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Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 4129
Disciplina	006.5
Soggetti	Computers User interfaces (Computer systems) Information storage and retrieval Application software Computers and civilization Education—Data processing Theory of Computation User Interfaces and Human Computer Interaction Information Storage and Retrieval Information Systems Applications (incl. Internet) Computers and Society Computers and Education
Lingua di pubblicazione	Inglese
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Session: Interaction -- Perception of Audio-Generated and Custom Motion Programs in Multimedia Display of Action-Oriented DVD Films -- Evaluating the Influence of Multimodal Feedback on Egocentric Selection Metaphors in Virtual Environments -- Session: Psychophysics -- Haptic-Auditory Rendering and Perception of Contact Stiffness -- Designing Haptic Feedback for Touch Display: Experimental Study of Perceived Intensity and Integration of Haptic and Audio -- Session: Music and Gesture -- Rhythmic Interaction for Song Filtering on a

Mobile Device -- Lemma 4: Haptic Input + Auditory Display = Musical Instrument? -- Session: Visual Impairments I -- Navigation and Control in Haptic Applications Shared by Blind and Sighted Users -- User Evaluations of a Virtual Haptic-Audio Line Drawing Prototype -- Session: Visual Impairments II -- Creating Accessible Bitmapped Graphs for the Internet -- Supporting Cross-Modal Collaboration: Adding a Social Dimension to Accessibility -- Non Visual Haptic Audio Tools for Virtual Environments -- Session: Design I -- A Semiotic Approach to the Design of Non-speech Sounds -- Listen to This – Using Ethnography to Inform the Design of Auditory Interfaces -- An Activity Classification for Vibrotactile Phenomena -- Session: Design II -- Haptic-Audio Narrative: From Physical Simulation to Imaginative Stimulation.

Sommario/riassunto

Overview The International Workshop on Haptic and Audio Interaction Design was organized as part of the EPSRC-funded MultiVis project. The main focus of the workshop was to investigate how the modalities of sound and haptics (touch) could be used together in interaction, and what novel interfaces could be provided when they are used in conjunction. What are the relative advantages of each of the modalities when used alone and together? Are there reasons why haptic-based information is more useful in certain situations than equivalent audio information? How can different modalities be used together to create compelling and useful interaction with computer-based systems? We posed these questions to researchers around the world, asking them to submit novel work which sought to discover answers. Thirty papers were submitted of which 15 were accepted. Each paper was peer reviewed at least twice using an esteemed set of leading international figures from both academia and industry, to whom we are grateful for the quality of their reviews, time, patience and responding within our tight schedule.

The papers presented at the workshop come from a wide variety of disciplines ranging from psychology to art, showcasing how haptics and sound can improve user interaction with computers; challenging us to move beyond simple mouse and keyboard metaphors to produce interfaces for devices and applications that allow for the full range of human interactivity. Below the papers are categorized and summarized based on their application and focus.
