Conventional input devices such as mouse and keyboard restrict users' mobility by requiring a stable surface on which to operate and thus impede fluid interaction. The project inteHRDis (Interaction Techniques for High-Resolution Displays) aims at designing and evaluating novel input devices which allow flexible and intuitive input from any point and distance and support single and group user behavior in the application context of large, high-resolution displays.

**Laserpointer**
Direct pointing with an infrared laserpointer and multimodal feedback

**Multi-Touch**
Touch technology for small and large screens

**Eye-Tracker**
Gaze-only and gaze-augmented interaction (in cooperation with MPI Tübingen)

**Handheld Control**
Combination of PDAs and handheld computers with large displays

**Gestures**
Hand and finger gestures as well as whole body and device gestures

**Multimodal Interaction**
Combination of diverse input and output modes for single and multi-user environments

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