

“Interactive Tabletops”

06. Februar 2007

Ludwig-Maximilians-Universität München
Amalienstraße 17, 80333 München, Raum 105 (1. OG)

09:00	Begrüßung
09:15	Vortrag 1: Michael Weiler <i>Interactive Tabletop Technologies in Research</i>
09:40	Vortrag 2: Frank Eisensehr <i>Commercial Interactive Tabletop Technologies</i>
10:05	Vortrag 3: Fabian Hennecke <i>Orientation Problem and Solutions</i>
10:30	Pause & Demos: <ul style="list-style-type: none">• Fluidum (Instrumentierter Raum)• Embedded Interaction• Mobile Interaction
11:00	Vortrag 4: Margit Jahn <i>Tangible or Mixed Interaction Paradigm in Tabletop Applications</i>
11:25	Vortrag 5: Jonas Koch <i>Ergonomics in Tabletop Applications</i>
11:50	Vortrag 6: Kadri Januzaj <i>Interacting with Paper on the Digital Desk</i>
12:15	Mittagessen
13:30	Vortrag 7: Dominik Schmidt <i>Tabletops Integrated into the Environment</i>
13:55	Vortrag 8: Andreas Kräss <i>Moving Information Units between Tabletop Interfaces</i>
14:20	Vortrag 9: Johannes Müller <i>Information Privacy on Tabletop Interfaces</i>
14:45	Pause & Demos: <ul style="list-style-type: none">• Fluidum (Instrumentierter Raum)• Embedded Interaction• Mobile Interaction
15:15	Vortrag 10: Kristijan Simic <i>Multimodal Interaction Techniques for Tabletops</i>
15:40	Vortrag 11: Sebastian Kraiker <i>Gesture-based Interaction Techniques for Tabletops</i>
16:05	Abschluss & Zeit für weitere Demos
