Intro to course, 3D UIs, 3D UI history

Rationale: Why in 3D vs. 2D: Mark
Task appropriateness: Mark
Good examples vs. bad examples (wayfinding in early games?): Mark
Entertainment vs. work: Mark
Interactive art: Mark

Intro to design tools: Faisal, Matt, Mark

Theory of 3D devices and 3D perception I: Faisal, Mark (sound), Bill (3D perception)
Theory of 3D devices II: Matt
Selection and manipulation (2): Vijay, Matt

Travel: Chien
Wayfinding: Vijay

Understanding the 3D world
Control: Matt, Bill

Menus
Gestures
Tools
Multimodal

Symbolic input: Peter, Bill
Design issues: Chien, Peter, Bill

Two-handed
Whole body
Metaphor
Magic

Evaluation: disperse in part throughout course:
Chien, Peter, Bill
Augmented reality
Tangible UIs
Math: Chien

How to think about space?

Guest lectures

Fields that address 3D
Architecture
Stage design; theatre, movies
Puppeteering
Industrial design
Automotive design
Exhibit designers
Landscape designers
Sculpture
Environmental designers
3D modeling (Maya, 3DSmax)
Interactive art
Game design
Animation
Movie effects
Visualization
Soundscapes
Psychology

Other
3D input/output device designers

Assignments
Project
Warm-up: using the tools/environment to do something
Evaluation: Give people artifacts to evaluate; pick good ones and bad ones
User study

Exams
Computer environment/tools: Faisal, Matt, Mark
Finding 3D hardware: Peter