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Interaction Design for 3D User Interfaces: The World of Modern Input Devices for Research, Applications, and Game Development

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In this new era of computing, where the iPhone, iPad, Xbox Kinect, and similar devices have changed the way to interact with computers, many questions have risen about how modern input devices can be used for a more intuitive user interaction. **Interaction Design for 3D User Interfaces: The World of Modern Input Devices for Research, Applications, and Game Development** addresses this paradigm shift by looking at user interfaces from an input perspective.

The book is divided into four parts:

- Theory of input devices and user interfaces, with an emphasis on multi-touch interaction
- Advanced topics on reducing noise on input devices using Kalman Filters
- A collection of hands-on approaches that allows the reader to gain experience with some devices
- A case study examining speech as input

Most of the chapters contain exercises that provide practical experience to enhance knowledge of the material in the related chapter. With its hands-on approach and the affordability of the required hardware, this book is an excellent flexible resource for both the novice and the expert in 3D user input device development. Researchers and practitioners will gain a much deeper understanding about user input devices and user interfaces. Game developers and software designers will find new techniques to improve their products by adding intuitive user interaction mechanisms to their games and applications. In addition to the resources provided in the book, its companion website, http://3DInputBook.com, provides additional resources, which include: additional exercises and project ideas, additional chapters, source code, and class instructors' resources. The additional resources are provided to keep helping you with new research and new technology as it becomes available to help you stay up to date.

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