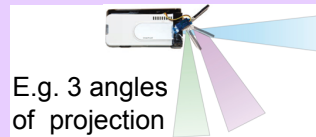
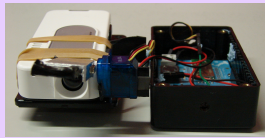




Steerable projection

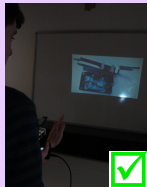
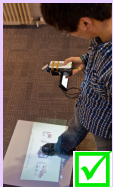
Problem: No simultaneous use of screen and projection in projector enhanced mobile devices



E.g. 3 angles of projection

Prototype designed

We identify alignments suitable for different:
- situations - applications - privacy settings

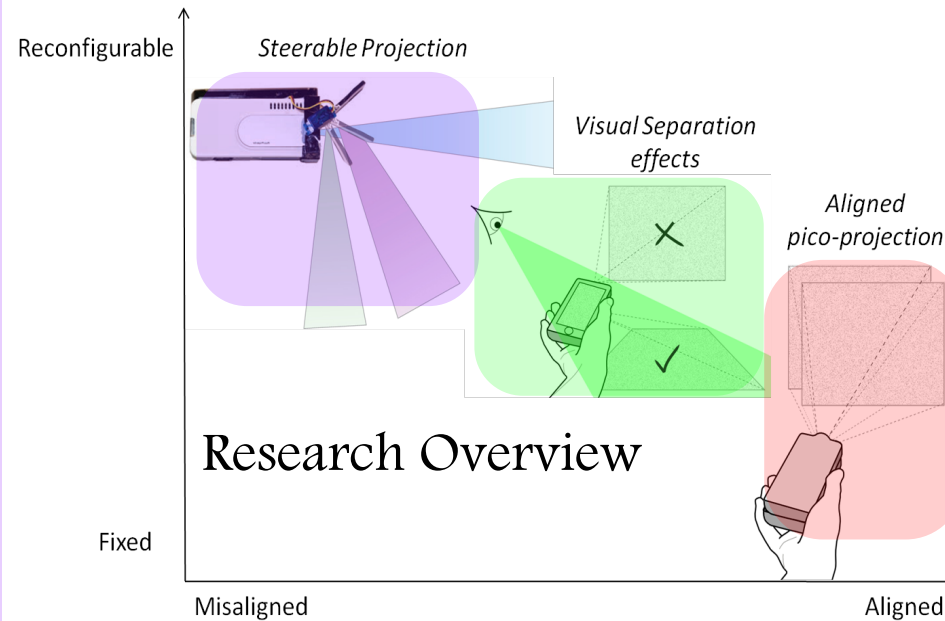


Suitability of Interaction techniques

PhD Research Objectives

Explore MMDEs :

- Alignments between multiple displays in the mobile context
- Effects on usability
- Interaction challenges and choices of suitable interaction techniques
- Prototyping of enabling technologies & adapted interaction techniques

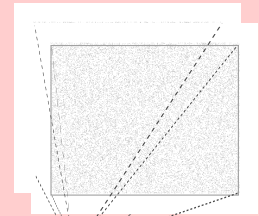


Aligned pico-projection

Future Work:

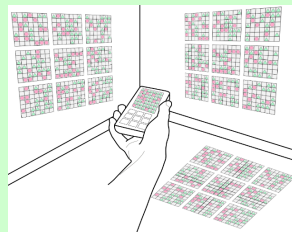
Issues with occlusions
Multiple users
3 Dimension

Interaction techniques suitable for aligned pico-projections.

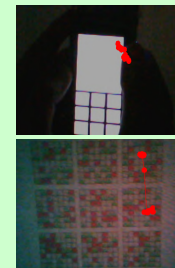


Visual Separation

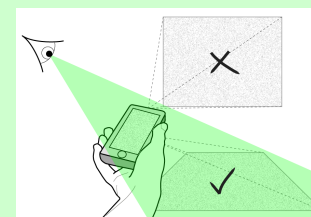
Problem: Are visual separation effects in MMDEs the same as in MDEs? Consequences for designing MMDEs?



Experimental Setting



Eye tracking data



Design Guidelines

Contribution

- Better understanding of MMDEs
MMDE prototypes
Proposed interaction techniques
Guidelines for the design of :
- Mobile Multi-Display Environments
 - Pico-projector enhanced devices
 - Adapted interaction techniques
 - New experimental design