TECHNICAL PROGRAM

Paper Session: Behind the Scene — Hardware and Toolkits

Single User MultiTouch on the DiamondTouch: From 2 x 1D to 2D
François Bérard and Yann Laurillau

reaCTIVision and TUIO: A Tangible Tabletop Toolkit
Martin Kaltenbrunner

PyMT: A Post-WIMP Multi-Touch User Interface Toolkit
Thomas E Hansen, Juan Pablo Hourcade, Mathieu Virbel, Sharath Patali and Tiago Serra

FiberBoard — Compact Multi-Touch Display Using Channeled Light
Daniel Jackson, Tom Bartindale and Patrick Olivier

Inverted FTIR: Easy Multitouch Sensing for Flatscreens
Florian Echtler, Andreas Dippon, Marcus Tönns and Gudrun Klinker

Paper Session: Interaction Design

CRISTAL: A Collaborative Home Media and Device Controller Based on a Multi-touch Display
Thomas Seifried, Michael Holier, Stacey D. Scott, Florian Perteneder, Christian Rendl, Daisuke Sakamoto and Masahiko Inami

Analysis of Natural Gestures for Controlling Robot Teams on Multi-touch Tabletop Surfaces
Mark Micire, Munjal Desai, Amanda Courtemanche, Katherine M. Tsui and Holly A. Yanco

Developing the Story: Designing an Interactive Storytelling Application
John Helmes, Xiang Cao, Siân E. Lindley and Abigail Sellen

FluidPaint: An Interactive Digital Painting System Using Real Wet Brushes
Peter Vandoren, Luc Claesen, Tom Van Laerhoven, Johannes Taelman, Chris Roymaekers, Eddy Flerackers and Frank Van Reeth

Paper Session: Input and Interaction

Stacks on the Surface: Resolving Physical Order Using Fiducial Markers With Structured Transparency
Tom Bartindale and Chris Harrison
I-Grabber: Expanding Physical Reach in a Large-Display Tabletop Environment Through the Use of a Virtual Grabber

Martha Abednego, Joong-Ho Lee, Won Moon and Ji-Hyung Park

Visualizing and Manipulating Automatic Document Orientation Methods Using Vector Fields

Pierre Dragicevic and Yuanchun Shi

Paper Session: Tangible Interfaces

PaperLens: Advanced Magic Lens Interaction Above the Tabletop

Martin Spindler, Sophie Stellmach and Raimund Dachselt

Exploring Tangible and Direct Touch Interfaces for Manipulating 2D and 3D Information on a Digital Table

Mark Hancock, Otmar Hilliges, Christopher Collins, Dominikus Baur and Sheelagh Carpendale

The Haptic Tabletop Puck: Tactile Feedback for Interactive Tabletops

Nicolai Marquardt, Miguel A. Nacenta, James E. Young, Sheelagh Carpendale, Saul Greenberg and Ehud Sharlin

Paper Session: Extending Basic Surface Interaction Capabilities

Enhancing Input On and Above the Interactive Surface with Muscle Sensing

Hrvoje Benko, T. Scott Saponas, Dan Morris and Desney Tan

Hand Distinction for Multi-Touch Tabletop Interaction

Chi Tai Dang, Martin Straub and Elisabeth André

Getting Practical with Interactive Tabletop Displays: Designing for Dense Data, "Fat Fingers", Diverse Interactions, and Face-to-Face Collaboration

Stephen Voida, Matthew Tobiasz, Julie Stromer, Petra Isenberg and Sheelagh Carpendale

Extending Touch: Towards Interaction with Large-Scale Surfaces

Alexander Schick, Florian van de Camp, Joris Ijsselmuiden and Rainer Stiefelhagen

Paper Session: Surface Interaction with 3D Data

Simulating Grasping Behavior on an Imaging Interactive Surface

Andrew D. Wilson

Sticky Tools: Full 6DOF Force-Based Interaction for Multi-Touch Tables

Mark Hancock, Thomas ten Cate and Sheelagh Carpendale

Navigation Modes for Combined Table/Screen 3D Scene Rendering

Rami Ajaj, Frédéric Vernier and Christian Jacquemin
Paper Session: Studies and Evaluations

Investigating Multi-Touch and Pen Gestures for Diagram Editing on Interactive Surfaces
Mathias Frisch, Jens Heydekorn and Raimund Dachselt

The Effects of Changing Projection Geometry on the Interpretation of 3D Orientation on Tabletops
Mark Hancock, Miguel Nacenta, Carl Gutwin and Sheelagh Carpendale

ShadowGuides: Visualizations for In-Situ Learning of Multi-Touch and Whole-Hand Gestures
Dustin Freeman, Hrvoje Benko, Meredith Ringel Morris and Daniel Wigdor

Stacked Half-Pie Menus — Navigating Nested Menus on Interactive Tabletops
Tobias Hesselmann, Stefan Flöring and Marwin Schmitt

Paper Session: Collaborative Experiences

WebSurface: An Interface for Co-located Collaborative Information Gathering
Philip Tuddenham, Ian Davies and Peter Robinson

Actions Speak Loudly with Words: Unpacking Collaboration Around the Table
Rowanne Fleck, Yvonne Rogers, Nicola Yuill, Paul Marshal, Amanda Carr, Jochen Rick and Victoria Bonnett

Collaborative Puzzle Game: A Tabletop Interactive Game for Fostering Collaboration in Children with Autism Spectrum Disorders (ASD)