HCI course paper presentation

- ACM TOCHI (ACM Trans. Computer Human Interaction)
- ACM CHI (Int. Conf. on Human Factor in Computer Systems)
- ACM UIST (ACM Symposium on User Interface Software and Technology)
- ACM I3D (ACM Symposium on Interactive 3D Graphics and Games)
- ACM SIGGRAPH (Int. Conf. on Computer Graphics and Interactive Techniques)
- ACM SIGGRAPH ASIA (ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia)
- ACM VRST (ACM Symposium on Virtual Reality Software and Technology)
- IEEE VR (IEEE Conf. on Virtual Reality)

E.g.
- Andrew D. Wilson et al., Bringing physics to the surface, Proc. UIST’08.
- Takaaki Shiratori, Jessica K. Hodgins, Accelerometer-based User Interfaces for the Control of a Physically Simulated Character, Proc. SIGGRAPH Asia’08.
- Yotam Gingold and Denis Zorin, Shading-Based Surface Editing, Proc. SIGGRAPH’08.
- Georg Apitz, François Guimbretière, CrossY: A Crossing-Based Drawing
Application, Proc. ACM UIST’04. (Best paper award)

- Blaine Bell, Steven Feiner and Tobias Hoellerer, View Management for Virtual and Augmented Reality, Proc. ACM UIST ’01, pp. 101-110
- J.Y. Han, Low-Cost Multi-Touch Sensing through Frustrated Total Internal Reflection, Proc. ACM UIST’05.
- Y.Li et al., "Lazy Snapping", Prof. SIGGRAPH'04, pp.301-306.
- W.A.Barret, A.S.Cheney, "Object-based Image Editing", Prof. SIGGRAPH'02, pp.777-784.


