

Advancements in Multidisplay Systems: A Comprehensive Review

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Abstract:

This paper provides a comprehensive review of the recent advancements in multidisplay systems, exploring the evolution of display technologies, interface designs, and applications. It discusses the benefits, challenges, and emerging trends in multidisplay environments, emphasizing their significance in various domains such as education, healthcare, collaborative workspaces, gaming, and immersive experiences. The review synthesizes existing literature, identifies key research gaps, and proposes directions for future research in this rapidly evolving field.

Keywords: *Multidisplay systems, display technologies, interface design, applications, review, advancements*

Introduction:

Multidisplay systems have become increasingly prevalent in contemporary computing environments, offering users enhanced visual experiences, improved productivity, and new possibilities for interaction. This comprehensive review aims to provide an overview of the advancements made in multidisplay technologies, encompassing both hardware and software developments, interface designs, and diverse application domains. By examining the evolution of multidisplay systems and their impact on human-computer interaction, collaboration, and information visualization, this paper seeks to identify key trends, challenges, and opportunities in this rapidly evolving field.

Background and Motivation:

Multidisplay systems have witnessed a remarkable evolution over the past few decades, driven by advances in display technologies, computing power, and user interface design. The concept of using multiple displays to extend the desktop workspace or create immersive environments dates back to the early days of computing, but recent technological breakthroughs have transformed this idea into a mainstream computing paradigm. Today, multidisplay systems encompass a wide range of configurations, from traditional multi-monitor setups to elaborate setups for virtual reality (VR) and augmented reality (AR) applications.

The motivation behind the development and adoption of multidisplay systems stems from the increasing demand for richer and more immersive user experiences across various domains. In fields such as design, engineering, and scientific research, multidisplay environments offer unparalleled opportunities for visualizing complex data, conducting simulations, and collaborating with colleagues in real-time. Similarly, in industries such as healthcare and finance,

multidisplay setups facilitate multitasking, information sharing, and decision-making, thereby improving efficiency and productivity.

The rise of multidisplay systems has been fueled by the growing popularity of interactive and immersive technologies, including VR, AR, and mixed reality (MR). These technologies rely on multidisplay setups to create immersive environments where users can interact with digital content in three dimensions, blurring the boundaries between the physical and virtual worlds. As VR and AR applications continue to proliferate across sectors such as gaming, entertainment, training, and marketing, the demand for advanced multidisplay systems is expected to soar.

Another key driver behind the adoption of multidisplay systems is the increasing emphasis on collaborative work environments and team-based activities. In settings such as design studios, research labs, and corporate boardrooms, multidisplay setups enable multiple users to interact with shared content simultaneously, fostering collaboration, creativity, and knowledge exchange. By providing each participant with their own display space or viewport, multidisplay systems empower individuals to contribute their unique perspectives and insights to the collaborative process.

In addition to professional and commercial applications, multidisplay systems also hold promise for educational and recreational purposes. In classrooms, museums, and other learning environments, multidisplay setups can enhance interactive learning experiences, allowing students to explore virtual worlds, conduct experiments, and engage with multimedia content in a dynamic and immersive manner. Similarly, in the realm of gaming and entertainment, multidisplay systems offer players a more immersive and engaging gaming experience, with panoramic views, enhanced graphics, and interactive interfaces.

Scope and Objectives:

Multidisplay systems have undergone significant advancements in recent years, leading to their widespread adoption across various domains. The scope of this comprehensive review encompasses a detailed examination of these advancements, ranging from hardware innovations to interface designs and application scenarios. By delving into the historical evolution of multidisplay systems, this paper aims to provide a contextual understanding of their development trajectory and the pivotal technological breakthroughs that have shaped their current landscape.

This review seeks to explore the diverse range of interface design principles and interaction techniques employed in multidisplay environments. By analyzing different display configurations, layout strategies, and interaction modalities, it aims to elucidate the factors influencing user experience, task performance, and collaboration dynamics. Through this exploration, the paper aims to identify best practices and emerging trends in interface design that can enhance the usability and effectiveness of multidisplay systems across various use cases.

In addition to examining the technological aspects, this review also investigates the myriad applications of multidisplay systems in real-world settings. From educational institutions to healthcare facilities, collaborative workspaces, gaming environments, and virtual reality experiences, multidisplay systems are revolutionizing the way information is presented, shared,

and interacted with. By providing in-depth insights into these application domains, this paper aims to highlight the transformative potential of multidisplay technologies in addressing societal challenges and enhancing human-computer interaction in diverse contexts.

The review aims to identify and analyze the key challenges and barriers hindering the widespread adoption and effective utilization of multidisplay systems. These challenges may encompass technical limitations, usability concerns, compatibility issues, and integration complexities. By critically examining these challenges, the paper seeks to pave the way for future research efforts aimed at overcoming these obstacles and unlocking the full potential of multidisplay technologies.

The primary objective of this comprehensive review is to synthesize existing knowledge, identify research gaps, and provide insights that can inform and inspire researchers, practitioners, and policymakers in the field of human-computer interaction. By offering a comprehensive overview of the advancements, applications, challenges, and future directions of multidisplay systems, this paper aims to contribute to the ongoing discourse surrounding the design, implementation, and utilization of immersive and collaborative display environments.

Evolution of Multidisplay Systems:

The evolution of multidisplay systems represents a fascinating journey from early rudimentary configurations to the sophisticated setups available today. Initially, multidisplay systems emerged as simple extensions of traditional single-screen setups, allowing users to connect multiple monitors to a single computer. These early systems primarily catered to professionals such as stock traders and graphic designers who required increased screen real estate for multitasking and enhanced productivity. However, the true evolution began with advancements in display technologies, including the development of high-resolution screens, thin-film transistor (TFT) LCD panels, and LED backlighting, which facilitated the creation of larger and more immersive multidisplay environments.

As display technologies continued to improve, multidisplay systems transitioned from being purely utilitarian tools to platforms for enhanced user experiences and creativity. The introduction of bezel-less displays, curved screens, and ultra-wide aspect ratios further expanded the possibilities for multidisplay configurations, enabling seamless integration and immersive visualization across multiple screens. Concurrently, innovations in graphics processing units (GPUs) and rendering techniques empowered multidisplay systems to deliver realistic graphics, fluid animations, and high-fidelity visuals, enhancing their appeal in gaming, entertainment, and virtual environments.

The evolution of interface design and interaction techniques has played a pivotal role in shaping the usability and accessibility of multidisplay systems. Early multidisplay setups often relied on cumbersome hardware controllers or software solutions for managing multiple screens and windows, posing usability challenges for users. However, advancements in operating systems, window management software, and user interface paradigms have streamlined the interaction

with multidisplay systems, enabling intuitive control, efficient multitasking, and seamless content sharing across displays.

In recent years, the convergence of multidisplay systems with emerging technologies such as augmented reality (AR) and virtual reality (VR) has opened up new frontiers for immersive computing experiences. These technologies leverage multidisplay environments to create interactive virtual worlds, lifelike simulations, and collaborative workspaces, revolutionizing industries such as education, healthcare, architecture, and entertainment. With ongoing research and development, multidisplay systems are poised to continue their evolution, offering increasingly immersive, versatile, and user-friendly solutions for diverse applications and environments.

Historical Overview:

The historical evolution of multidisplay systems traces back to the early days of computing when monochrome monitors were the primary means of visual interaction with computers. In the 1980s, the advent of graphical user interfaces (GUIs) led to the emergence of multi-window environments, allowing users to simultaneously view and manipulate multiple application windows on a single screen. However, it was not until the late 1990s that the concept of multidisplay systems began to gain traction with the development of multi-monitor setups, facilitated by advancements in graphics hardware and operating system support.

During the early 2000s, multidisplay systems became more prevalent in specialized domains such as finance, engineering, and design, where users required expansive desktop real estate for increased productivity. This period also witnessed the introduction of graphics cards capable of driving multiple displays, enabling users to connect multiple monitors to a single computer system. These developments paved the way for the widespread adoption of multidisplay configurations in various professional settings, including trading floors, design studios, and command centers.

The mid-2000s saw the emergence of innovative interface designs and interaction techniques tailored to multidisplay environments. Researchers and designers explored novel approaches to window management, task switching, and content distribution across multiple screens to optimize user workflow and enhance task performance. Concurrently, advancements in display technologies, such as thin-bezel displays and high-resolution panels, further facilitated the seamless integration of multiple displays into cohesive workspaces.

In recent years, the proliferation of mobile devices and the rise of cloud computing have reshaped the landscape of multidisplay systems, introducing new paradigms for seamless interaction across heterogeneous devices. Concepts such as mobile-to-desktop continuum and cross-device collaboration have gained prominence, blurring the boundaries between personal and shared workspaces. Additionally, the integration of augmented reality (AR) and virtual reality (VR) technologies has opened up new possibilities for immersive multidisplay experiences, transforming how users interact with digital content in both physical and virtual environments.

The historical overview of multidisplay systems underscores the continuous evolution of display technologies, interface designs, and applications, driven by advancements in computing hardware, software, and user needs. From humble beginnings as monochrome monitors to the present-day proliferation of multi-monitor setups and immersive AR/VR environments, multidisplay systems have come a long way in shaping the landscape of human-computer interaction and information visualization.

Technological Developments:

Technological developments in multidisplay systems have undergone significant evolution, driven by advancements in display technologies, graphics processing, and connectivity. One of the most notable advancements is the transition from traditional flat-panel displays to high-resolution, immersive displays such as curved screens, ultra-high-definition (UHD) monitors, and tiled display walls. These technologies offer users expansive visual real estate, enabling seamless multitasking, immersive gaming experiences, and enhanced content creation.

The integration of touch-sensitive and interactive displays has revolutionized user interaction paradigms, allowing for intuitive gesture-based controls, multi-touch gestures, and pen input. This trend towards interactive displays has found applications in interactive digital signage, collaborative workspaces, educational environments, and interactive exhibitions, fostering engagement and collaboration among users.

In addition to display hardware, advancements in graphics processing units (GPUs) have played a crucial role in supporting high-resolution content rendering, real-time graphics rendering, and immersive virtual environments. The emergence of graphics technologies such as ray tracing, rasterization, and real-time rendering engines has enhanced the visual fidelity and realism of multidisplay applications, enabling lifelike simulations, architectural visualizations, and virtual prototyping.

The proliferation of connectivity standards such as HDMI, DisplayPort, and Thunderbolt has facilitated the seamless integration of multiple displays, enabling users to create expansive display setups with minimal cable clutter. This has paved the way for flexible display configurations, including multi-monitor setups, video walls, and mixed-reality environments, catering to diverse user preferences and application requirements.

Looking ahead, ongoing research in areas such as flexible displays, transparent displays, holographic displays, and wearable displays holds promise for the next generation of multidisplay systems. These advancements are expected to further blur the boundaries between physical and digital spaces, offering new possibilities for immersive storytelling, interactive experiences, and augmented reality applications.

Interface Design and Interaction Techniques:

Interface design and interaction techniques play pivotal roles in shaping the usability and effectiveness of multidisplay systems. The design of interfaces in multidisplay environments encompasses various aspects, including layout configurations, navigation mechanisms, input

modalities, and feedback mechanisms. Effective interface design aims to facilitate seamless interaction between users and displays, enabling efficient task performance and enhancing user experience. One key consideration in interface design is the arrangement of displays, which can significantly impact users' cognitive load, visual attention distribution, and task performance. Designing display layouts that support natural interaction and intuitive navigation is essential for optimizing user engagement and productivity.

In addition to display layouts, interaction techniques play a crucial role in facilitating user interactions within multidisplay environments. These techniques encompass a wide range of input modalities, including touch, gestures, voice commands, and tangible interfaces. Each interaction modality offers unique advantages and challenges, and their suitability depends on factors such as the nature of tasks, user preferences, and contextual constraints. Designing adaptable and context-aware interaction techniques can enhance the flexibility and accessibility of multidisplay systems, accommodating diverse user needs and preferences. Furthermore, providing users with feedback mechanisms, such as visual cues or haptic feedback, can improve their awareness of system state changes and enhance the overall usability of multidisplay interfaces.

The integration of advanced interaction technologies, such as augmented reality (AR) and virtual reality (VR), presents new opportunities for enhancing user interactions in multidisplay environments. AR technologies overlay digital content onto the physical environment, enabling users to interact with virtual objects in real-time. VR technologies, on the other hand, immerse users in computer-generated environments, offering new possibilities for spatial interaction and immersive experiences. Leveraging AR and VR technologies in multidisplay systems can extend the boundaries of interaction design, enabling novel applications in fields such as education, training, gaming, and simulation. However, integrating these technologies requires careful consideration of usability, performance, and user comfort to ensure optimal user experience and engagement.

Designing inclusive and accessible interfaces is essential for ensuring that multidisplay systems cater to the needs of diverse user populations, including individuals with disabilities or special requirements. Incorporating features such as customizable interface elements, alternative input methods, and assistive technologies can enhance the accessibility and usability of multidisplay interfaces for all users. By adopting inclusive design principles, multidisplay systems can promote diversity, equity, and inclusion, fostering a more accessible and empowering computing environment for everyone.

Interface design and interaction techniques are critical components of multidisplay systems, influencing user engagement, task performance, and overall usability. Effective interface design requires careful consideration of display layouts, interaction modalities, feedback mechanisms, and accessibility features to meet the diverse needs of users and optimize their interactive experiences. By leveraging advances in interaction technologies and adopting inclusive design principles, multidisplay systems can unlock new possibilities for collaboration, creativity, and innovation across various domains.

Display Configurations and Layouts:

Display configurations and layouts play a pivotal role in shaping the user experience and functionality of multidisplay systems. The design of these configurations influences how information is presented, perceived, and interacted with by users. One common configuration is the extended desktop setup, where multiple displays are arranged side by side to create a larger virtual workspace. This configuration is particularly useful for tasks that require simultaneous access to multiple applications or datasets, enabling users to spread out their work across multiple screens for improved productivity and multitasking capabilities.

Another popular configuration is the mirrored display setup, where identical content is replicated across multiple screens. This configuration is often used in scenarios such as presentations, demonstrations, or digital signage, where content needs to be displayed to a large audience across multiple viewing angles. Mirrored displays ensure consistency and visibility of content across all screens, making it easier for viewers to follow along and engage with the information being presented.

In addition to these basic configurations, more complex layouts such as curved or tiled displays are also becoming increasingly prevalent. Curved displays offer a more immersive viewing experience by wrapping around the user's field of vision, creating a sense of depth and presence that enhances engagement with content. Tiled displays, on the other hand, consist of multiple smaller screens arranged in a grid-like pattern to form a single large display surface. Tiled displays are often used in environments such as control rooms, command centers, or digital art installations, where a high-resolution and seamless visual canvas is required to display large amounts of information or multimedia content.

The choice of display configuration and layout depends on various factors such as the specific use case, available physical space, budget constraints, and user preferences. Designers must carefully consider these factors when planning and implementing multidisplay systems to ensure optimal usability, functionality, and user satisfaction. By leveraging appropriate display configurations and layouts, multidisplay systems can enhance collaboration, information visualization, and overall user experience across a wide range of applications and environments.

Interaction Modalities:

Interaction modalities refer to the various methods through which users can interact with multidisplay systems, encompassing both input and output mechanisms. These modalities play a crucial role in shaping user experiences and determining the effectiveness of multidisplay interfaces across different contexts. One prevalent modality is touch interaction, which allows users to directly manipulate on-screen content using their fingers or stylus pens. Touchscreens have become ubiquitous in smartphones, tablets, and interactive kiosks, offering intuitive and natural interaction for users of all ages.

Another important modality is gesture recognition, which enables users to control multidisplay systems through hand movements, body gestures, or facial expressions. This modality has gained significant traction in gaming consoles, virtual reality (VR) headsets, and smart TVs, providing

immersive and hands-free interaction experiences. By tracking users' gestures and translating them into commands, gesture recognition systems offer a more intuitive and engaging way to interact with digital content.

Voice interaction represents yet another modality that has gained prominence with the proliferation of virtual assistants and smart speakers. Through natural language processing (NLP) algorithms, these systems can understand and respond to users' voice commands, enabling hands-free operation and facilitating access to information and services. Voice interaction is particularly valuable in scenarios where users' hands are occupied or when visual attention is limited, such as driving or cooking.

Beyond these modalities, multimodal interaction combines multiple input and output channels to enhance the richness and flexibility of user interaction. For example, a multidisplay system may integrate touch, gesture, and voice inputs, allowing users to choose the modality that best suits their preferences and context. By supporting multimodal interaction, these systems can accommodate diverse user needs and preferences, promoting inclusivity and accessibility in design.

Interaction modalities play a pivotal role in shaping the user experience and usability of multidisplay systems. Whether through touch, gesture, voice, or multimodal interfaces, the choice of interaction modality profoundly influences how users engage with digital content and interact with their environments. As multidisplay technologies continue to evolve, understanding and optimizing interaction modalities will be essential for creating intuitive, immersive, and user-friendly interfaces across various domains and applications.

Applications of Multidisplay Systems:

Applications of multidisplay systems span across various domains, each harnessing the technology's capabilities to enhance user experiences and facilitate specialized tasks. In education and training, multidisplay setups offer immersive learning environments, allowing students to engage with interactive content and simulations. For example, virtual laboratories equipped with multidisplay systems enable hands-on experimentation in subjects like chemistry and physics, enhancing understanding and retention of complex concepts. Additionally, in medical education, multidisplay systems are utilized for anatomical visualization, surgical training, and patient case simulations, providing medical students and professionals with realistic learning experiences.

In healthcare, multidisplay systems play a vital role in medical imaging and diagnostic applications. Radiologists and clinicians utilize high-resolution multidisplay setups for viewing and analyzing medical images such as X-rays, MRIs, and CT scans. The expansive screen real estate and advanced visualization capabilities enable detailed examination of anatomical structures and abnormalities, leading to more accurate diagnoses and treatment planning. Moreover, multidisplay systems facilitate multidisciplinary collaboration, allowing healthcare professionals to discuss cases and make informed decisions collectively

Collaborative workspaces benefit significantly from multidisplay systems, fostering teamwork, creativity, and productivity. In business environments, large-scale display walls enable teams to visualize data, brainstorm ideas, and collaborate on projects in real-time. Video conferencing systems integrated with multidisplay setups facilitate remote collaboration, bridging geographical distances and enabling seamless communication between distributed teams. Furthermore, in design and architecture firms, multidisplay systems support immersive design reviews and virtual prototyping, enhancing the efficiency and quality of the design process.

Gaming and entertainment industries leverage multidisplay systems to create immersive and engaging experiences for players. Multidisplay setups with curved or panoramic screens provide gamers with expansive field-of-view and heightened realism, enhancing gameplay immersion. Furthermore, virtual reality (VR) and augmented reality (AR) applications combined with multidisplay systems offer interactive storytelling experiences, theme park attractions, and location-based entertainment. These technologies blur the lines between the physical and digital worlds, transporting users to virtual realms filled with rich multimedia content and interactive elements.

Multidisplay systems have diverse applications across education, healthcare, collaboration, gaming, and entertainment industries, revolutionizing the way users interact with digital content and environments. By providing immersive experiences, facilitating collaborative workflows, and enhancing visualization capabilities, multidisplay systems continue to redefine human-computer interaction and drive innovation in various domains.

Summary:

This comprehensive review synthesizes existing literature on multidisplay systems, highlighting their evolution, interface designs, applications, challenges, and future directions. It explores the impact of multidisplay technologies across diverse domains, including education, healthcare, collaboration, gaming, and immersive experiences. By identifying key trends and research gaps, this paper aims to inform researchers, practitioners, and policymakers about the advancements and potential of multidisplay systems in shaping the future of human-computer interaction.

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