
Discussion Notes

1. Main point of the paper as the authors see it – Carmen Hull
   - ?

2. Main point of the paper as you as the reader see it – Shahedul Khandkar
   - How touch devices can be used for collaborative work (i.e. sketch while brain storming, task planning, etc)
   - How gestures are used in collaborative environment along with other inputs (i.e. speech). Often it's not the final outcome but the entire process of doing the task is important and need to be saved.
   - This study shows that participants don’t have problem remembering gestures whereas other studies often say different. So, we think the challenge is to define the right gestures for the task so users can easily remember them.

3. How this paper applies to moving this research forward and to our research – Steven Longay
   - I think this paper leads us to want to explore the concept of using gestures along with drawing in collaboration. In current "gesture" based systems the user still "draws" on the table to perform the gesture. At the time when Tang
wrote this paper, tabletops were pretty much non-existent, and I believe that this form of "gesture" would have been considered drawing. Therefore we may be currently missing 32% of useful interaction by not taking into account the gestures the user makes above the table. I would like to see some research in combining hand tracking technology with a tabletop.

• The most tangible idea this paper brings to our projects is the idea of having each user maintain a constant view of the interface while using the system. We have seen an example of this by putting images on a "river" but the issue here is the temporal delay. Also the idea of storing the temporal information of the users interactions could be useful in some projects.

Class Discussion Notes

• Listing, drawing, gesturing are most common amongst collaboration
• Proximity plays an important role in understanding collaborative work
• Orientation affects discussion
• Gestures have the ability to store information though memory
• Table could record gestures and behaviours
• Time lapse data of gestures could be recorded. Changes over time.
• Ability to playback this time lapse data (with audio?)
• Are there social issues with these types of recordings?
• Are gestures memorisable?
• Getting gesture recognition right
• Algorithms to determine gestures
• Different types of gesture inputs (speech)
• Recognition of gestures through emotion?
• The importance of non-verbal communication in collaborative activities
• Tabletops invite intermixing of space and function
• Using a river for collaboration (temporal issue)