Interaction Devices

- Allow users to interact with computers
  - Input devices
  - Output (display) devices
- We will concentrate on input devices
  - Note that all provide some kind of output
    - Internal
      - Passive (intrinsic to device, no computer control): “feel”
      - Active (controlled by computer): E.g., vibration, force feedback
    - External: E.g., cursor motion when device used in running system

See http://research.microsoft.com/buxtoncollection