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Of course, simple gestural interfaces, such as most touchscreens, will use only one or two of these characteristics (presence and duration being the most common), and designers and developers may not need to dwell overly long on the attributes of the gesture but instead on the ergonomics and usability of interactive gestures (see Chapter 2).

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Chapter 3. Patterns for Touchscreens and Interactive Surfaces "It is the tactile sense that demands the greatest interplay of all the senses." —Marshall McLuhan, interviewed in Playboy, March ... - Selection from Designing Gestural Interfaces [Book]

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This proceeding attempts to review the current state of technology and the existing research on the use of gestural interaction with three-dimensional interfaces. The focus is on the use of hand-based gestures, the scope is to identify challenges and limitations of using gestures with 3D interfaces, and the goal is to find guidelines to select ...

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