
1. Main point of the paper as the authors see it: Carmen
   - Lack of gestural sets by non technical users on tabletops
   - Found consistent symmetrical behaviors
   - Compute measure of agreement
   - Closer link between mental models between users to create gestural tabletop interactions
   - The general set of the crowd would create a better set than authors

2. Main point of the paper as the reader sees it: Shahed
   - Users to find gestures
   - Users would typically use only one touch for gestures (especially never experiencing touch displays before)
   - User mindset of doing one thing and pointing
   - Mimicking typical computer actions (1 point)
   - Demographics of the participants not shown in paper
   - How would different cultures use gestures?
   - Left hand versus right hand gestures (left eye versus right eye)
   - Should we let the users create their own gestures?
   - The set of gestures is a good start and we should build from these
   - Gain understanding to go forward from
   - Look at the mental models as a heuristic to go through the design
   - A set of normal gestures that map to the same command

3. How this paper applies to moving the research forward and to our research: Steve
Discussion notes October 29, 2009

- Most of gestures seemed to be intuitive
- Standardize gestures for interactions
- Users don’t distinguish between multiple touches
- Think 3 touches is one touch, but a hand is different
- Going from one hand to two hands is a big jump due to being used to being used to using computers with one hand
- Experience with multi-touch would vary results

3 Main Points

1. **Set of gestures built from user input**
2. **Based on mental models from users who have not used touch**
3. **Problems with definition of gestures**