

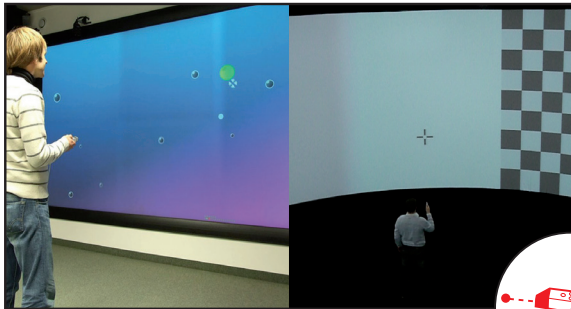
inteHRDis

Interaction Techniques for High-Resolution Displays

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.

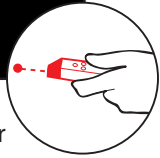


inteHRDis



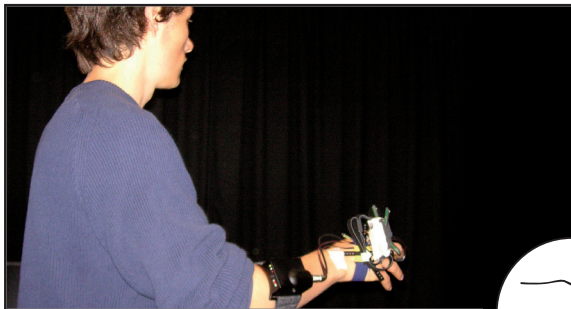
Laserpointer

Direct pointing with an infrared laserpointer and multimodal feedback



Multi-Touch

Touch technology for small and large screens



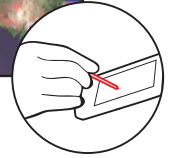
Gestures

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



Handheld Control

Combination of PDAs and handheld computers with large displays



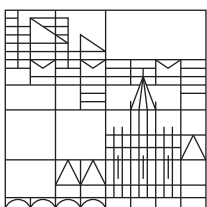
Eye-Tracker

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



Multimodal Interaction

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



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