



Learning, Doing and Experience

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April 07

CHI 2007 Workshop - Tangible User Interfaces in Context and Theory

Research Directions

Tangibles: Five Properties to Consider for Children

Alissa N. Antle

Semantic Mapping of Augmented Toys between the Physical and Virtual World

Steve Hinske and Matthias Lampe

Are Tangible Interfaces Really Any Better Than Other Kinds of Interfaces?

Paul Marshall, Yvonne Rogers and Eva Hornecker

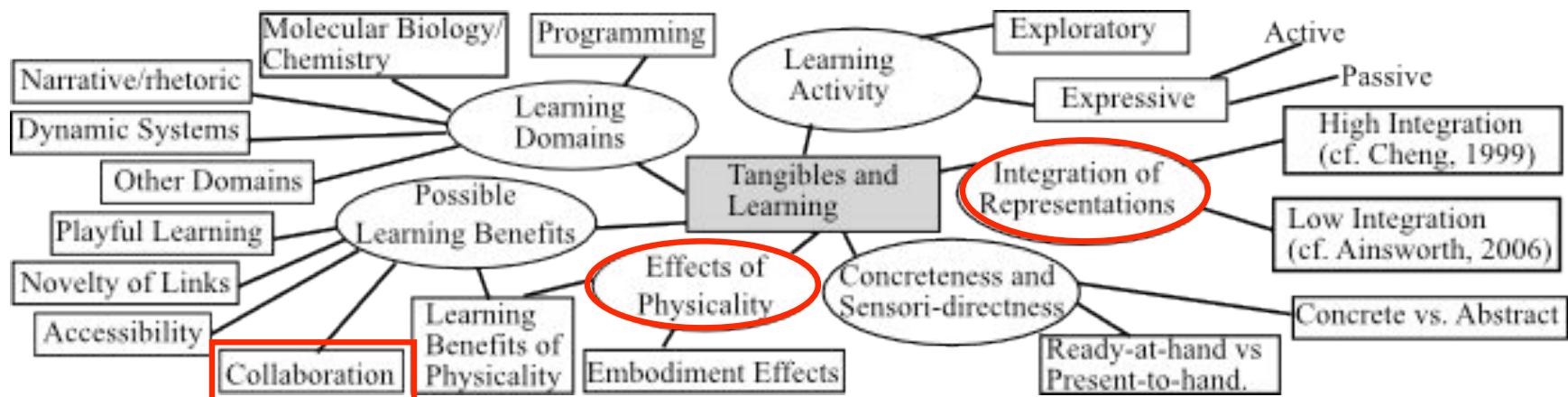
Designing Hybrid Interaction through an Understanding of the Affordances of Physical and Digital Technologies

Lucia Terrenghi

Putting Tangible User Interfaces in Context: A Unifying Framework for Next Generation HCI

Michael S. Horn, Orit Shaer, Audrey Girouard, Leanne M. Hirshfield, Erin Treacy Solovey, Jamie Zigelbaum and Robert J.K. Jacob.

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Paul Marshall, Yvonne Rogers and Eva Hornecker

Collaboration

Effects of Physical Affordance

Mappings

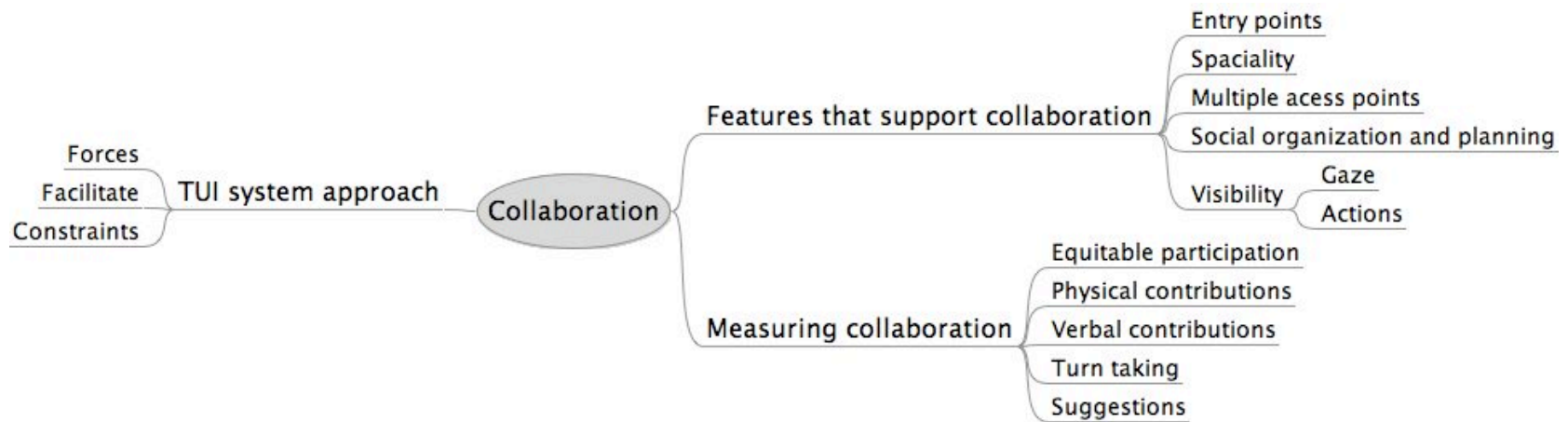
Frameworks

Empirical evaluations

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Collaboration

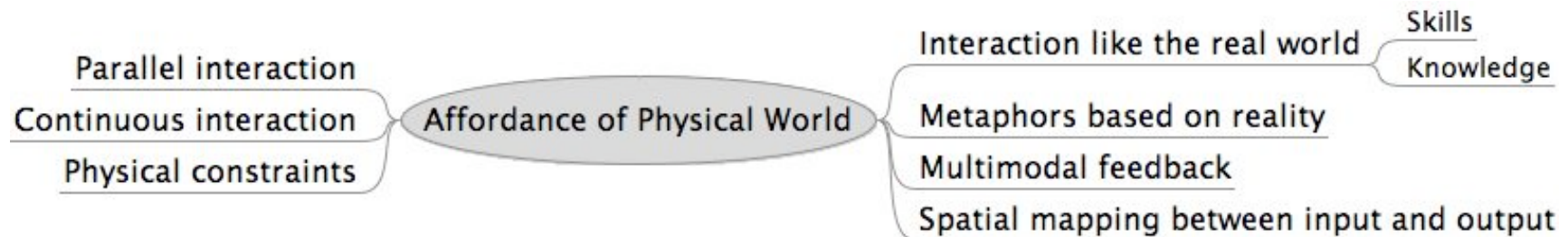


Mappings

- Semantic mapping
- Behavioral mapping
- Perceptual Mapping

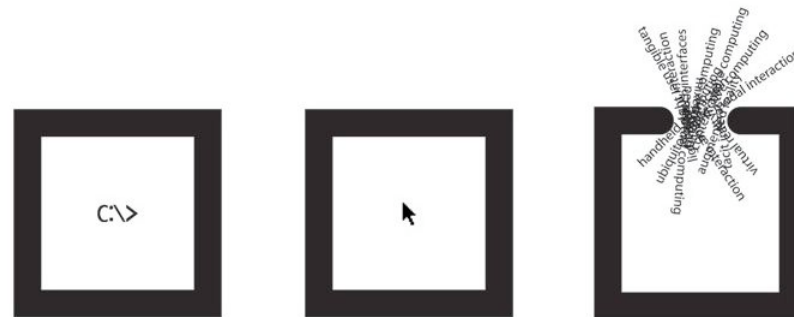


Affordance



Frameworks

- Reality Based Interaction [Jacob et al]
- The CTI Framework: Informing the Design of Tangible Systems for Children [Antle]
- Getting a grip on tangible interaction [Hornecker & Burr]



Evaluation

- Empirical comparative studies
- Real time brain activity monitoring



Summary



Collaboration

Frameworks



Evaluation

Effects of Physical Affordance



Mappings



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