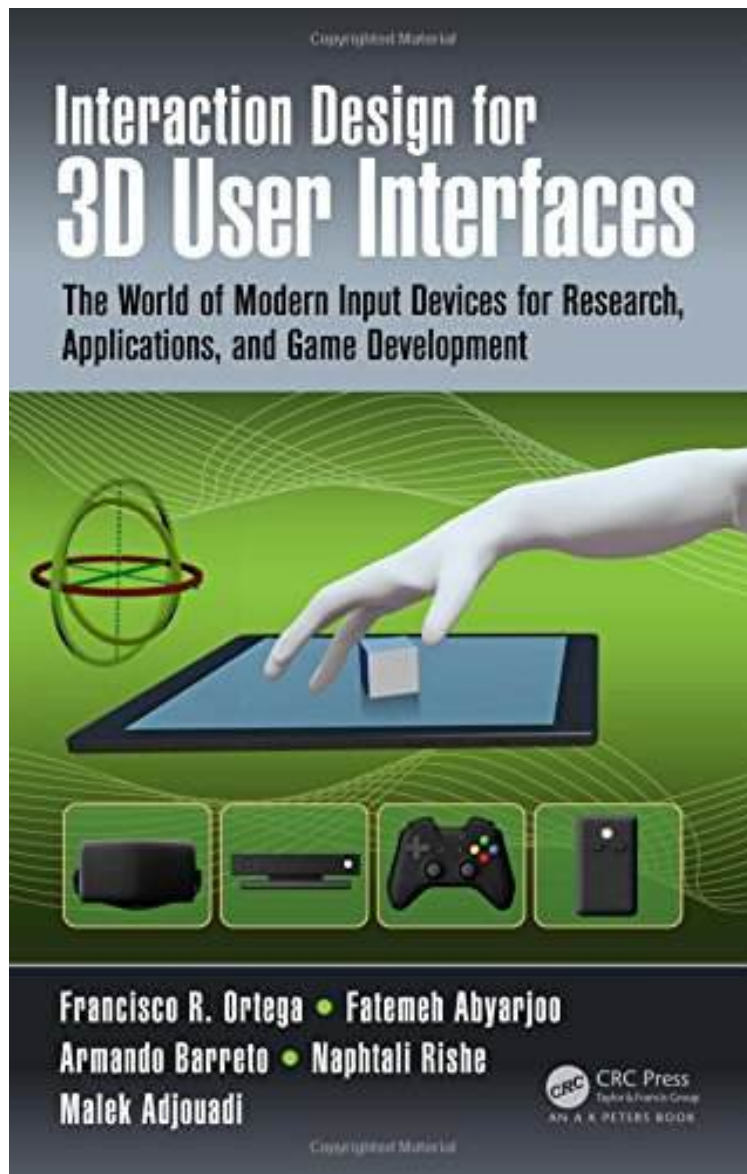


Interaction Design for 3D User Interfaces: The World of Modern Input Devices for Research, Applications, and Game Development

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By Francisco R. Ortega, Fatemeh Abyarjoo, Armando Barreto, Naphtali Rishe, Malek Adjouadi



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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 arised of how modern input devices can be used for a more intuitive user interaction This book Interaction Design for 3D User Interfaces addressed this paradigm shift The book looks at user interfaces with an input perspective This book is divided in four parts I Theory of input devices and user interfaces nbs About the Author Francisco R Ortega PhD is a postdoctorate research fellow at Florida International University Miami where he received his PhD in computer science He is the current director of the Open Human Interface Device Laboratory at

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