

Generalized Eyes-free Interaction for Use with Large Displays

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Motivation



Input Device Taxonomy

1. Position

2. Orient

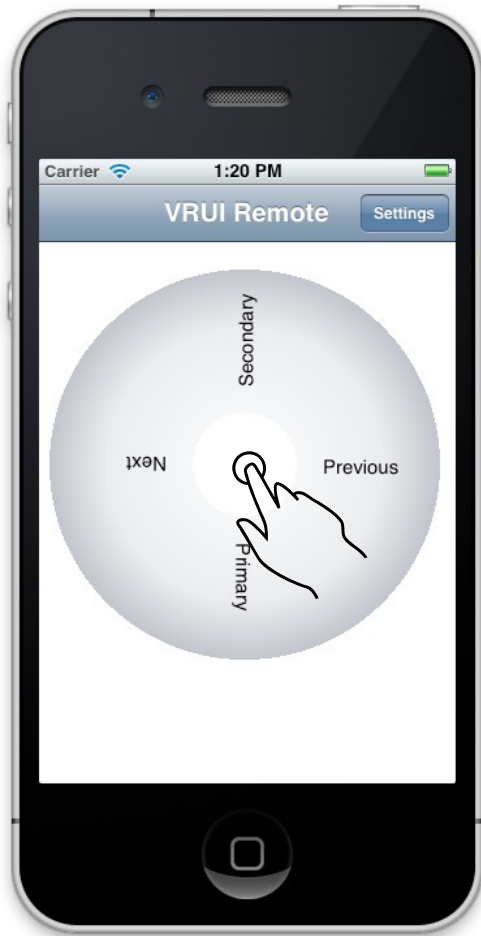
3. Select

4. Ink

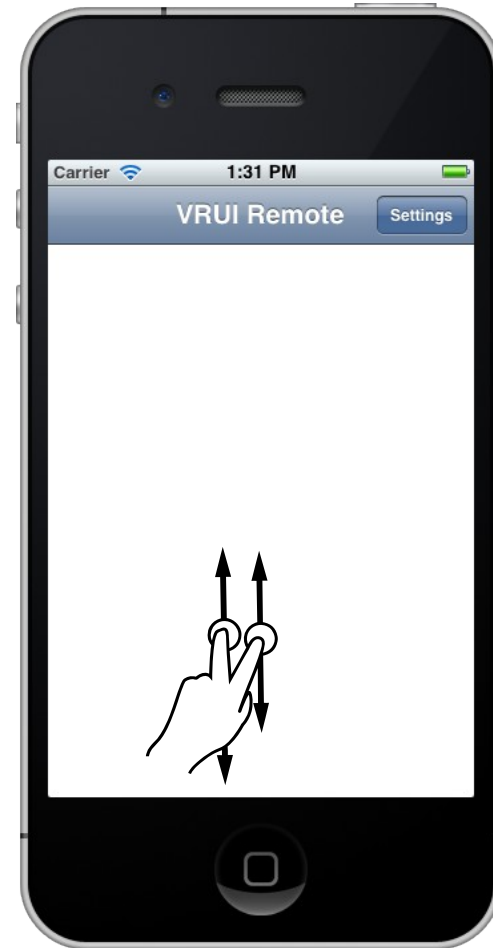
5. Quantify

6. Text

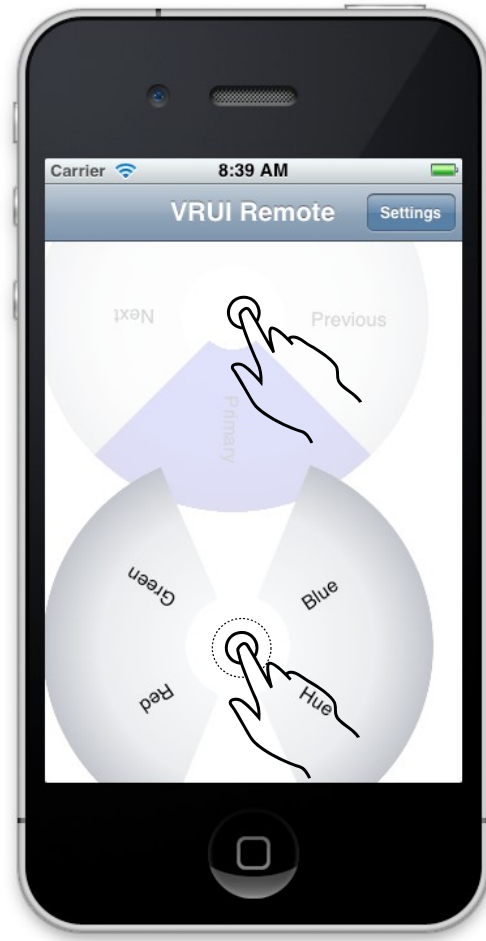
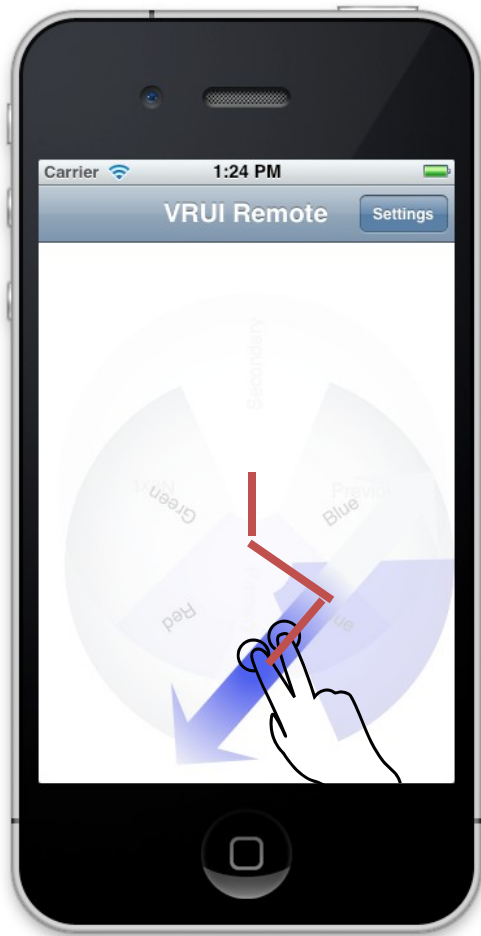
MM for Remote Interaction



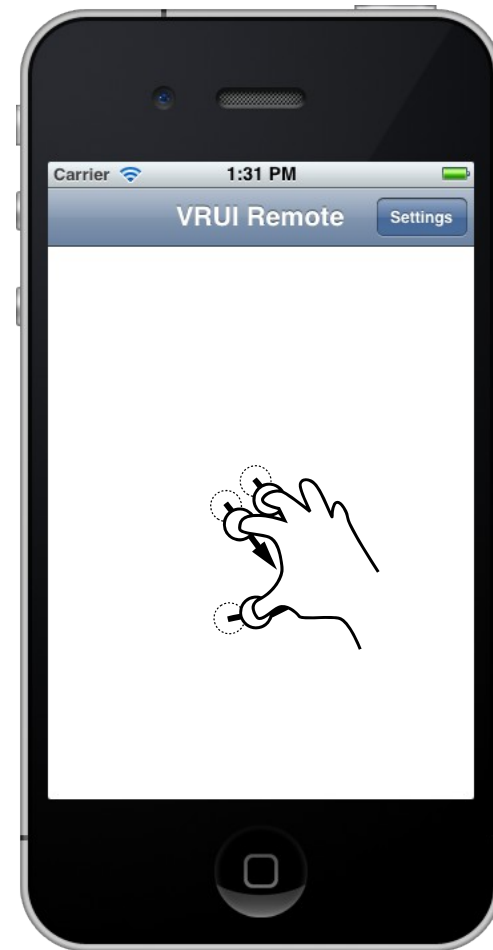
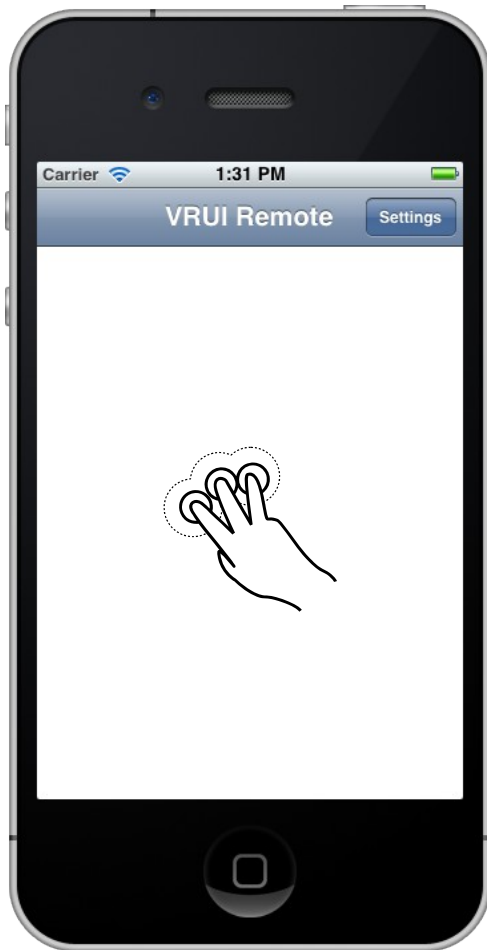
MM for Remote Interaction (2)



MM for Remote Interaction (3)



MM for Remote Interaction (4)



Part I:
Basic Selection

Prototype Implementation

- Eyes-free (expert mode)
- Consistent interaction model over application borders
- Configurable (per-application/per-user)
- Rapid Prototyping with little overhead to include mobile devices

Thank you