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Titolo	Collaboration Meets Interactive Spaces / / edited by Craig Anslow, Pedro Campos, Joaquim Jorge
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Livello bibliografico	Monografia
Nota di contenuto	Foreword -- Introduction -- Part I: Devices and Techniques for Collaboration through Interactive Surfaces -- Tabletop 3D Object Manipulation with Touch and Tangibles -- Spontaneous Gesture Production Patterns on Multi-Touch Interactive Surfaces -- Content Sharing Between Spatially-Aware Mobile Phones and Large Vertical Displays Supporting Collaborative Work -- Interactive Exploration of Three-Dimensional Scientific Visualizations on Large Display Surfaces -- CubIT: Design and Evaluation of a Collaboration-Tool for Large Interactive Wall Surfaces -- Shared Facades: Surface-Embedded Layout Management for Ad Hoc Collaboration using Head-Worn Displays -- Is it in your Eyes? Explorations in using Gaze Cues for Remote Collaboration -- Part II: Case Studies and Applications -- Usage of Interactive Event Timelines in Collaborative Digital Tabletops Involving Automation -- Activity-Based Collaboration for Interactive Spaces -- Remote Proxemics -- Collaborative Business Process Modeling in Multi-Surface Environments -- Interactive Digital Cardwalls for Agile Software

	Development -- Collaborative Interaction with Geospatial Data: A Comparison of Paper Maps, Desktop GIS and Interactive Tabletops -- Envisioning the Emergency Operations Centre of the Future -- Security in User Interfaces Distributed Amongst Dynamic Sets of Devices and Users -- Surface Applications for Security Analysis -- Collaboration Around an Interactive Tabletop in Rehabilitation Settings -- Visual to Non-Visual Collaboration on a Dynamic Tactile Graphics Display -- Rich Digital Collaborations in a Small Rural Community.
Sommario/riassunto	This book explores the technological advances and social interactions between interactive spaces, surfaces and devices, aiming to provide new insights into emerging social protocols that arise from the experimentation and long-term usage of interactive surfaces. This edited volume brings together researchers from around the world who investigate interactive surfaces and interaction techniques within large displays, wearable devices, software development, security and emergency management. Providing both theory and practical case studies, the authors look at current developments and challenges into 3D visualization, large surfaces, the interplay of mobile phone devices and large displays, wearable systems and head mounted displays (HMD’S), remote proxemics and interactive wall displays and how these can be employed throughout the home and work spaces. Collaboration Meets Interactive Spaces is both for researchers and industry practitioners, providing readers with a coherent narrative into the current state-of-the-art within interactive surfaces and pervasive display technology, providing necessary tools and techniques as interactive media increasingly permeates everyday contexts.