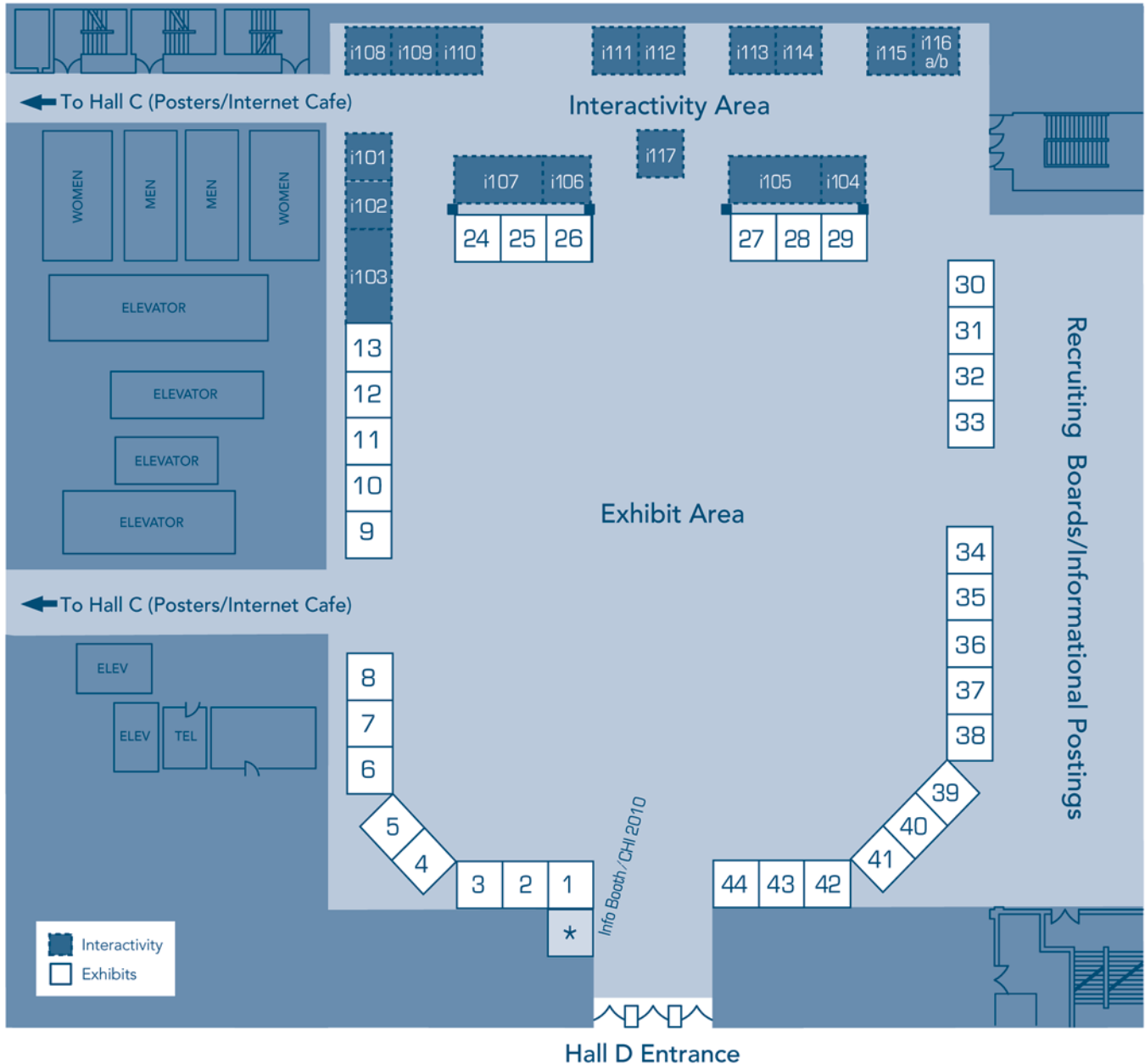


# The Commons Map—Hall D



## Interactivity Booths

- |      |   |       |  |
|------|---|-------|--|
| i101 | Graspables: Grasp-Recognition as a User Interface<br><b>(Invited)</b>                               | i110  | Tactful Calling: Urgency-Augmented Phone Calls through High-Resolution Pressure Input on Mobile Phones |
| i102 | Nano Touch: Back-of-device Interaction allows creating very small touch devices<br><b>(Invited)</b> | i111  | CaraClock: An Interactive Photo Viewer Designed for Family Memories                                    |
| i103 | IMPAD - An Inexpensive Multitouch Pressure Acquisition Device                                       | i112  | Tangible Sketching in 3D with Posey  |
| i104 | Wearable EOG Goggles: Eye-Based Interaction in Everyday Environments                                | i113  | An education-friendly construction platform for wearable computing                                     |
| i105 | The Mousegrip   | i114  | Natural Throw and Tilt Interaction between Mobile Phones and Distant Displays                          |
| i106 | TypeRight: a Keyboard with Tactile Error Prevention<br><b>(Invited)</b>                             | i115  | "Hiya-Atsu" media: Augmenting digital media with temperature   |
| i107 | Aurally and visually enhanced audio search with SoundTorch  | i116a | Occlusion-Aware Menu Design for Digital Tabletops  |
| i108 | Low-Cost Gaze-Pointing and EMG-Clicking   | i116b | FLUX, a tilting multi-touch and pen-based surface  |
| i109 | A Hand Clap Interface for Sonic Interaction with the Computer                                       | i117  | SLAP Widgets: Bridging the Gap Between Virtual and Physical Controls on Tabletops                      |