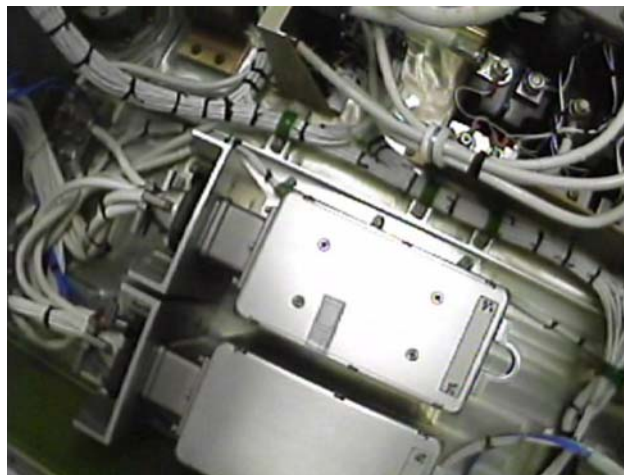


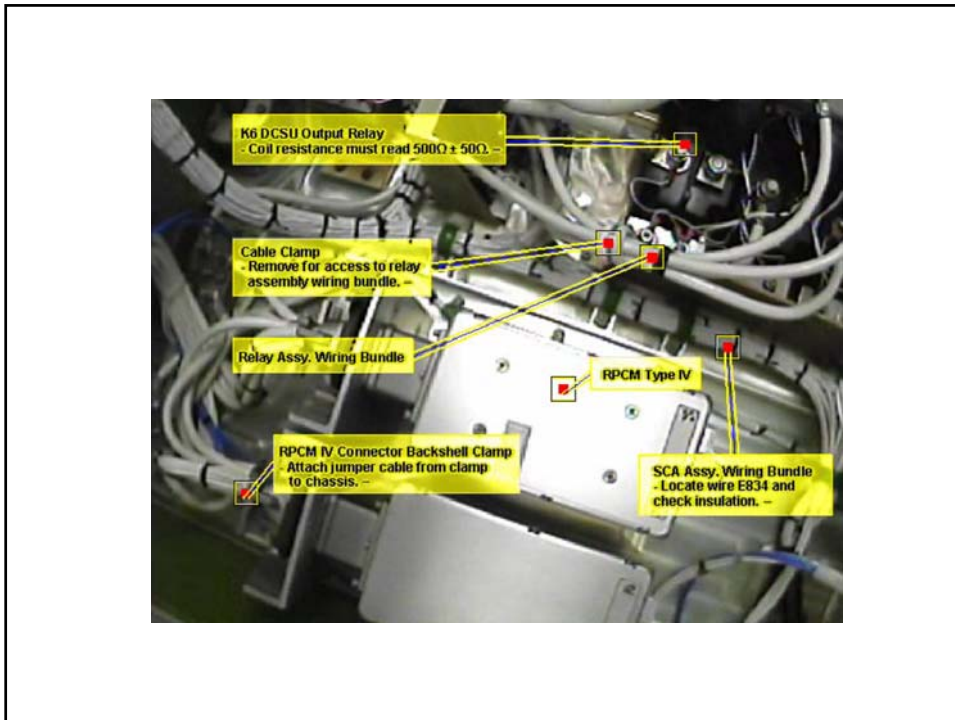
# Human-Computer Interaction

Lecture 5: Augmented and mixed reality

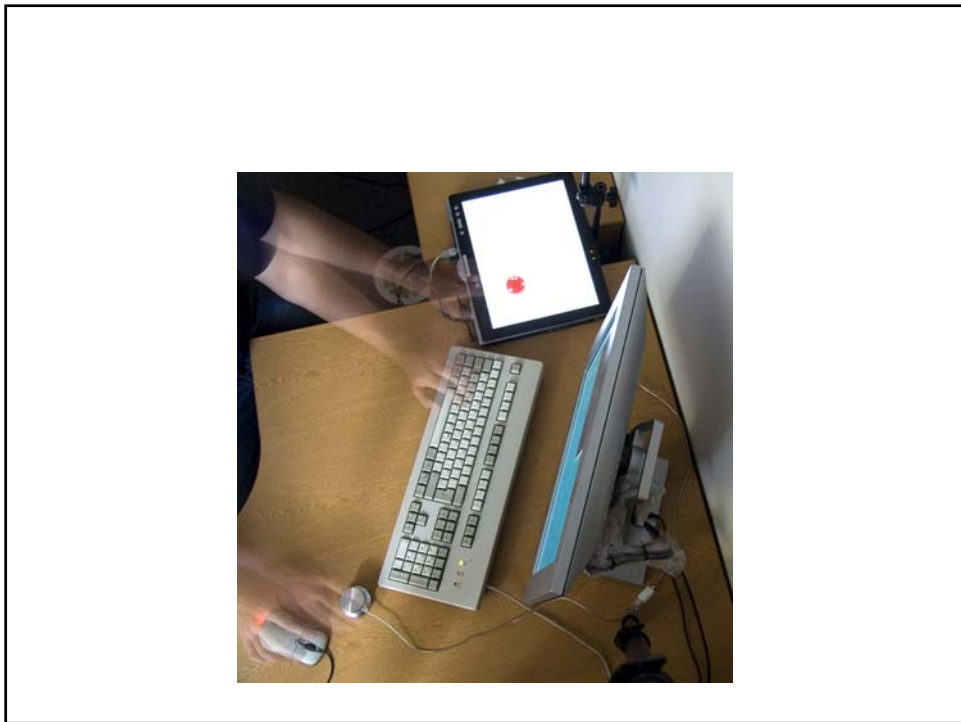
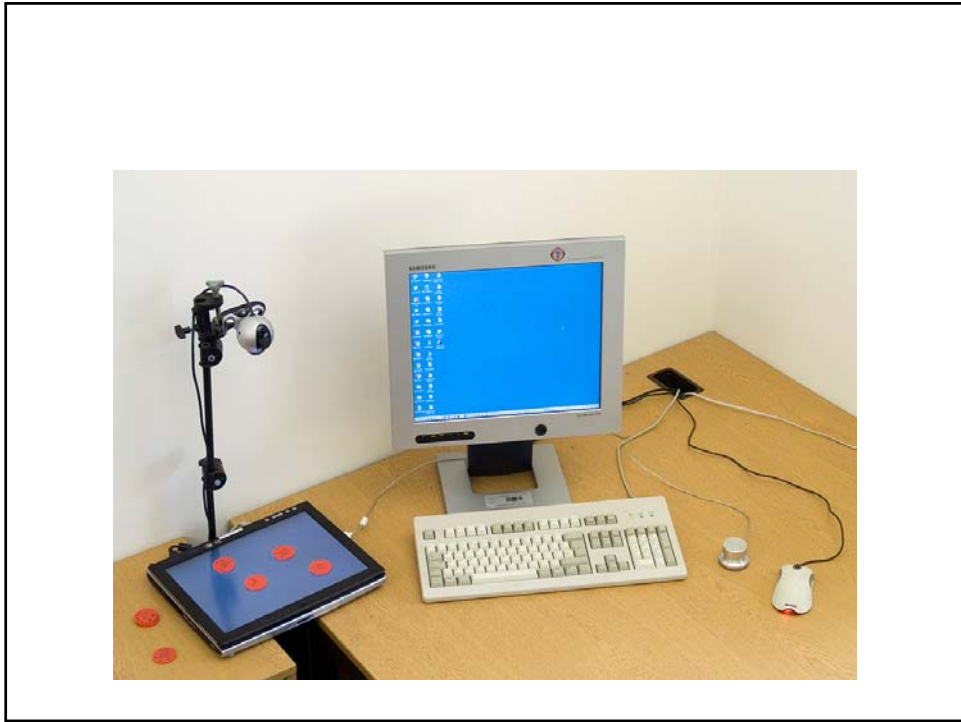
**VIRTUAL REALITY (VR)**

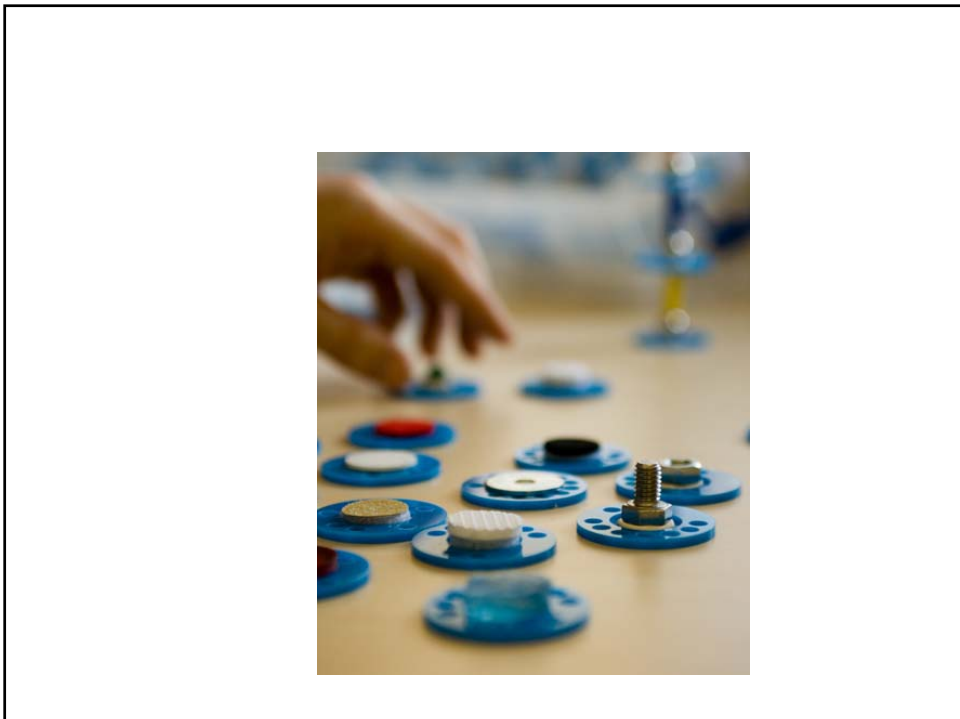
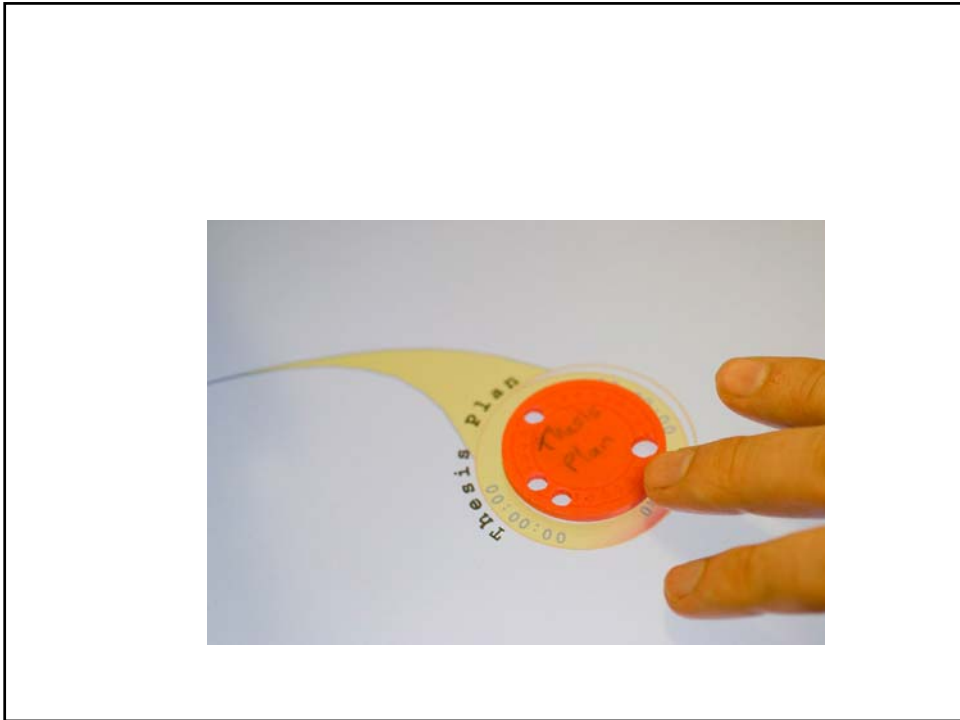
## **AUGMENTED REALITY (VR)**





## TANGIBLE USER INTERFACES (TUI)





## PAPER INTERFACES

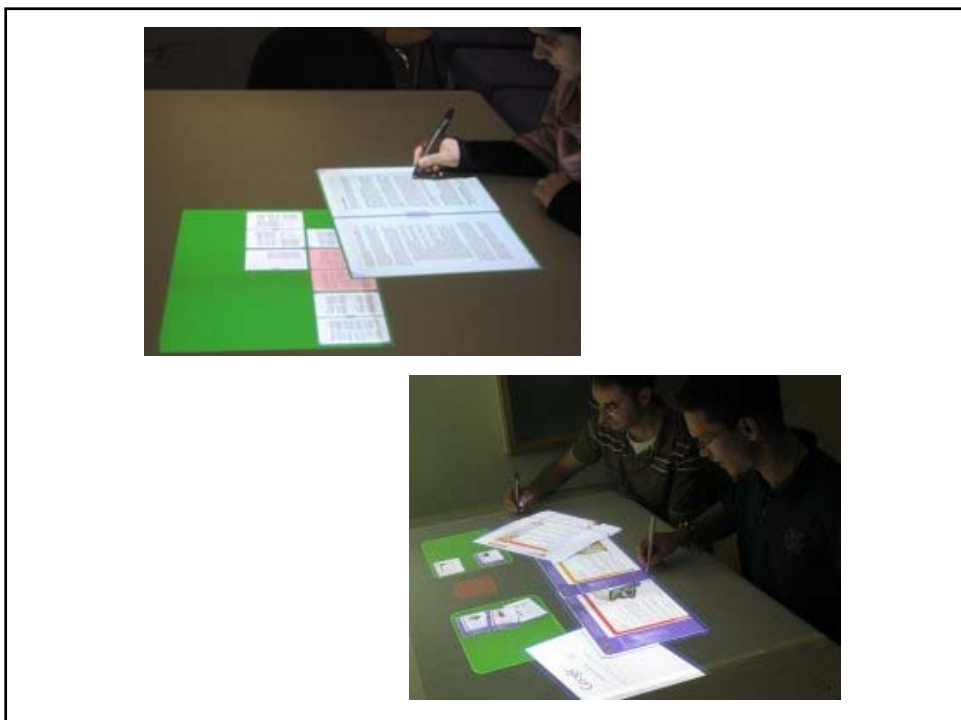
### The 'affordances' of paper for reading (Sellen & Harper)

- 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

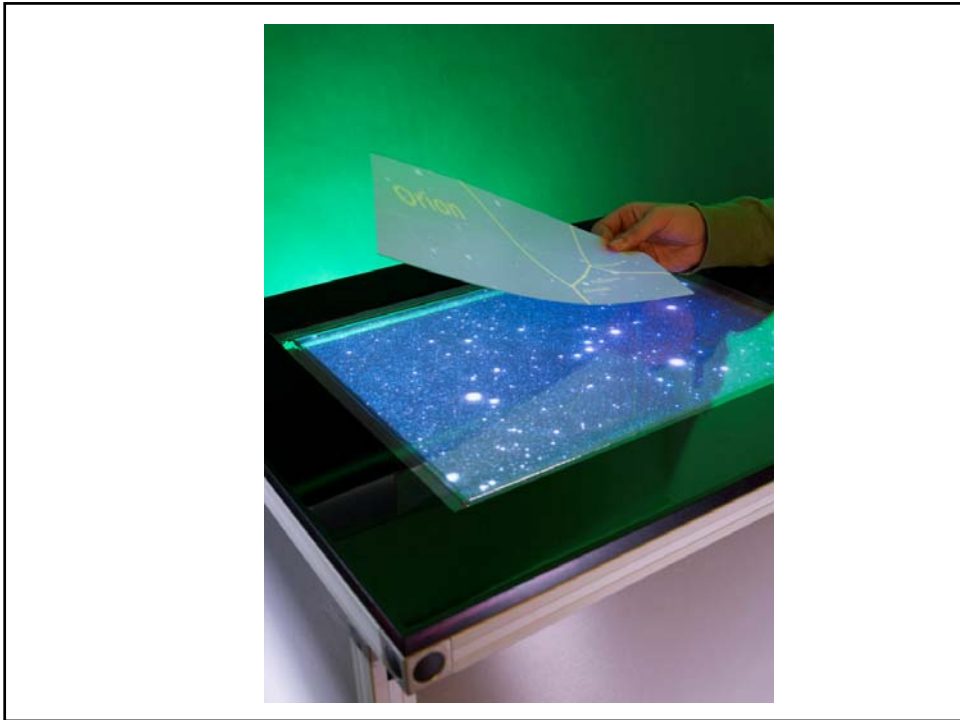
## Sharing and management with paper (Sellen & Harper)

- 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

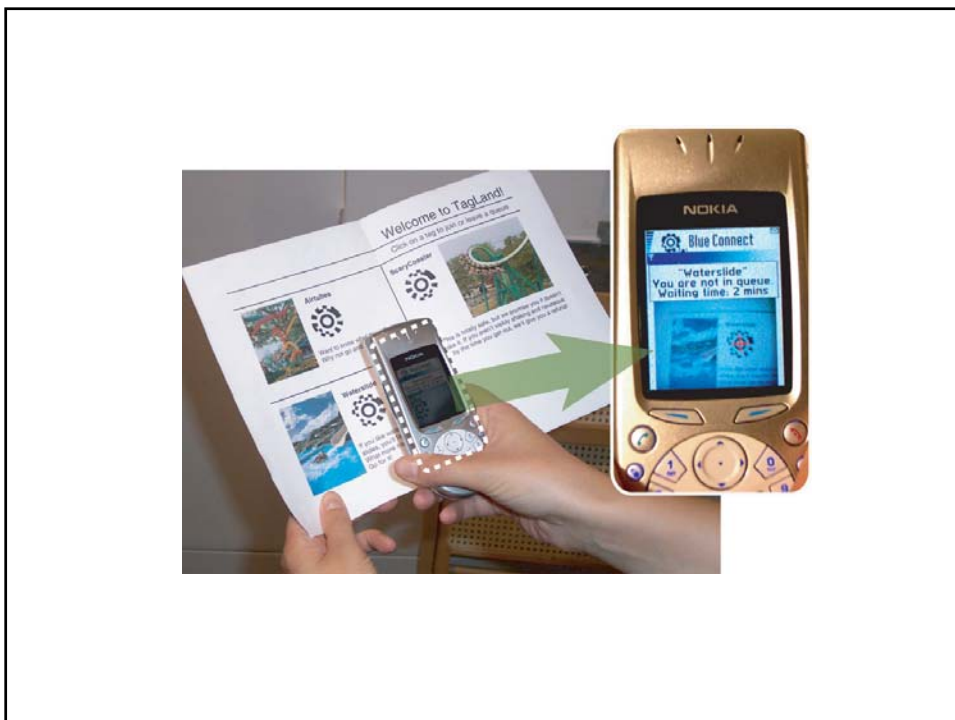
## **SURFACE INTERACTION**



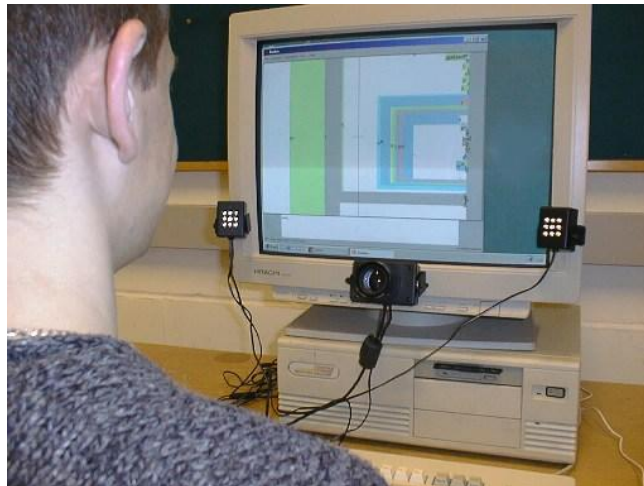




## MACHINE VISION



## GAZE TRACKING



## EMBODIED INTERACTION



