Interactive Tabletop Exhibitions:

**Main Point of paper**

1. **Key features of devices:**
   - ETX:
     1. uses infrared camera for wooden panels
   - Lifeline:
     1. touch strips, force sensitive, to provide input
   - Book:
     1. Projected from above, from top
   - History Hunt Game:
     1. Similar to surface
   - Dialog Table:

   Tilt Table:
   1. PROJECT image by tilting

Author tries to answer why use tabletop: tabletop displays encourage more familiar atmosphere, can help gather more interaction than vertical displays. Are they successful?

**Reader's Perspective:**

Summary paper. Main reason for tabletops is because people are attracted to technology. Cool factor. Main point: tabletops encourage homier, more collaborative atmosphere. Not sure about whether people are that collaborative in museums.

ETX is a fairly large table, put question mark somewhere.

**Contribution to own research:**

discusses tabletop designs in public spaces. More socially acceptable for something new and different in exhibits and museums. Can forward research using new ways.

**Summation:**

1. People enjoy new technology; i.e. cool factor, new interface
2. Look at what else is happening in the world to understand potential of tables