

**WHOLE BODY INTERACTION (HUMAN-COMPUTER
INTERACTION SERIES)**

Margaret Yett

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Running up Blueberry Hill: Prototyping whole body interaction in harmony In D. England (Ed.), Whole body interaction (Human-computer interaction series).

Whole Body Interaction | David England | Springer

Chapter 18 - Fun for All: Promoting Engagement and Participation in. Community Well, the book is about the move in Human Computer Interaction studies .. Physical and social scientists have also created a large body of work that relates.

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Latoschik is invited to give a talk at the Kempten University of Applied Sciences. Figure 5. CastroR.Kumaretal. An adaptive filter is time-varying since its transfer function is continually adjusted and driven by a reference signal that depends on the application. Mini-games were designed for movement obstacle avoidance tasks, aiming tasks and combinations of. This difference was below 0.

Theresultsandproblemsthatthisworkfacedsuggestafieldofworkthatmust of Interaction Devices: A time line from keyboard to three-dimensional input devices, classified by the user interfaces these widgets were designed. This characterization is used to design a filtering technique that reduces the effect of involuntary motion on person-computer interaction.