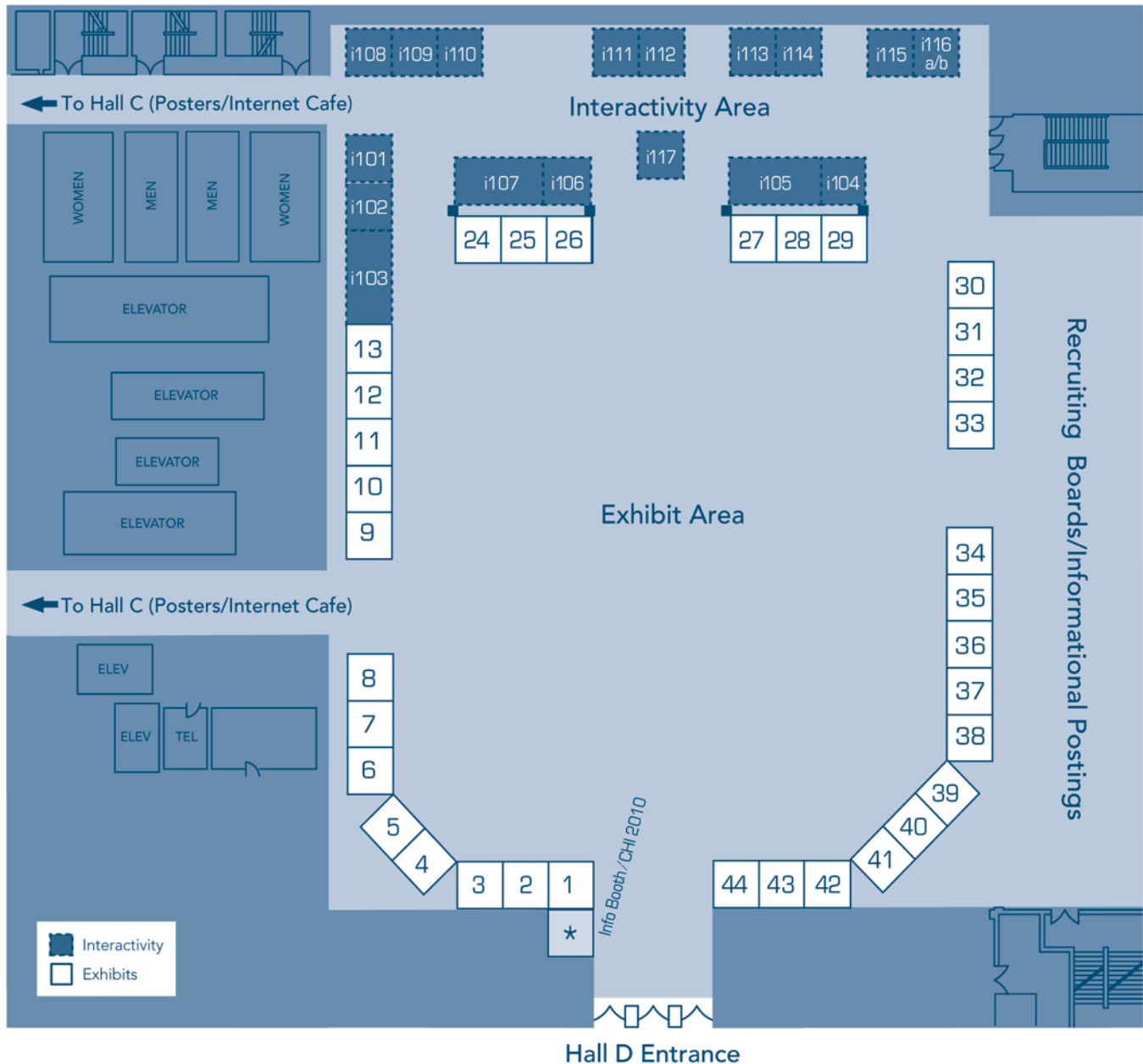


The Commons Map—Hall D



Interactivity Booths

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|---|---|
| i101 Graspables: Grasp-Recognition as a User Interface (Invited) | i110 Tactful Calling: Urgency-Augmented Phone Calls through High-Resolution Pressure Input on Mobile Phones |
| i102 Nano Touch: Back-of-device Interaction allows creating very small touch devices (Invited) | i111 CaraClock: An Interactive Photo Viewer Designed for Family Memories |
| i103 IMPAD - An Inexpensive Multitouch Pressure Acquisition Device | i112 Tangible Sketching in 3D with Posey |
| i104 Wearable EOG Goggles: Eye-Based Interaction in Everyday Environments | i113 An education-friendly construction platform for wearable computing |
| i105 The Mousegrip | i114 Natural Throw and Tilt Interaction between Mobile Phones and Distant Displays |
| i106 TypeRight: a Keyboard with Tactile Error Prevention (Invited) | i115 "Hiya-Atsu" media: Augmenting digital media with temperature |
| i107 Aurally and visually enhanced audio search with SoundTorch | i116a Occlusion-Aware Menu Design for Digital Tabletops |
| i108 Low-Cost Gaze-Pointing and EMG-Clicking | i116b FLUX, a tilting multi-touch and pen-based surface |
| i109 A Hand Clap Interface for Sonic Interaction with the Computer | i117 SLAP Widgets: Bridging the Gap Between Virtual and Physical Controls on Tabletops |