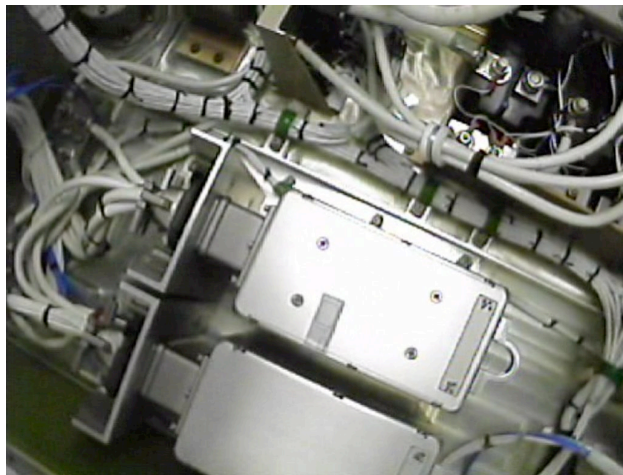


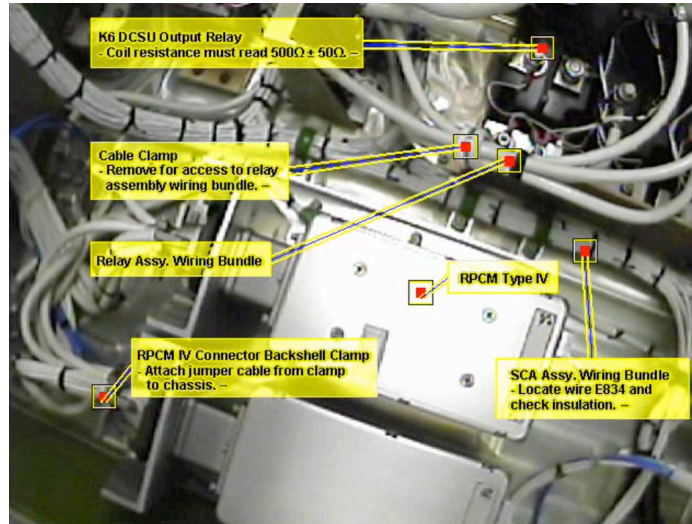
Human-Computer Interaction

Lecture 5: Augmented and mixed reality

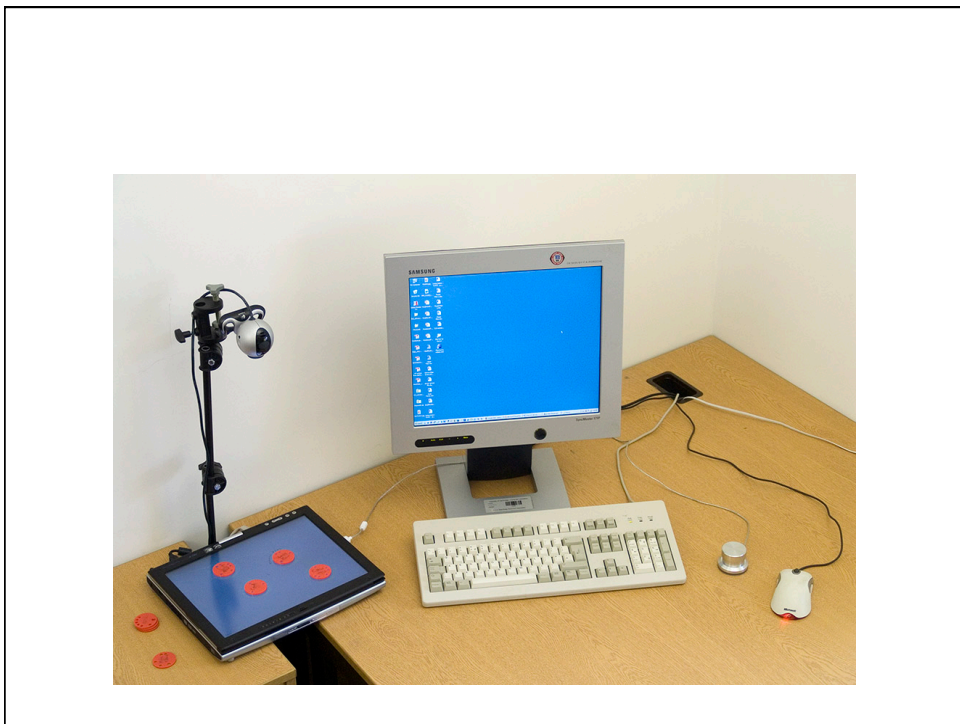
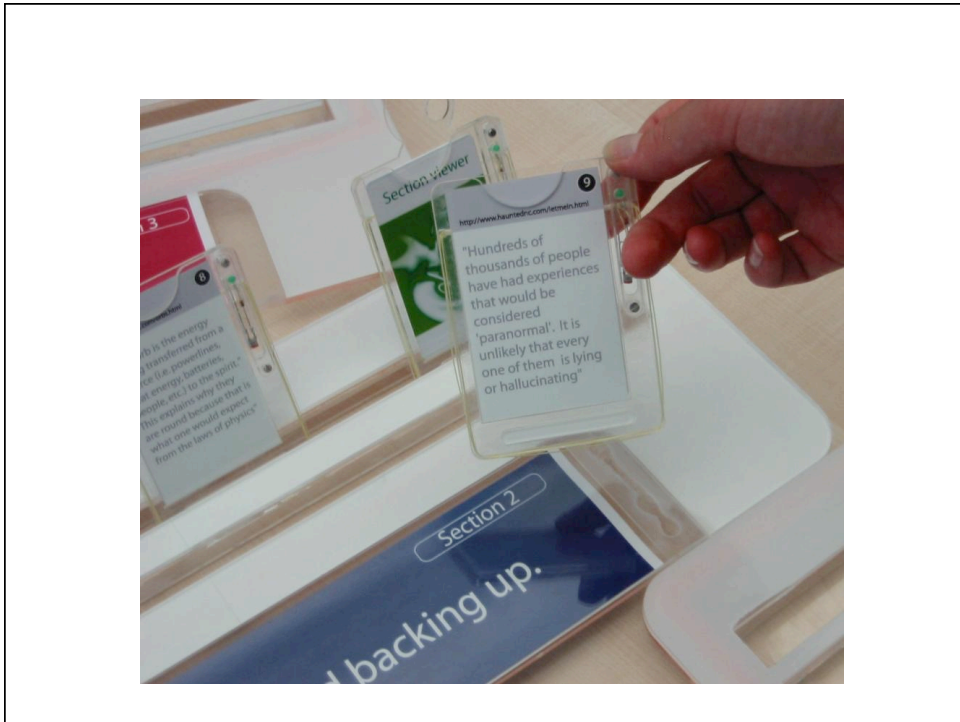
VIRTUAL REALITY (VR)

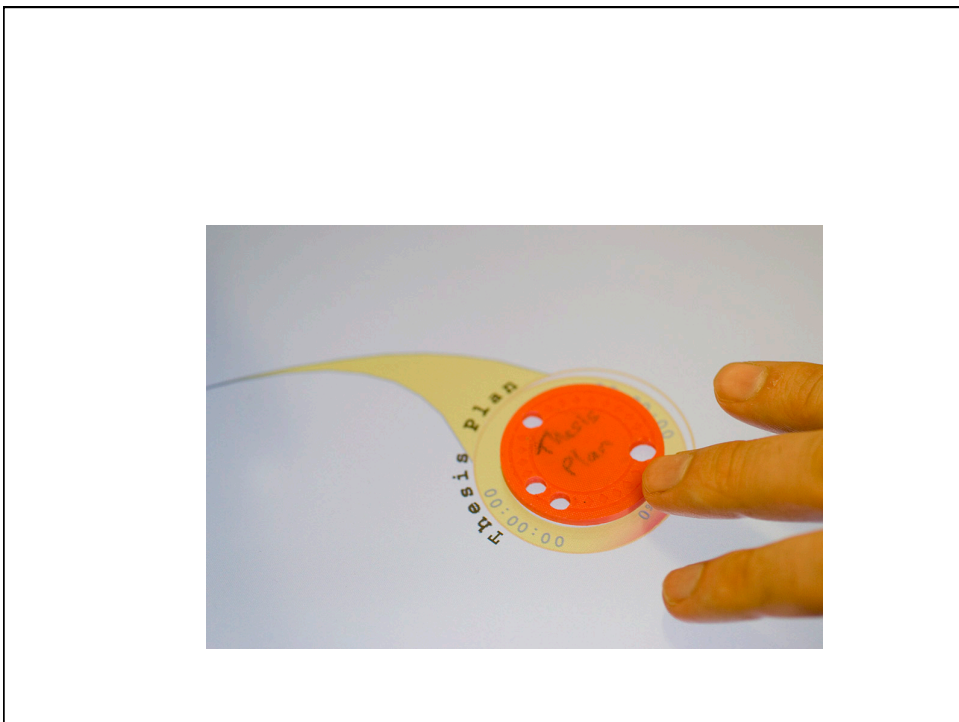
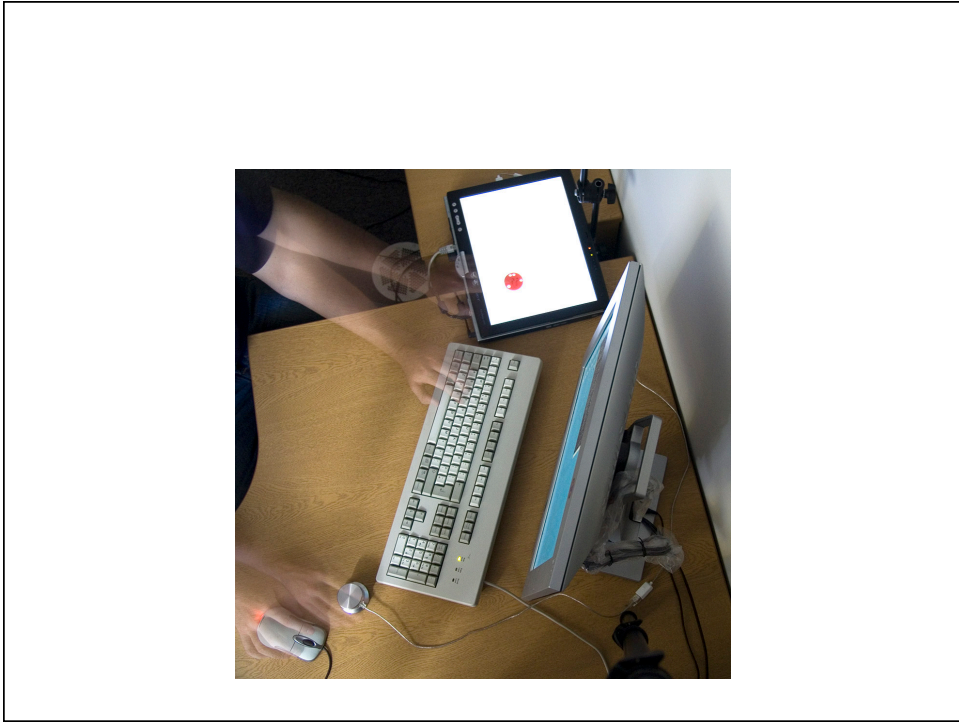
AUGMENTED REALITY (VR)





TANGIBLE USER INTERFACES (TUI)







PAPER INTERFACES

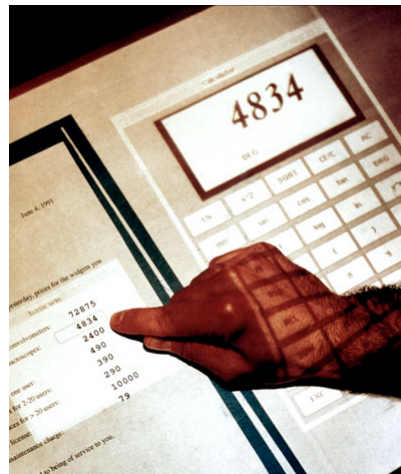
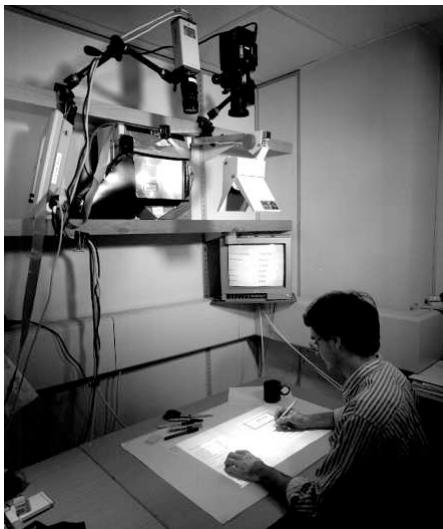
The 'affordances' of paper for reading (Sellen & Harper)

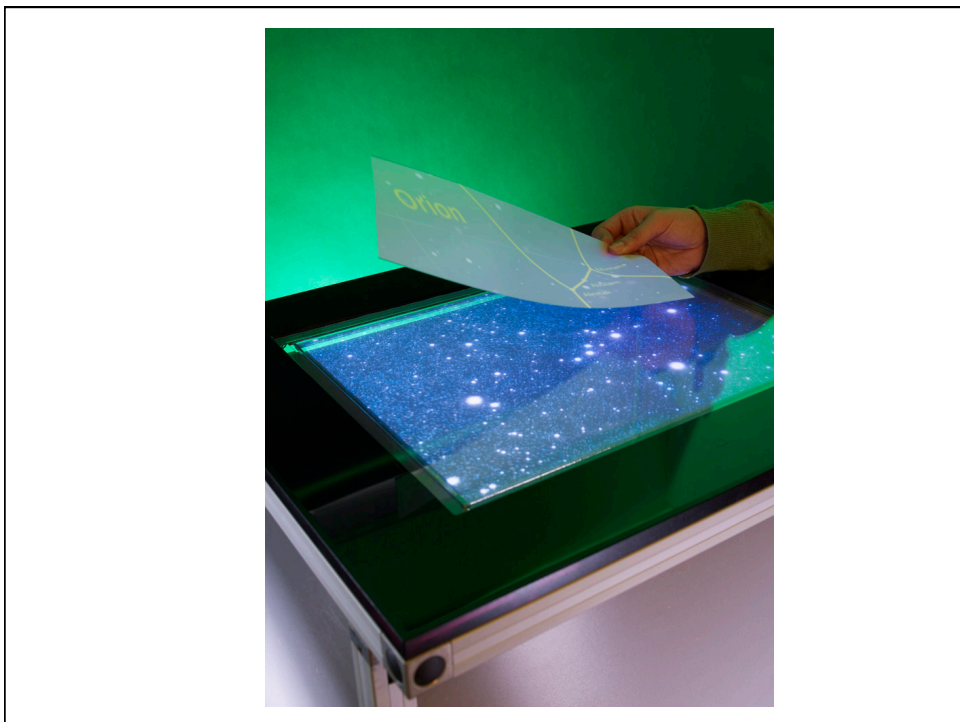
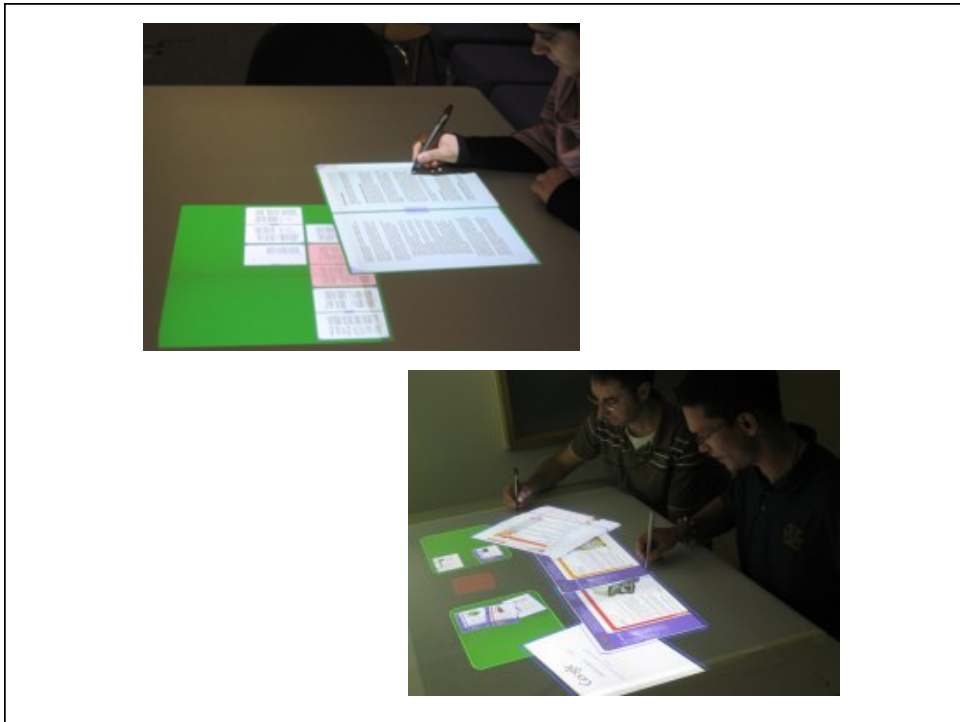
- Paper
 - Quick flexible navigation
 - Reading across more than one document at once
 - Marking up while reading
 - Interweaving reading and writing
- Digital
 - Storing large amounts
 - Fast full-text searching
 - Quick links to related material
 - Dynamically modifying content

Sharing and management with paper (Sellen & Harper)

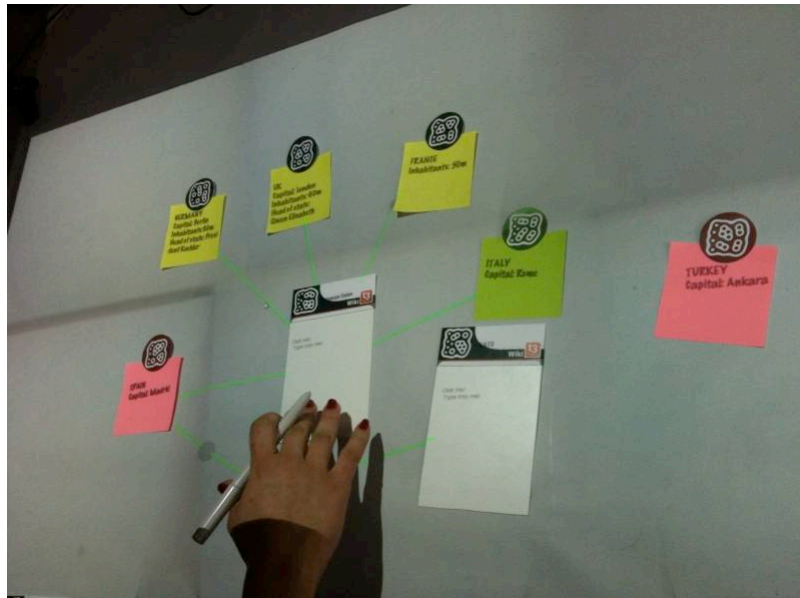
- Paper
 - Control access until it is 'ready'
 - Reminding by flicking through
 - Portability for meetings
 - Joint viewing and discussion markup
- Digital
 - Large amounts of info in a small space
 - Access remote information
 - See central store from wide range of locations
 - Fast exhaustive searching

SURFACE INTERACTION



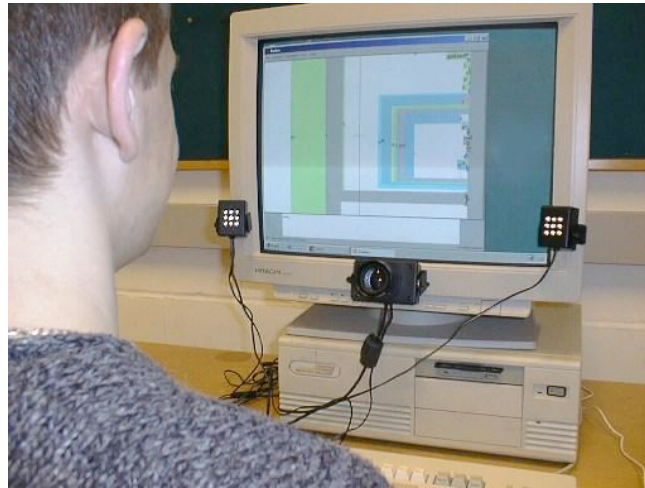


MACHINE VISION





GAZE TRACKING



EMBODIED INTERACTION

