

References mentioned by Anastasia in AR+Tangible Interaction class (ping Anastasia if any are missing)

- Albinsson, P.A. and Zhai, S. High Precision Touch Screen Interaction. CHI 2003, pp. 105-112.
- Augsten, T., Kaefer, K., Meusel, T., Fetzer, C., Kanitz, D., Stoff, T., Becker, T., Holz, C., and Baudisch, P. (2010). Multitoe: high-precision interaction with back-projected floors based on high-resolution multi-touch input. In Proceedings of the 23rd annual ACM symposium on User interface software and technology (UIST '10), pp. 209-218.
- Baglioni, M., Lecolinet, E., and Guiard, Y. (2011). JerkTilts: using accelerometers for eight-choice selection on mobile devices. ICMI '11.
- Bailly, G., Pietrzak, T., Deber, J., and Wigdor, D. (2013). Métamorphe: augmenting hotkey usage with actuated keys. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '13), pp. 563-572.
- Balakrishnan, R., and Hinckley, K. (1999). The role of kinesthetic reference frames in two-handed input performance. Proceedings of UIST 1999 – the ACM Symposium on User Interface Software and Technology. pp. 171-178.
- Balakrishnan, R., and Hinckley, K. (2000). Symmetric bimanual interaction. In Proceedings of the SIGCHI conference on Human Factors in Computing Systems (CHI '00), pp. 33-40.
- Bau, O., and Mackay, W. 2008. OctoPocus: a dynamic guide for learning gesture-based command sets. UIST '08, pp. 37-46.
- Baudisch, P., Becker, T., and Rudeck, F. (2010). Lumino: tangible blocks for tabletop computers based on glass fiber bundles. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '10), pp. 1165-1174.
- Baudisch, P., Cutrell, E., Robbins, D., Czerwinski, M., Tandler, P. Bederson, B., and Zierlinger, A. (2003) Drag-and-Pop and Drag-and-Pick: Techniques for Accessing Remote Screen Content on Touch- and Pen-operated Systems. Interact pp. 57-64.
- Baudisch, P. and Rosenholtz, R. (2003) Halo: A Technique for Visualizing Off-Screen Locations, CHI 2003,pp. 481-488.
- Beaudouin-Lafon, M. (2004). Designing interaction, not interfaces. In Proceedings of the working conference on Advanced visual interfaces (AVI '04). ACM, New York, NY, USA, pp. 15-22.
- Bezerianos, A., Balakrishnan, R. (2005). The Vacuum: Facilitating the manipulation of distant objects. CHI 2005, pp. 361-270.
- Bezerianos, A., Dragicevic, P., Balakrishnan, R. (2006). Mnemonic Rendering: An Image-Based Approach for Exposing Hidden Changes in Dynamic Displays. UIST 2006, pp. 159-168.
- Bezerianos, A. and Isenberg, P. (2012). Perception of Visual Variables on Tiled Wall-Sized Displays for Information Visualization Applications . IEEE InfoVis 2012, 18(12).
- Benko, H., Wilson, A., and Baudisch, P. (2006) Precise Selection Techniques for Multi-Touch Screens. CHI 2006, pp. 1263-1272.
- Bi,X., Li, Y., and Zhai, S. 2013. FFitts law: modeling finger touch with fitts' law. In

- Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '13), pp. 1363-1372.
- Bier, E., Stone, M., Pier, K., Buxton, W., and DeRose, T. (1993). Toolglass and magic lenses: the see-through interface. In Proceedings of the 20th annual conference on Computer graphics and interactive techniques (SIGGRAPH '93), pp. 73-80.
- Bishop D. (1992) Marble Answering Machine [MAM], invented while at Royal College of Art (RCA), London.
- Blanch, R., Guiard, Y. and Beaudouin-Lafon, M. (2004) Semantic Pointing: Improving Target Acquisition with Control-Display Ratio Adaptation. CHI 2004, pp. 519-526.
- Bonnet, D., Appert, C., and Beaudouin-Lafon, M. (2013). Extending the vocabulary of touch events with ThumbRock. In Proceedings of the 2013 Graphics Interface Conference (GI '13), pp. 221-228.
- Boring, S., Baur, D., Butz, A., Gustafson, S., and Baudisch, P. (2010). Touch projector: mobile interaction through video. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '10), pp. 2287-2296.
- Bragdon, A., Uğuray, A., Wigdor, D., Anagnostopoulos, S., Zeleznik, R., Feman, R (2010) Gesture play: motivating online gesture learning with fun, positive reinforcement and physical metaphors. ITS 2010, pp. 39-48
- Brandl, P., Leitner, J., Seifried, T., Haller, M., Doray, B. and To, P. (2009) Occlusion-aware menu design for digital tabletops. CHI'09 extended abstracts, pp. 3223-3228.
- Bräntzel, A., Holz, C., Hoffmann, D., Schmidt, D., Knaust, M., Lühne, P., Meusel, R., Richter, S., and Baudisch, P. (2013). GravitySpace: tracking users and their poses in a smart room using a pressure-sensing floor. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '13), pp. 725-734.
- Buxton, W., and Myers, B. (1986). A study in two-handed input. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '86), Marilyn Mantei and Peter Orbeton (Eds.), pp. 321-326.
- Chapuis, O., Bezerianos, A. & Frantzeskakis, S. (2014). Smarties: An Input System for Wall Display Development. In CHI '14: Proceedings of the 32nd international conference on Human factors in computing systems, 2763-2772, ACM, April 2014.
- Cheng, L.-P., Marwecki, S., and Baudisch, P. (2017). Mutual Human Actuation. In Proceedings of the 30th Annual ACM Symposium on User Interface Software and Technology (UIST '17). ACM, New York, NY, USA, 797-805. DOI: <https://doi.org/10.1145/3126594.3126667>
- Courtoux, E., Appert, C., and Chapuis, O. 2021. WallTokens: Surface Tangibles for Vertical Displays. In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21). Association for Computing Machinery, New York, NY, USA, Article 421, 1–13. <https://doi.org/10.1145/3411764.3445404>
- Davies, T., and Beeharee, A. (2012). The case of the missed icon: change blindness on mobile devices. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '12), pp. 1451-1460.
- Doeweling, S., Tahiri, T., Sowinski, P., Schmidt, B., and Khalilbeigi, M. (2013). Support for collaborative situation analysis and planning in crisis management teams using interactive tabletops. In Proceedings of the 2013 ACM international conference on Interactive tabletops and surfaces (ITS '13), pp. 273-282.
- Dourish, P. (2004) Where the Action Is: The Foundations of Embodied Interaction. The MIT

- Press.
- Fitzmaurice, G., Ishii, H. and Buxton, W. (1995). Bricks: laying the foundations for graspable user interfaces. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '95), pp. 442-449.
- Follmer, S. and Ishii, H. (2012) KidCAD: digitally remixing toys through tangible tools. In Proceedings of the 2012 ACM annual conference on Human Factors in Computing Systems (CHI '12), pp. 2401-2410.
- Follmer, S., Leithinger, D., Olwal, A., Hogge, A., and Ishii, H. (2013). inFORM: dynamic physical affordances and constraints through shape and object actuation. In Proceedings of the 26th annual ACM symposium on User interface software and technology (UIST '13), pp. 417-426.
- Forlines, C., Vogel, D., Balakrishnan, R. (2006). HybridPointing: Fluid Switching Between Absolute and Relative Pointing with a Direct Input Device. UIST 2006. pp. 211-220.
- Freeman, D., Benko, H., Ringel-Morris, M., Wigdor, D. (2009) ShadowGuides: Visualizations for In-Situ Learning of Multi-Touch and Whole-Hand Gestures. ITS 2009.
- Frisch, M., Langner, R., and Dachselt, R. (2011). Neat: a set of flexible tools and gestures for layout tasks on interactive displays. In Proceedings of the ACM International Conference on Interactive Tabletops and Surfaces (ITS '11), pp. 1-10.
- Ghomie, E., Huot, S., Bau, O., Beaudouin-Lafon, M., and Mackay, W.E.. 2013. Arpège: learning multitouch chord gestures vocabularies. In Proceedings of the 2013 ACM international conference on Interactive tabletops and surfaces (ITS '13), pp. 209-218.
- Goel, M., Jansen, A., Mandel, T., Patel, S., Wobbrock, J. (2013) ContextType: using hand posture information to improve mobile touch screen text entry. CHI 2013, pp. 2795-2798.
- Goel, M., Wobbrock, J., and Patel, S. 2012. GripSense: using built-in sensors to detect hand posture and pressure on commodity mobile phones. In Proceedings of the 25th annual ACM symposium on User interface software and technology (UIST '12), pp. 545-554.
- Guiard, Y. (1987). Asymmetric division of labor in human skilled bimanual action : The kinematic chain as a model. Journal of Motor Behavior, 19, 486-517.
- Guiard, Y., Blanch, R., Beaudouin-Lafon, M. (2004). Object pointing: a complement to bitmap pointing in GUIs. Proc. Graphics interface 2004. Vol. 62. 9-16. 2004.
- Gustafson, S., Baudisch, P., Gutwin, C, and Irani, P. (2008) Wedge: Clutter-Free Visualization of Off-Screen Locations, CHI 2008, pp. 787-796.
- Hinckley, K., Pausch, R., Goble, J.C., and Kassell, NF. (1994). Passive real-world interface props for neurosurgical visualization. In Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI '94), pp. 452-458.
- Hinckley, K., Pausch, R., Proffitt, D., Patten, J., and Kassell, N. (1997). Cooperative bimanual action. In Proceedings of the ACM SIGCHI Conference on Human factors in computing systems (CHI '97), pp. 27-34.
- Hinckley, K., and Song, H. (2011). Sensor synesthesia: touch in motion, and motion in touch. In Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI '11), pp. 801-810.
- Hinckley, K., Yatani, K., Pahud, M., Coddington, N., Rodenhouse, J., Wilson, A., Benko, H.,

- and Buxton, B. (2010). Pen + touch = new tools. In Proceedings of the 23rd annual ACM symposium on User interface software and technology (UIST '10), pp. 27-36.
- Horak, T., Badam, S.K., Elmqvist, N., and Dachselt, R. 2018. When David Meets Goliath: Combining Smartwatches with a Large Vertical Display for Visual Data Exploration. In Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI '18). Association for Computing Machinery, New York, NY, USA, Paper 19, 1–13. <https://doi.org/10.1145/3173574.3173593>
- Hurter, C., Lesbordes, R., Letondal, C., Vinot, J.-L., and Conversy, S. (2012). Strip'TIC: Exploring Automatic Paper Strip for Air Traffic Controllers. Advanced Visual Interface. ACM AVI 2012
- Isenberg, P., Dragicevic, P., Willett, W., Bezerianos, A., Fekete, J.D. (2013). Hybrid-Image Visualization for Large Viewing Environments. IEEE Trans. Vis. Comput. Graph. 19(12), pp. 2346-2355.
- Isenberg, P., Fisher, D., Ringel Morris, M., Inkpen, K., and Czerwinski, M. (2010) An Exploratory Study of Co-located Collaborative Visual Analytics around a Tabletop Display. In IEEE Proceedings of Visual Analytics Science and Technology (VAST), pp. 179–186.
- Ishii, H., Mazalek, A., and Lee, J. (2001). Bottles as a minimal interface to access digital information. In CHI '01 Extended Abstracts on Human Factors in Computing Systems (CHI EA '01), pp. 187-188.
- Ishii, H., and Ullmer, B. (1997). Tangible bits: towards seamless interfaces between people, bits and atoms. In Proceedings of the ACM SIGCHI Conference on Human factors in computing systems (CHI '97), pp. 234-241.
- James, R., Bezerianos, A., Chapuis, O., Cordeil, M., Dwyer, T., Prouzeau, A. (2020). Personal+Context navigation: combining AR and shared displays in Network Path-following. GI 2020 - Conference on Graphics Interface, May 2020, Toronto, Canada.
- Jansen, Y., Dragicevic, P., and Fekete, J.-D. (2012). Tangible remote controllers for wall-size displays. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '12), pp. 2865-2874.
- Jansen, Y., Dragicevic, P., and Fekete, J.-D. (2013). Evaluating the Efficiency of Physical Visualizations. Proceedings of the 2013 annual conference on Human factors in computing systems (CHI'13), pp. 2593-2602.
- Jordà, S., Kaltenbrunner, M., Geiger, G. & Bencina, R. (2005c) The reacTable*. Proceedings of the International Computer Music Conference (ICM05).
- Kazi,R.H., Chua, K.C., Zhao, S., Davis, R. and Low, K.L. (2011). SandCanvas: a multi-touch art medium inspired by sand animation. CHI 2011.
- Kim, S., Cao, X., Zhang, H. and Tan, D. (2012). Enabling concurrent dual views on common LCD screens. CHI 2012, pp. 2175-2184.
- Kim, S., Israr, A., and Poupyrev, I. (2013). Tactile rendering of 3D features on touch surfaces. In Proceedings of the 26th annual ACM symposium on User interface software and technology (UIST '13), pp. 531-538.
- Kruger, R., Carpendale, S., Scott, S. and Tang, A. (2005) Fluid Integration of Rotation and Translation. CHI 2005, pp. 601-610.
- Kunz & Fjeld (2010) Chapter: From Table-System to Tabletop: Integrating Technology into Interactive Surfaces. In Tabletops - Horizontal Interactive Displays, Müller-Tomfelde, Christian (Ed.)

- Le Goc, M., Kim, L., Parsaei, A., Fekete, J.-D., Dragicevic, P., et al.. Zoids: Building Blocks for Swarm User Interfaces. Proceedings of the 29th Annual Symposium on User Interface Software and Technology (UIST), Oct 2016, Tokyo, Japan.
- León, G.M., Bezerianos, A., Gladin, O., and Isenberg, P. "Talk to the Wall: The Role of Speech Interaction in Collaborative Visual Analytics", in IEEE Transactions on Visualization and Computer Graphics, 2024, 11 pages.
- Li, Y. (2010). Gesture Search: A Tool for Fast Mobile Data Access. UIST 2010, pp. 87-96.
- Liu, C., Chapuis, O., Beaudouin-Lafon, M. & Lecolinet, E. (2016). Shared Interaction on a Wall-Sized Display in a Data Manipulation Task. In CHI '16: Proceedings of the 34th international conference on Human factors in computing systems, 2075-2086, ACM, May 2016.
- Liu, C., Chapuis, O., Beaudouin-Lafon, M. & Lecolinet, E. (2017). CoReach: Cooperative Gestures for Data Manipulation on Wall-sized Displays. In CHI '17: Proceedings of the 35th international conference on Human factors in computing systems, 6730-6741, ACM, May 2017.
- Liu, C., Huot, S., Diehl, J., Mackay, W.E., Beaudouin-Lafon, M. (2012) Evaluating the benefits of real-time feedback in mobile augmented reality with hand-held devices. CHI 2012, pp. 2973-2976.
- Lü, H., and Li, Y. (2011). Gesture avatar: a technique for operating mobile user interfaces using gestures. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '11), pp. 207-216.
- Mackay, W., Fayard, A-L, Frobert, L. & Médini, L. (1998). Reinventing the Familiar: Exploring an Augmented Reality Design Space for Air Traffic Control. In Proceedings of ACM CHI '98 Human Factors in Computing Systems, pp 558-565.
- McPherson, A.P., Gierakowski, A., and Stark, A.M. (2013). The space between the notes: adding expressive pitch control to the piano keyboard. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '13), pp. 2195-2204.
- Mori, Y. and Igarashi, T. (2007) Plushie: An Interactive Design System for Plush Toys. ACM Transactions on Graphics (Proceedings of SIGGRAPH 2007), vol.23, No.3.
- Morris, M.R., Ryall, K., Shen, C., Forlines, C., and Vernier, F. (2004) Beyond "Social Protocols": Multi-User Coordination Policies for Co-located Groupware. CSCW 2004, pp. 262-265.
- Morris, M.R., Huang, A., Paepcke, A., and Winograd, T. (2006) Cooperative Gestures: Multi-User Gestural Interactions for Co-located Groupware. CHI 2006, pp. 1201-1210.
- Moscovich, T (2009) Contact area interaction with sliding widgets. UIST 2009: 13-22.
- Mueller, S., Kruck, B., and Baudisch, P. (2013). LaserOrigami: laser-cutting 3D objects. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '13), pp. 2585-2592.
- Mueller, S., Lopes, P., and Baudisch, P. (2012). Interactive construction: interactive fabrication of functional mechanical devices. In Proceedings of the 25th annual ACM symposium on User interface software and technology (UIST '12), pp. 599-606.
- Müller, J., Walter, R., Bailly, G., Nischt, M., and Alt, F. (2012). Looking glass: a field study on noticing interactivity of a shop window. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '12), pp. 297-306.

- Nancel, M., Chapuis, O., Pietriga, E., Yang, X.-D., Irani, P. and Beaudouin-Lafon, M. (2013) High-Precision Pointing on Large Wall Displays using Small Handheld Devices. In CHI '13: Proceedings of the SIGCHI Conference on Human Factors and Computing Systems, pp. 831-840.
- Nancel, M., Wagner, J., Pietriga, E., Chapuis, O., Mackay, W. (2011) Mid-air Pan-and-Zoom on Wall-sized Displays. CHI 2011.
- Olwal, A. and Feiner, S. (2003) Rubbing the Fisheye: Precise Touch-Screen Interaction with Gestures and Fisheye Views. Conference Supplement of UIST '03. pp. 83-84.
- Parker, K., Mandryk, R. and Inkpen, K. (2005). TractorBeam: seamless integration of local and remote pointing for tabletop displays. Graphics Interface 2005 (GI '05), pp. 33-40.
- Patten, J. and Ishii, H. (2007). Mechanical constraints as computational constraints in tabletop tangible interfaces. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '07), pp. 809-818.
- Potter, R., Weldon, L., Shneiderman, B. (1988) Improving the Accuracy of Touchscreens: An Experimental Evaluation of Three Strategies. CHI 1988, pp. 27-32.
- Piper, B., Ratti, C. (2002) Illuminating Clay: a 3-D Tangible Interface for Landscape Analysis, CHI 2002.
- Poupyrev, I., Nashida, T., and Okabe, M. (2007). Actuation and tangible user interfaces: the Vaucanson duck, robots, and shape displays. In Proceedings of the 1st international conference on Tangible and embedded interaction (TEI '07), pp. 205-212.
- Prouzeau, A., Bezerianos, A., and Chapuis, O. (2016). Towards Road Traffic Management with Forecasting on Wall Displays. In Proceedings of the 2016 ACM International Conference on Interactive Surfaces and Spaces (ISS '16). Association for Computing Machinery, New York, NY, USA, 119–128. DOI:<https://doi.org/10.1145/2992154.2992158>
- Prouzeau, A., Bezerianos, A., and Chapuis, O. (2018). Awareness Techniques to Aid Transitions between Personal and Shared Workspaces in Multi-Display Environments. In Proceedings of the 2018 ACM International Conference on Interactive Surfaces and Spaces (ISS '18). Association for Computing Machinery, New York, NY, USA, 291–304.
- Reetz, A., Gutwin, C., Stach, T., Nacenta, M., and Subramanian, S. (2006). Superflick: a natural and efficient technique for long-distance object placement on digital tables. In Graphics Interface 2006 (GI '06), pp. 163-170.
- Reipschlager, P., Flemisch, T. and Dachselt, R. (2021). Personal Augmented Reality for Information Visualization on Large Interactive Displays," in IEEE Transactions on Visualization and Computer Graphics, vol. 27, no. 2, pp. 1182-1192, Feb. 2021, doi: 10.1109/TVCG.2020.3030460.
- Rekimoto, J. (1997). Pick-and-drop: a direct manipulation technique for multiple computer environments. UIST '97, pp. 31-39.
- Rogers, Y., and Lindley, S. (2004) Collaborating around vertical and horizontal displays: which way is best? Interacting With Computers, 16, 1133-1152.
- Roudaut A., Huot, S. and Lecolinet E. (2008). TapTap and MagStick: Improving One-Handed Target Acquisition on Small Touch-screens. AVI '08. 146-153.
- Roudaut A., Karnik A., Löchtefeld, M. and S. Subramanian. (2013a). Morphees: Toward

- High "Shape Resolution" in Self- Actuated Flexible Mobile Devices. In Proceedings of CHI'13, pp. 593-602.
- Roudaut, A., Lecolinet, E. and Guiard, Y. (2009). MicroRolls: expanding touch-screen input vocabulary by distinguishing rolls vs. slides of the thumb. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '09), pp. 927-936.
- Roudaut A., Raus A, Sterz C., Plauth M., Lopes P. and Baudisch P. (2013b). Gesture Output: Eyes-Free Output Using a Force Feedback Touch Surface. In Proceedings of CHI'13. 2547-2556.
- Ryokai, K., Marti, S., Ishii, H. (2004) "I/O Brush: Drawing with Everyday Objects as Ink." In Proceedings of Conference on Human Factors in Computing Systems (CHI '04).
- Sato, M., Poupyrev, I., and Harrison, C. (2012) Touché: Enhancing Touch Interaction on Humans, Screens, Liquids, and Everyday Objects. CHI 2012.
- Saul, G., Lau, M., Mitani, J., and Igarashi, T. (2010). SketchChair: an all-in-one chair design system for end users. In Proceedings of the fifth international conference on Tangible, embedded, and embodied interaction (TEI '11), pp. 73-80.
- Savage, V., Zhang, X., and Hartmann, B. (2012) Midas: Fabricating custom capacitive touch sensors to prototype interactive objects. In Proc. ACM UIST 2012 (2012).
- Savary, M., Schwarz D., Pellerin D. DIRTI - Dirty Tangible Interfaces. New Interfaces for Musical Expression (NIME). Ann Arbor (2012), 347--350.
- Schweikardt, E., Elumeze, N., Eisenberg, M., and Gross, M.D. (2009). A tangible construction kit for exploring graph theory. In Proceedings of the 3rd International Conference on Tangible and Embedded Interaction (TEI '09), pp. 373-376.
- Scott, S.D., Carpendale, M.S.T., & Inkpen, K.M. (2004). Territoriality in Collaborative Tabletop Workspaces. CSCW 2004, pp. 294-303.
- Shaer O., and Hornecker, E. 2010. Tangible User Interfaces: Past, Present, and Future Directions. Found. Trends Hum.-Comput. Interact. 3, 1–2 (January 2010), pp. 1-137.
- Spelmezan, D., Appert, C., Chapuis, O., Pietriga, E. (2013) Side Pressure for Bidirectional Navigation on Small Devices. In MobileHCI '13: Proceedings of the 15th International Conference on Human-Computer Interaction with Mobile Devices and Services, pp. 11-20.
- Spelmezan, D., Appert, C., Chapuis, O., Pietriga, E. (2013b). Controlling widgets with one power-up button. In Proceedings of the 26th annual ACM symposium on User interface software and technology (UIST '13), pp. 71-74.
- Steimle, J., Jordt, A., and Maes, P. (2013). Flexpad: highly flexible bending interactions for projected handheld displays. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '13), pp. 237-246.
- Sultanum, N., Somanath, S., Sharlin, E., and Sousa, M.C. (2011). "Point it, split it, peel it, view it": techniques for interactive reservoir visualization on tabletops. In Proceedings of the ACM International Conference on Interactive Tabletops and Surfaces (ITS '11), pp. 192-201.
- Tsandilas, T., Bezerianos, A., Jacob, T. (2015). SketchSliders: Sketching Widgets for Visual Exploration on Wall Displays. Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems, ACM, Apr 2015, Seoul, South Korea. pp.3255-3264, <10.1145/2702123.2702129>. <hal-01144312>

- Tsandilas, T., Letondal, C., and Mackay, W.E. (2009). Musink: composing music through augmented drawing. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '09), pp. 819-828.
- Ullmer, B., and Ishii, H. (2000). Emerging frameworks for tangible user interfaces. *IBM Syst. J.* 39, 3-4 (July 2000).
- Underkoffler, J., and Ishii, H. (1999). Urp: a luminous-tangible workbench for urban planning and design. In Proceedings of the SIGCHI conference on Human Factors in Computing Systems (CHI '99), pp. 386-393.
- Underkoffler, J., and Ishii, H. (1998). Illuminating light: an optical design tool with a luminous-tangible interface. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '98), pp. 542-549.
- Vogel, D. and Baudisch, P. (2007). Shift: A Technique for Operating Pen-Based Interfaces Using Touch. *CHI 2007*, pp. 657-666.
- Vogel, D., & Casiez, G. (2011). Conté: multimodal input inspired by an artist's crayon. *Proceedings of the 24th annual ACM symposium on User interface software and technology, UIST '11* pp. 357–366.
- Wallace, J., Scott, S., Lai, E., and Jajalla, D. (2011). Investigating the Role of a Large, Shared Display in Multi-Display Environments. *Comput. Supported Coop. Work* 20, 6), pp. 529-561.
- Wellner, P. (1993). Interacting with Paper on the Digital Desk. *Commun. ACM* 36(7): pp. 86-96.
- Wigdor, D., Forlines, C., Baudisch, P., Barnwell, J., Shen, C. (2007) LucidTouch: A See-Through Mobile DeviceIn, *UIST 2007*, pp. 269–278.
- Willis, K.D.D., Xu, C., Wu, K-J., Levin, G., and Gross, M.D. (2010). Interactive fabrication: new interfaces for digital fabrication. In Proceedings of the fifth international conference on Tangible, embedded, and embodied interaction (TEI '11), pp. 69-72.
- Wobbrock, J.O., Myers, B.A. and Aung, H.H. (2008). The performance of hand postures in front- and back-of-device interaction for mobile computing. *International Journal of Human-Computer Studies* 66 (12), pp. 857-875.
- Wu, M., and Balakrishnan, R. (2003). Multi-Finger and Whole Hand Gestural Interaction Techniques for Multi-User Tabletop Displays. 193-202. *UIST 2003* pp., 193-202.
- Yao, L., Niiyama, R., Ou, J., Follmer, S., Della Silva, C., and Ishii, H. (2013). PneUI: pneumatically actuated soft composite materials for shape changing interfaces. In Proceedings of the 26th annual ACM symposium on User interface software and technology (UIST '13), pp. 13-22.
- Zhao, S., Dragicevic, P., Chignell, M., Balakrishnan, R., and Baudisch, P. (2007). Earpod: eyes-free menu selection using touch input and reactive audio feedback. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '07), pp. 1395-1404.