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from the past: Ambiguity; Design guidelines; Summary; CHAPTER 19

Properties of a Gesture Language; Description; Application to NUI;

Lessons from the Past; Design Guidelines; Summary; Further Reading;

CHAPTER 20 Self-Revealing Gestures; Description; Application to NUI;

Lessons from the Past: Control vs. Alt Hotkeys; Design Guidelines;

Summary; Further Reading

CHAPTER 21 A Model of the Mode and Flow of a Gesture System

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## Sommario/riassunto

Touch and gestural devices have been hailed as next evolutionary step in human-computer interaction. As software companies struggle to catch up with one another in terms of developing the next great touch-based interface, designers are charged with the daunting task of keeping up with the advances in new technology and this new aspect to user experience design. Product and interaction designers, developers and managers are already well versed in UI design, but touch-based interfaces have added a new level of complexity. They need quick references and real-world examples in order to m

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