Logging in Visualizations: Challenges of Interaction Techniques Beyond Mouse and Keyboard

Tom Horak, Ulrike Kister, Konstantin Klamka, Ricardo Langner, and Raimund Dachselt
LIVVIL Workshop @ VIS 2016

TECHNISCHE UNIVERSITÄT DRESDEN

INTERACTIVE MEDIA LAB DRESDEN

Towards Combining Mobile Devices for Visual Data Exploration.

R. Langner, T. Horak, R. Dachselt. VIS ‘16.

VIS 2016

Poster @ K-03

https://vimeo.com/182985048

Supporting Graph Exploration Tasks on Display Walls Using Spatially-Aware Mobile Devices.

U. Kister, K. Klamka, R. Dachselt. VIS '16.

VIS 2016

Poster @ K-04

https://vimeo.com/182985263

BodyLenses – Embodied Magic Lenses and Personal Territories for Wall Displays.
U. Kister, P. Reipschläger, F. Matulic, R. Dachselt. ITS ‘15.

https://youtu.be/8m-vWxpMT2Q

What data can be logged?

#1
Device or body position, orientation, and characteristics.

#2
Continuous, gestural, and multi-modal inputs.

#3
Combination or relations between multiple views.

Issues of Input Streams

#1
The number of input streams increases.

#2
The input streams are more distributed.

#3
The input streams are high-frequency.

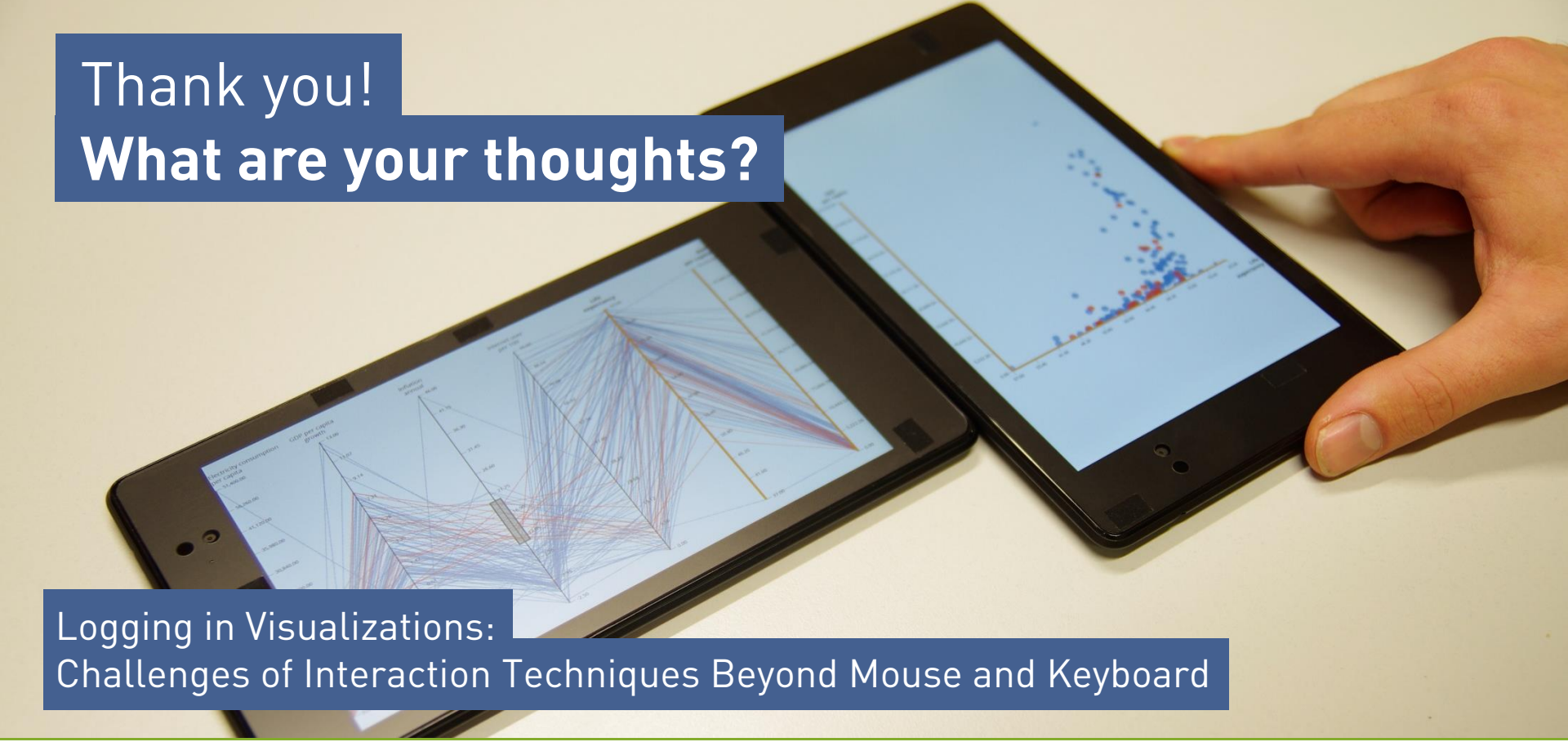
#4
The input streams can incorporate noise.

Making Sense of those Logs

#1
How can we visualize spatial interaction?

#2
Are we able to log all required data with the systems?

#3
Can we replay the interaction in 1st-person perspective?



Thank you!
What are your thoughts?

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