

HCI course paper presentation

- **ACM TOCHI** (ACM Trans. Computer Human Interaction)
- **ACM CHI** (Intl. 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** (Intl. Conf. on Computer Graphics and Interactive Techniques)
- **ACM SIGGRAPH ASIA** (ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia)
- **IEEE TVCG** (IEEE Trans. Visualization and Computer Graphics)
- **IEEE CG&A** (IEEE Computer Graphics and Application Periodical)
- **ACM VRST** (ACM Symposium on Virtual Reality Software and Technology)
- **IEEE VR** (IEEE Conf. on Virtual Reality)

E.g.

- David T. Gallant, Andrew G. Seniuk, Roel Vertegaal, Towards more paper-like input: flexible input devices for foldable interaction styles, Proc. UIST'08.
- Andrew D. Wilson et al., Bringing physics to the surface, Proc. UIST'08.
- Ronit Slyper, Jessica Hodgins, Action Capture with Accelerometers, Proc. ACM Symposium on Computer Animation (SCA)'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.
- H. Hile, G. Borriello, Positioning and Orientation in Indoor Environments Using Camera Phones, IEEE CG&A, vol. 28, no.4, pp. 32-29, 2008.
- Tovi Grossman, Ravin Balakrishnan, The Bubble Cursor: Enhancing target acquisition by dynamic resizing of the cursor's activation area, ACM CHI 2005 (Best award). p. 281-290.
- David Fono, Roel Vertegaal, EyeWindows: Evaluation of eye-controlled zooming windows for focus selection., ACM CHI 2005, p. 151-160.
- Tovi Grossman, Daniel Wigdor, Ravin Balakrishnan, Multi-finger gestural interaction with 3-D volumetric displays (Best Paper Award), ACM UIST 2004. p. 61-70.
- Xiang Cao, Ravin Balakrishnan, VisionWand: Interaction techniques for large displays using a passive wand tracked in 3D, ACM UIST 2003. p. 173-182.
- Georg Apitz, François Guimbretière, CrossY: A Crossing-Based Drawing

Application, Proc. ACM UIST'04. (Best paper award)

- Eric Saund, David Fleet, Daniel Lerner, James Mahoney, Perceptually-Supported Image Editing of Text and Graphics, Prof. ACM UIST'03.
- 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.
- C.Basdogan, S.De, J.Kim, M.Muniyandi, H. Kim, M.A. Srinivasan, Haptics in Minimally Invasive Surgical Simulation and Training, IEEE CG&A, vol.24, no.2, pp:56-64.
- H.Kjimoto, N.Kawakami, S.Tachi, M. Inami, SmartTouch: Electric Skin to Touch the Untouchable, IEEE CG&A, vol.24, no.1, pp.36-43.
- S.Fels, et al. "Swimming Across the Pacific: A VR Swimming Interfaces, IEEE CG&A, vol.25, no.1, pp. 24-30.
- K. Kamiyama, et al., "Vision-based Sensor for Real-Time Measuring of Surface Traction Fields, vol.25, no.1, pp.68-75.
- G. Robertson et al, The Large-Display User Experience, IEEE CG&A, vol.25, no.4, pp.44-51.
- F.Cordier, et al., Made-to-Measure Technologies for an Online Clothing Store, IEEE CG&A, vol.23, no.1, pp. 38-48.
- O.Bimber, et al., The Virtual Showcase, IEEE CG&A, vo. 21, no.6, pp. 48-55.
- C.Shen, et al. "Informing the Design of DirectTouch Tabletops", IEEE CG&A, vol.26, no. 5, pp.36-46.
- M.R.Morris, et al., "Mediating Group Dynamics through Tabletop Interface Design", IEEE CG&A, vol.26, no.5, pp.65-73.
- A. Nealen, et al., "A Sketch-based Interface for Detail-Preserving Mesh Editing", Prof. SIGGRAPH'05, pp.1142-1147.
- Y.Li et al., "Lazy Snapping", Prof. SIGGRAPH'04, pp.301-306.
- R.Raskar, et al., "iLamps:Geometrically Aware and Self-Configuraing Projectors", Proc. SIGGRAPH'03, pp.809-818.
- M.Gross, et al., "blue-c: A Spatially Immersive Display and 3D Video Portal for Telepresence", Proc. SIGGRAPH'03, pp.819-827.
- W.A.Barret, A.S.Cheney, "Object-based Image Editing', Prof. SIGGRAPH'02, pp.777-784.
- Kazutaka Kurihara, Masataka Goto, Jun Ogata and Takeo Igarashi, "Speech Pen: Predictive Handwriting based on Ambient Multimodal Recognition," Proc. of ACM SIGCHI Conference on Human Factors in Computing Systems(CHI'06), pp.851-860, 2006

- Takeo Igarashi, Tomer Moscovich, John F. Hughes, "As-Rigid-As-Possible Shape Manipulation", ACM Transactions on Computer Graphics, Vol.24, No.3, ACM SIGGRAPH 2005, Los Angeles, USA, 2005, pp. 1134-1141.
- Takashi Ijiri, Makoto Okabe, Shigeru Owada, Takeo Igarashi, "Floral diagrams and inflorescences: Interactive flower modeling using botanical structural constraints" ACM Transactions on Computer Graphics, Vol.24, No.3, ACM SIGGRAPH 2005, Los Angeles, USA, 2005.
- Takeo Igarashi, John F. Hughes, "Clothing Manipulation", 15th Annual Symposium on User Interface Software and Technology, ACM UIST'02, Paris, France, October 27-30, 2002, pp.91-100.
- Kazutaka Kurihara, Masataka Goto, Jun Ogata and Takeo Igarashi, "Speech Pen: Predictive Handwriting based on Ambient Multimodal Recognition," Proc. ACM CHI'06, pp.851-860, 2006.
- Anthony Santella, Maneesh Agrawala, Doug DeCarlo, David Salesin, Michael Cohen , "Gaze-Based Interaction for Semi-Automatic Photo Cropping", Proc. ACM CHI'06, 2006. pp. 771-780.
- Manu Kumar, Terry Winograd, "Gaze-enhanced scrolling techniques", Proc. ACM UIST'07, pp.213-216.
- Daniel Wigdor, Clifton Forlines, Patrick Baudisch, John Barnwell, Chia Shen, "Lucid touch: a see-through mobile device", Proc. ACM UIST'07, pp.269-278.
- Xiang Cao, Clifton Forlines, Ravin Balakrishnan, "Multi-user interaction using handheld projectors", Proc. ACM UIST'07, pp.43-52.