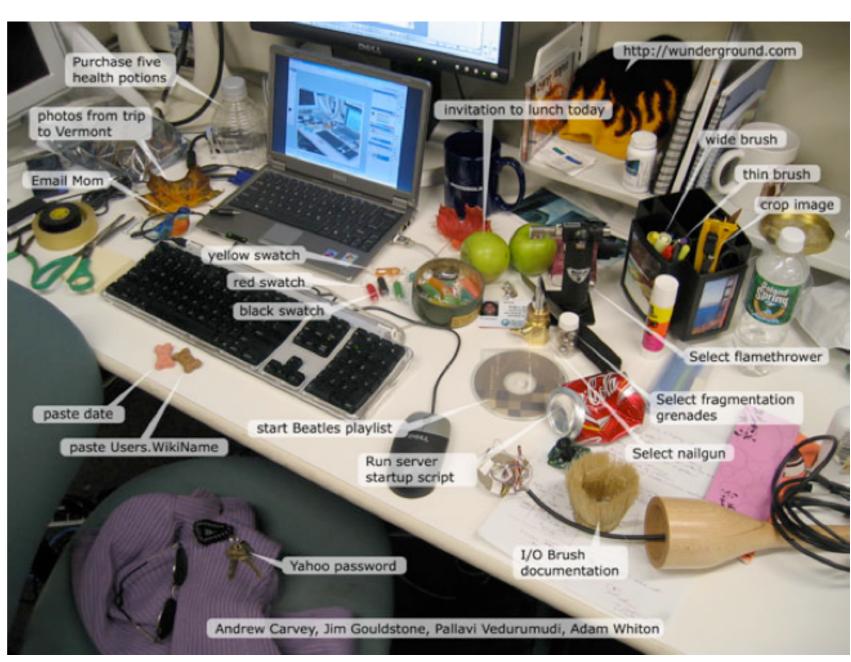


Early works on Tangible User Interfaces

- DataTiles: Tangible overlay mixing Tangible and Graphical Interaction https://www.youtube.com/watch?v=cmD8EKWxD4M
- Containers: mediaBlocks http://vimeo.com/48827402
- metaDesk http://vimeo.com/44545109
- 3D animation with tangible sliders (1996)
 https://www.youtube.com/watch?v=SnDHjY5aD5c

Example of Tangible User Interfaces





http://dl.acm.org/citation.cfm?doid=1125451.1125582

Example of Tangible User Interfaces



https://www.youtube.com/watch?v=0h-RhyopUmchttps://www.youtube.com/watch?v=MPG-LYoW27E

Example of Tangible User Interfaces

