

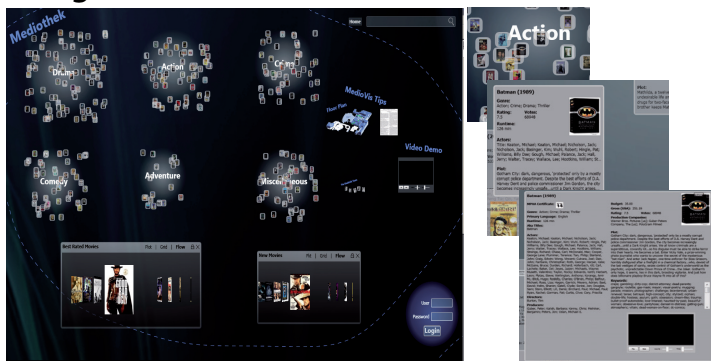
# MedioVis 2.0

## Visual Interface for Seeking and Exploring Multimedia Libraries

The MedioVis 2.0 project aims to provide a natural interface for seeking and exploring multimedia libraries. Knowledge work is a demanding activity caused on the one hand by the increasing complexity of today's information spaces. On the other hand, knowledge workers are acting correspondingly to an individual creative workflow, which involves multifaceted characteristics like diverse activities, locations, environments and social contexts. Although it is important to find solutions to specific aspects of knowledge work (information-seeking, information-management, media-warehousing, etc.) our design approach, MedioVis 2.0, tries to support the entire workflow in one coalescing Knowledge Media Workbench, showcased in the context of digital libraries.

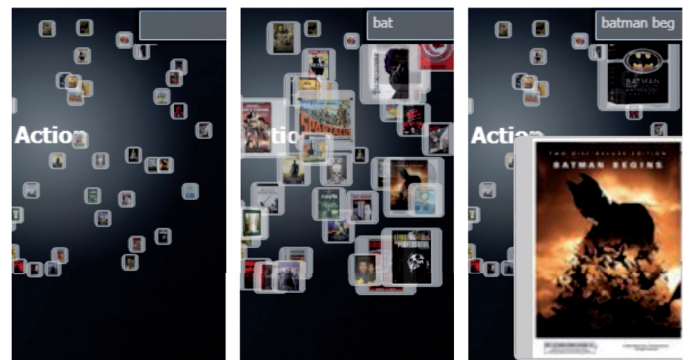


### Navigate



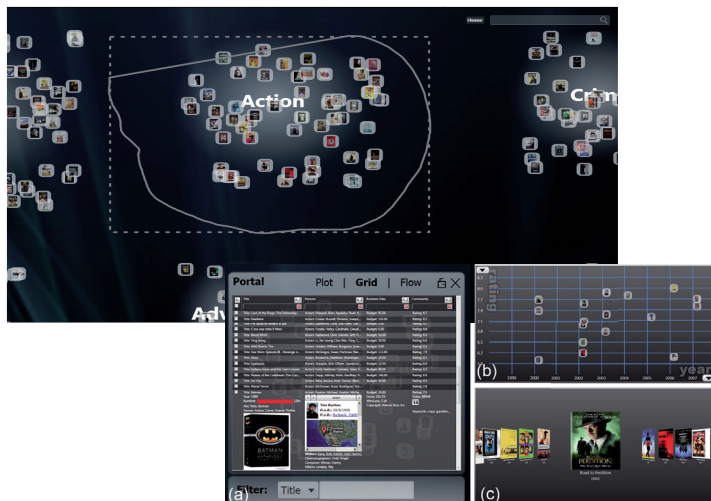
The fundamental visualization and interaction paradigm of MedioVis 2.0 is the idea of a Zoomable Object-Oriented Information Landscape.

### Search & Explore



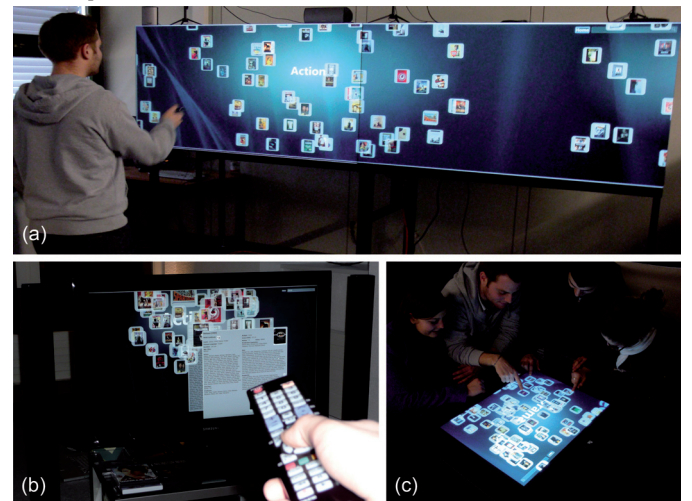
Noval analytical search methods are integrated in MedioVis 2.0 to formulate specific information needs.

### Visualize

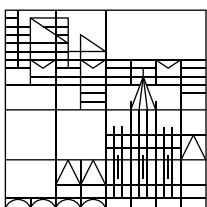


Inside of portals a subset of movie objects can be represented and filtered by various visualizations (a. HyperGrid, b. HyperScatter or c. CoverFlow)

### Multiple Devices



Besides traditionally used devices, MedioVis 2.0 is designed to be used on forward-looking devices (a. large high-resolution displays, b. high-definition TV or c. multitouch tables like the Microsoft Surface etc.)



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<http://hci.uni-konstanz.de/MedioVis>

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