

:: Tangible Interfaces ::

Idea.1

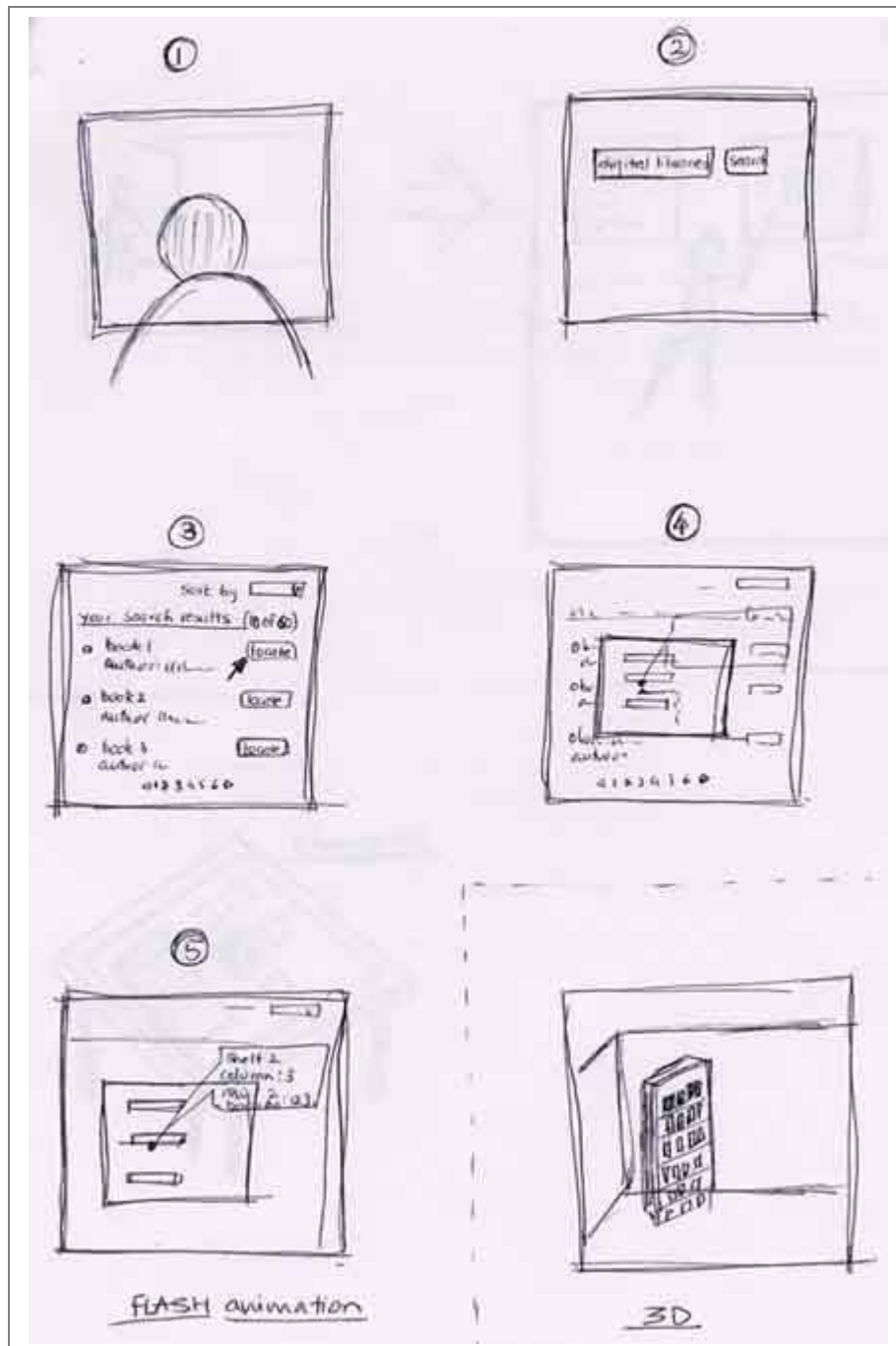


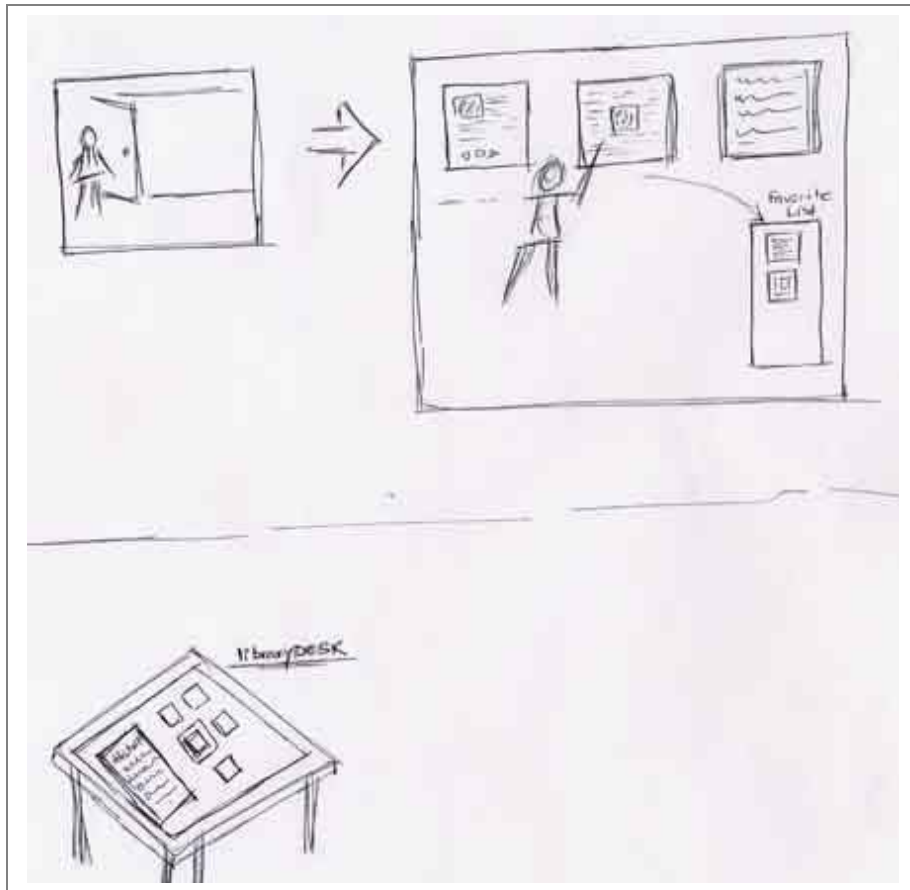
Figure.1

- Person sits on a computer.
- Looks/searches for a book name on the ISNM Library website.
- Finds book
- Selects “locate book”
- Flash animation (top view) showing the user the
 - path
 - shelf number
 - column number
- Once located, the spot blinks specifying the book name, column number, shelf number.

Idea.2

<< Refer figure.1 >>

- Person sits on a computer.
- Looks/searches for a book name on the ISNM Library website.
- Finds book
- Selects “locate book”
- A 3D animation of the McLuhan Documentation center starts (virtual environment)
- The user is shown the way to the shelf

Idea.3Augmented Reality

- A person enters a room.
- Does an initial search.
- He uses his hands (data gloves) to browse through the search contents.
- He adds contents to his favorite list for later readings.