

# Session III

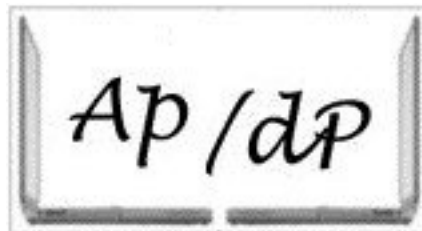
## Interaction and Devices

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**Session Chair: Kent Norman**

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and Decision Processes

Department of Psychology



# Interaction

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**Interaction** is a kind of action which occurs as two or more objects have an effect upon one another. The idea of a two-way effect is essential in the concept of interaction instead of a one-way causal effect. Combinations of many simple interactions can lead to surprising emergent phenomena.

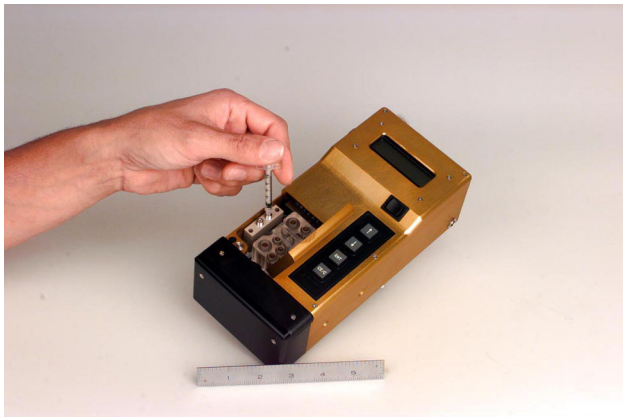
(from Wikipedia, the free online encyclopedia)



# Devices

**devices** were a Los Angeles-based power-pop band from the late eighties and early nineties. Not to be confused with the 'devics', another Los Angeles band from the same era.

(from Wikipedia, the free online encyclopedia) (Google images)



# Afternoon 1:30-3:30pm Session III

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## **Thumb Movement: Designing One-Handed Use of Small Devices**

Amy Karlson, Ben Bederson

## **Eye Tracking as Implicit Feedback for Improving Search Results** □

Khoo Yit Phang, Doug Oard, François Guimbretière

## **ModelCraft: Capturing Freehand Annotations and Edits on Physical Models**

Hyun Young Song, François Guimbretière, Hod Lipson, Chang Hu

## **A Pen-top Interface for Interactive Paper**

Chunyuan Liao, François Guimbretière

## **Hardware Support for Digital Document Navigation**

Nick Chen, François Guimbretière, Liyang Sun, Mary Czerwinski, Gian Pangaro, Steve Bathiche

## **Mobile Mapping and Personal Driving History**

Aaron Clamage, Ben Bederson, Catherine Plaisant

