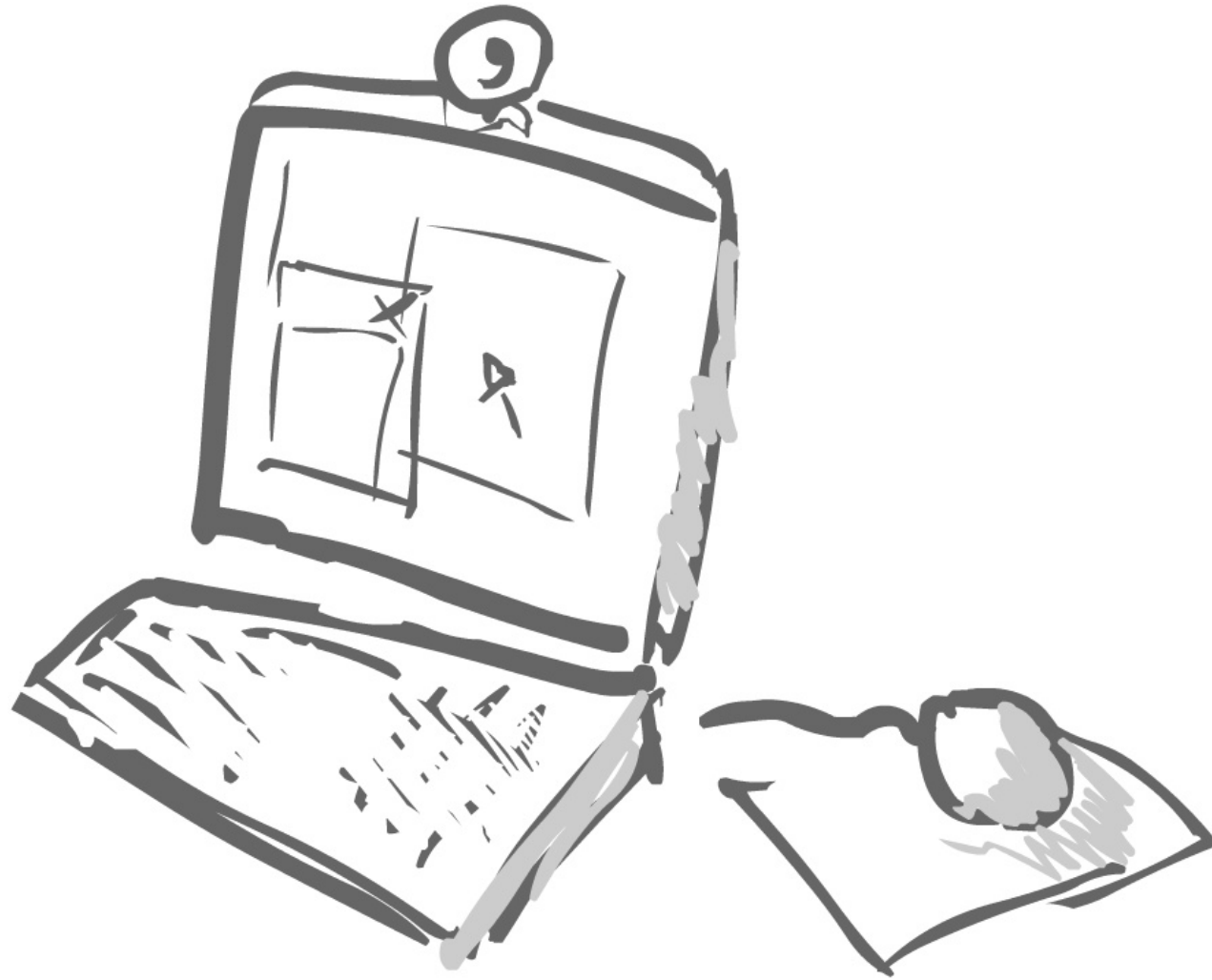


Computer today



Input devices I



Logitech mouse
IBM Trackpoint



Wacom



Wacom tablet



PlayStation 2

Voice



Microsoft keyboard

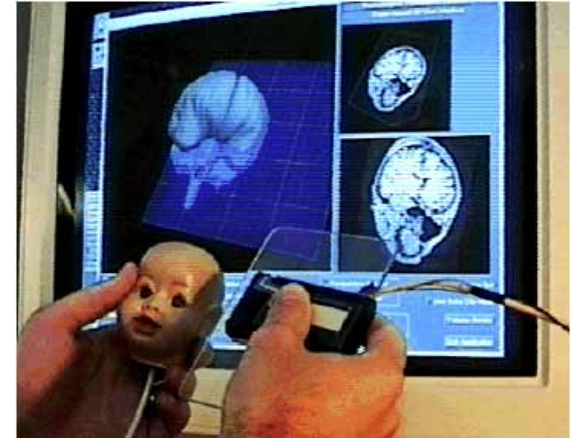
Input devices II



SpaceBall (6DOF)



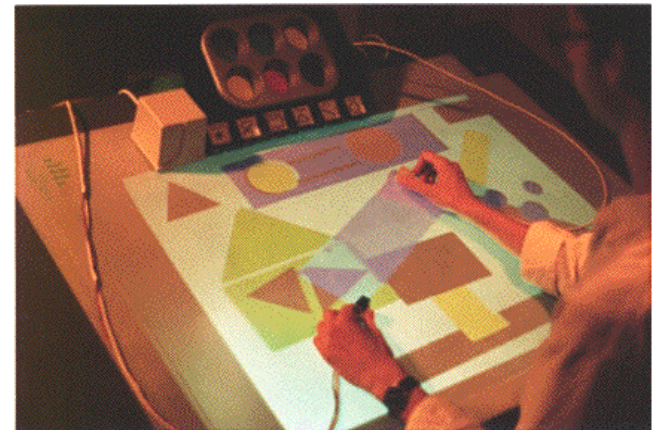
Phantom



Ken Hinckley



Anoto pen

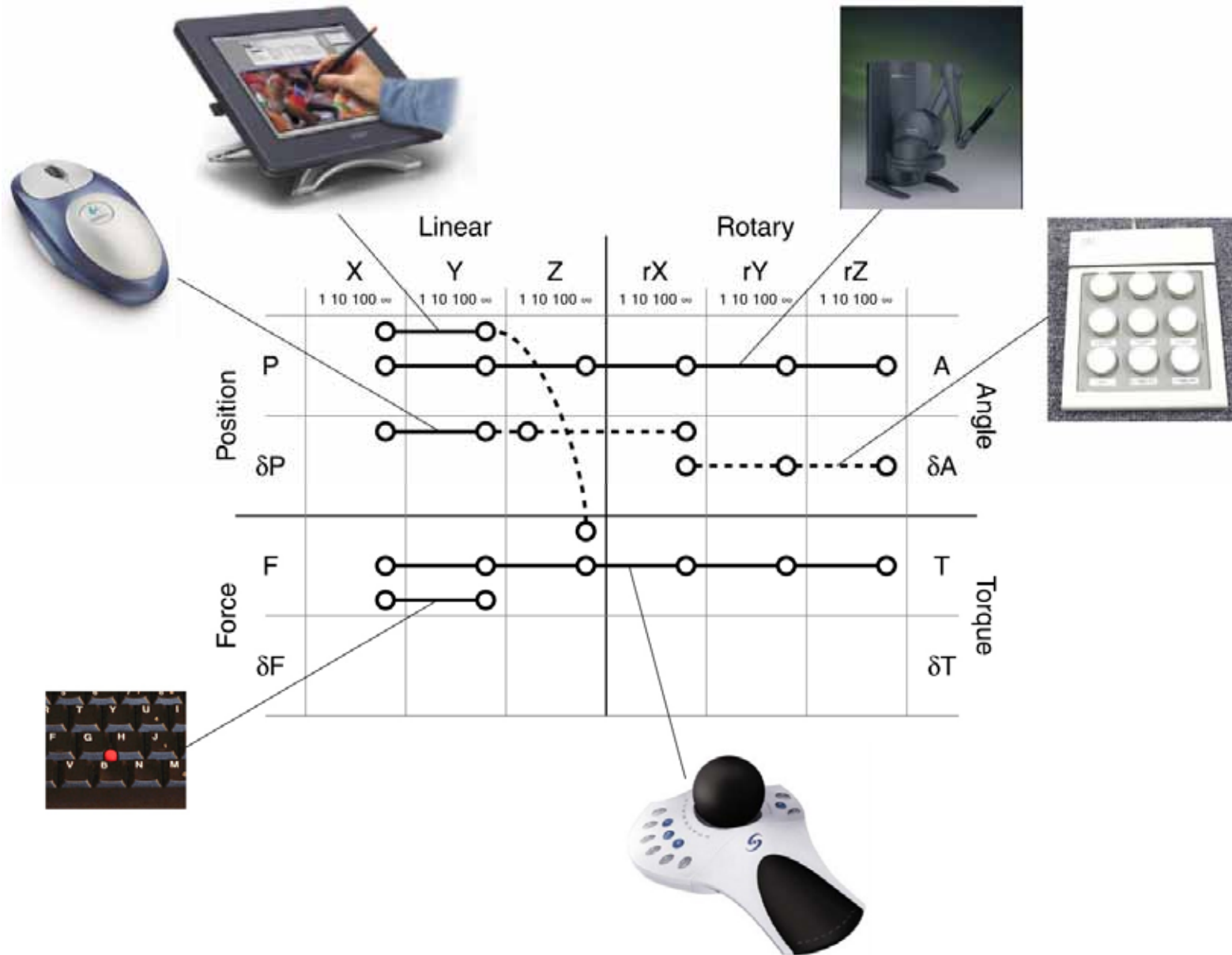


George Fitzmaurice

Input devices characteristics

- Degrees of Freedom
 - Rotary knob: (1 DOF), Mouse (2 DOF)...
 - SpaceBall (6 DOF), 2 Handed Polhemus (12 DOF)
- Isometric or Isotonic
 - TrackPoint versus mouse
- Relative or absolute
 - Mouse versus a pen on the screen
- Direct or indirect
 - Working on your desk versus working on the screen
- Linear or rotary
 - Knob versus a slider

Design space of input devices [Card et al.]



Some Insights

- Isometric or Isotonic
 - Isotonic best for position
 - Isometric best for rate control
 - *Good driver difficult to implement*
- Relative or absolute
 - Relative saves space
 - Absolute faster
- Direct or indirect
 - Direct is faster
 - Indirect maybe more ergonomic