



Tabletops - Horizontal Interactive Displays (Human–Computer Interaction Series)

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This text is the first to compile current research findings in the domain of interactive horizontal displays. It integrates and summarizes findings from the most important international tabletop research teams and covers the latest in this research domain.

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Editorial Review

Review

From the reviews:

“Müller-Tomfelde’s book explores the research world around tabletop displays. The book is structured in three parts ... which correspond to three different research disciplines: hardware/software, human-computer interaction, and computer-supported cooperative work. ... The book achieves its goal. Fellow researchers will be able to get an introduction to the field of tabletop research. This is also an interesting book for software engineers, GUI designers, technical managers, and other practitioners who work with horizontal displays.” (Gerald Friedland, ACM Computing Reviews, October, 2010)

From the Back Cover

Tabletops - Horizontal Interactive Displays - are compelling interfaces with unique characteristics. In everyday work, education and entertainment environments, tabletops can provide a stunning experience of intuitive interaction by direct touch and gestures ideal for small group collaboration. Recent developments of various technologies such as display and multi-touch technologies open up new possibilities to enrich interaction on horizontal interactive displays.

Bringing together current research in the domain of tabletops, this book integrates and summarises findings from the most important international tabletop research teams in 18 chapters. It provides a state-of-the art overview and allows for the discussion of emerging and future directions in research and technology of tabletops.

An introductory chapter, presenting a short history of tabletop research, technologies and products precedes the three major parts of the book, titled: "under", "on and above" and "around and beyond" tabletops. These parts are associated with different research disciplines such as Hardware/ Software and Computer Science, Human Computer Interaction (HCI) and Computer Supported Cooperative Work (CSCW).

Fellow tabletop researchers, practitioners who consider deploying interactive tabletops in real-world projects and interested readers from other research disciplines will find the book an excellent reference source which also provides a useful introduction into tabletop research for the academic curriculum.

About the Author

Christian Müller-Tomfelde is a researcher at the Network Technologies Laboratory of the CSIRO ICT Centre in Sydney. His expertise lies in the research area of Human Computer Interaction and Virtual and Hybrid Environments focussing on the support of co-located and remote collaboration support. His interests also include novel forms of interaction, multimodal interaction such as sound feedback. After finishing his studies in electrical engineering at the University of Hamburg-Harburg, he worked at the Center for Art and Media Technology (ZKM) in Karlsruhe. In 1997 he joined the GMD-IPSI's division AMBIENTE "Workspaces of the Future" in Darmstadt/Germany. He was involved in the i-LAND project and in the design of the roomware components of the first and second generations. In his dissertation he explored new forms of audio feedback for the collaborative interaction in hybrid, next generation work environments. As a

post-doctoral fellow Christian was investigating aspects of Human Computer Interaction in virtual haptic environments. Now Christian is leading national research projects in distributed collaboration and for interactions on large high-resolution displays and in Multi-Display Environments within the CSIRO.

Users Review

From reader reviews:

Janice Oconnell:

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