A Deported View Concept for Touch Interaction

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Following the paradigm shift where physical controls are replaced by touch-enabled surfaces, we report on an experimental evaluation of a user interface concept that allows touchscreen-based panels to be manipulated partially blindly (aircrafts, cars). The proposed multi-touch interaction strategy – involving visual front-view feedback to the user from a copy of the peripheral panel being manipulated – compares favourably against trackballs or head-down interactions.

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