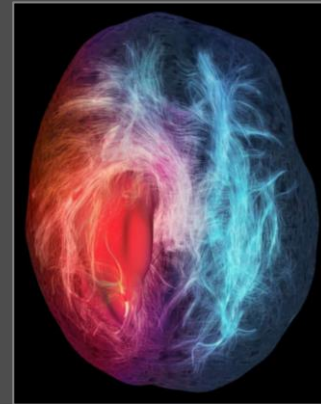
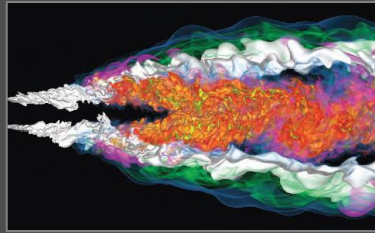
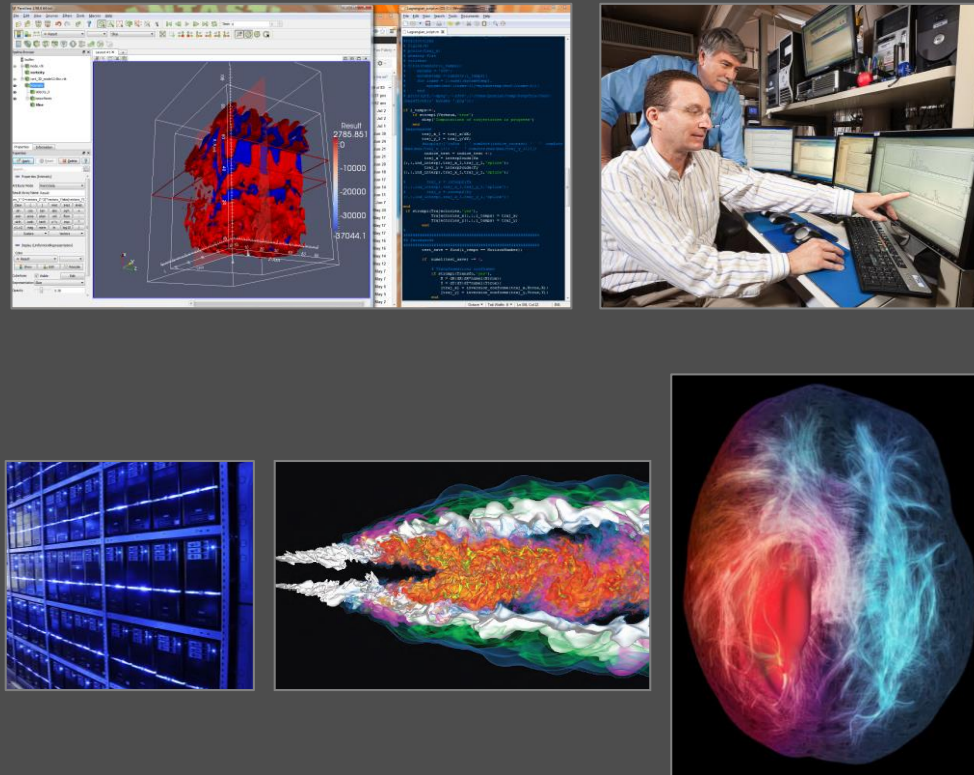


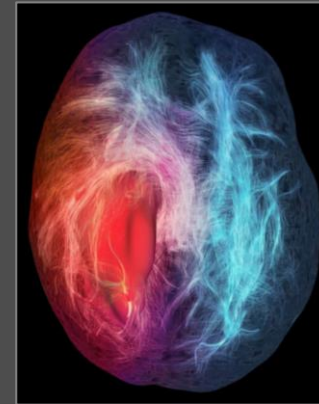
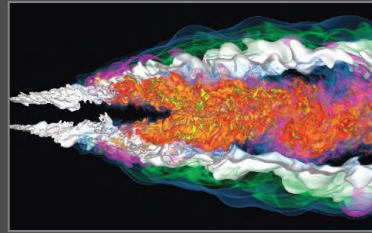
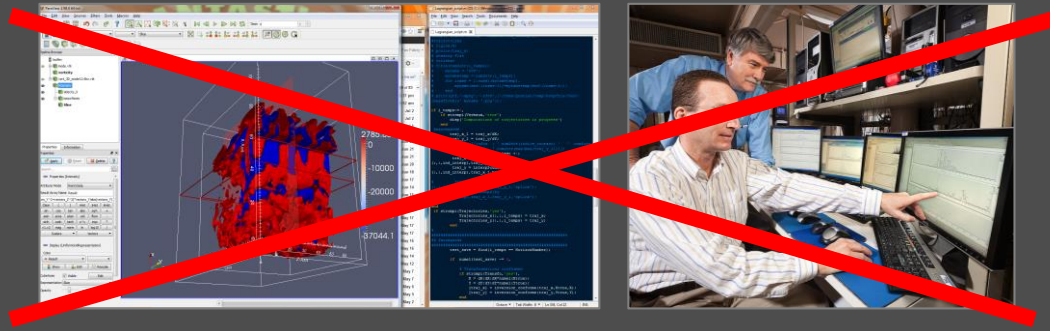
# The Desktop is Dead ...



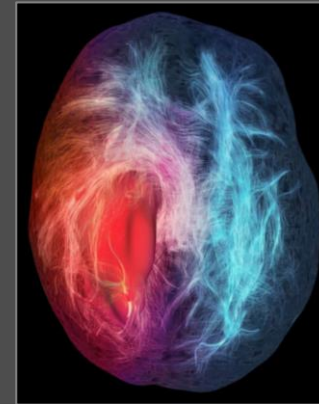
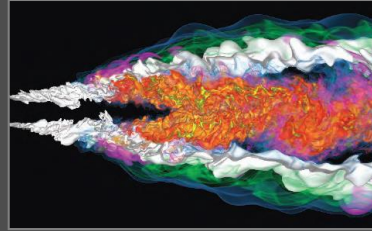
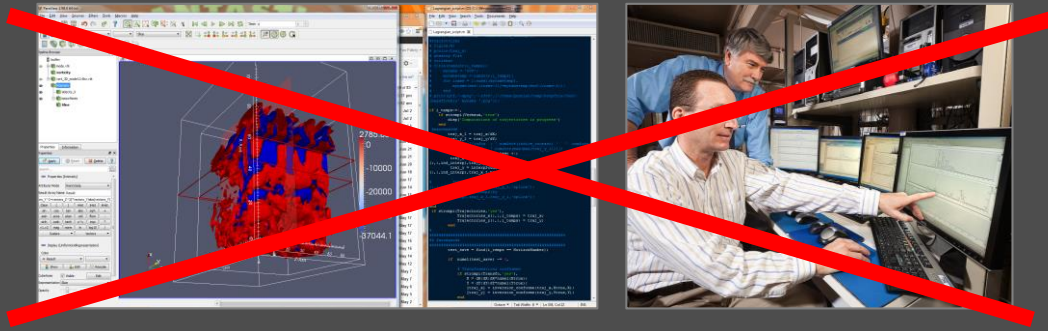
# The Desktop is Dead ...



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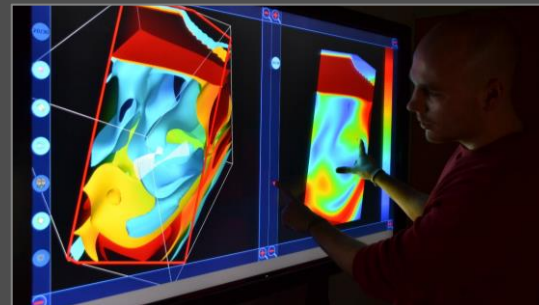
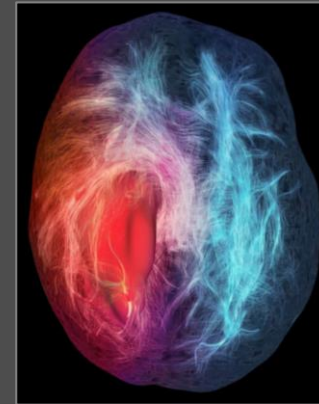
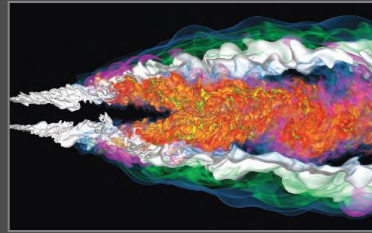
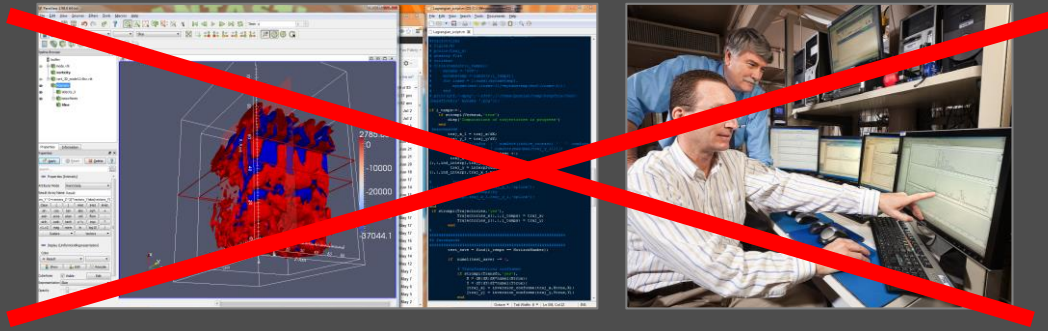


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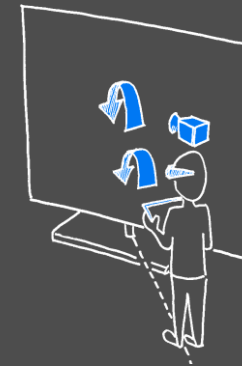
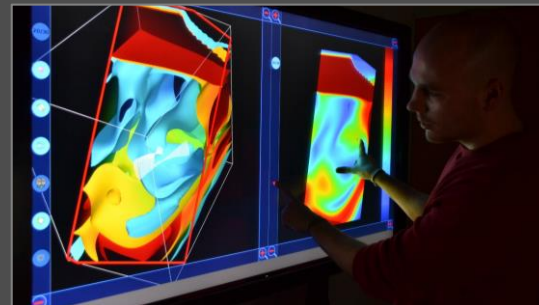
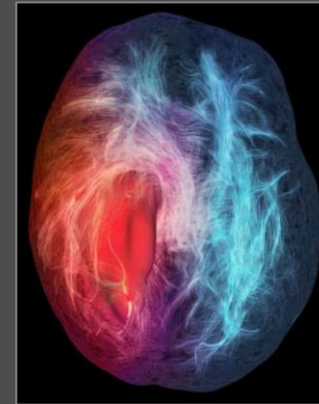
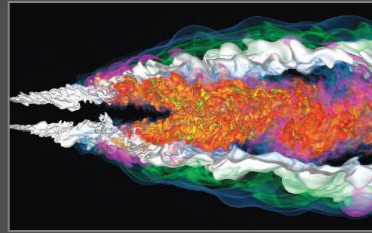
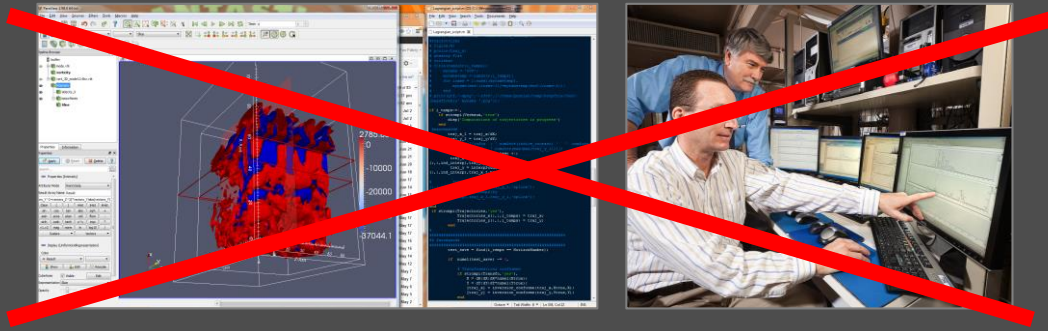




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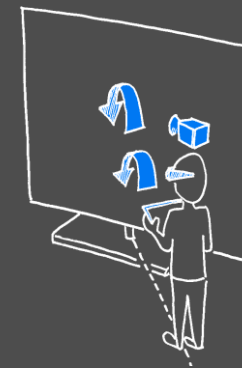
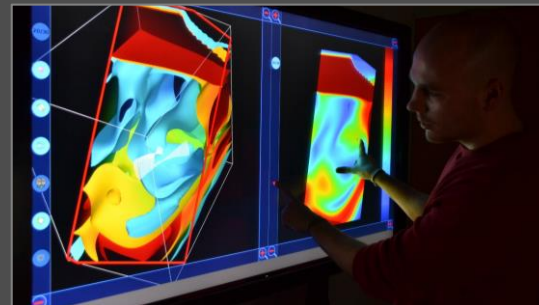
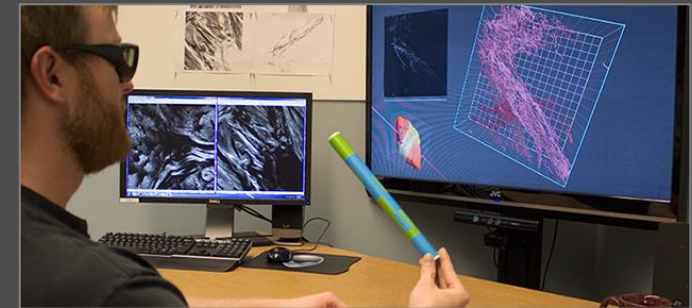
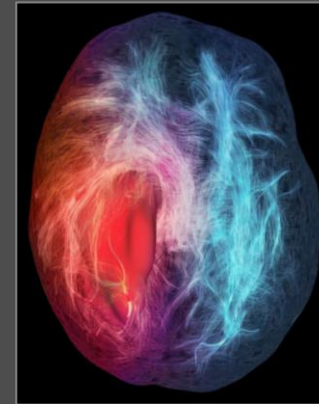
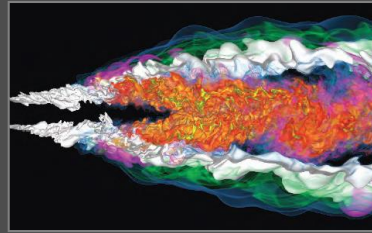
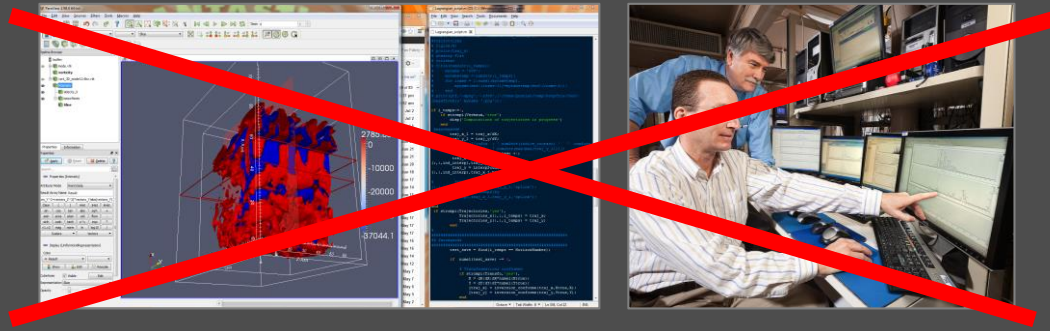


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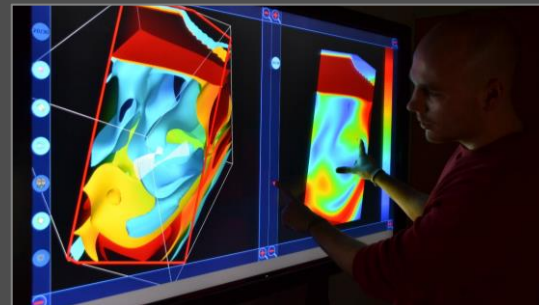
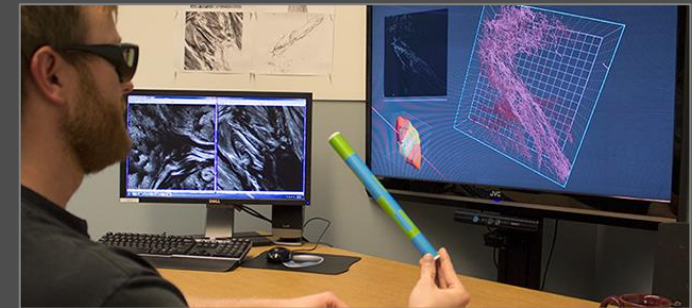
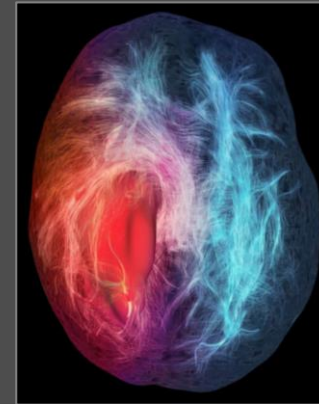
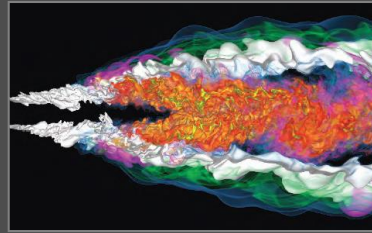
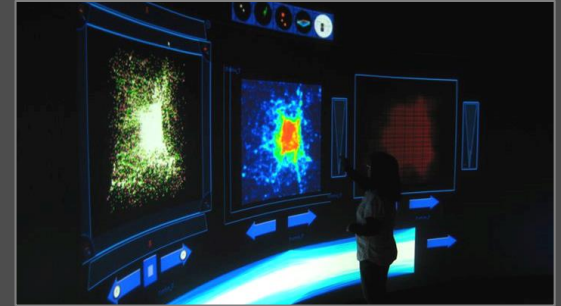
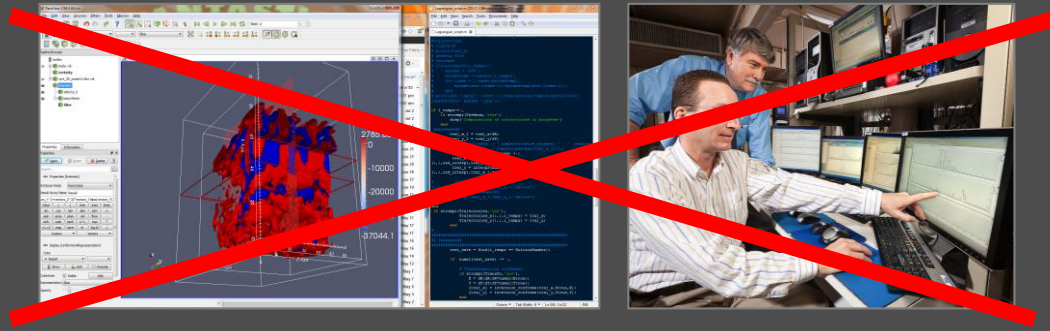




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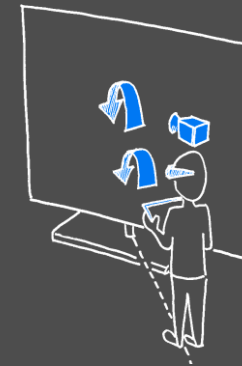
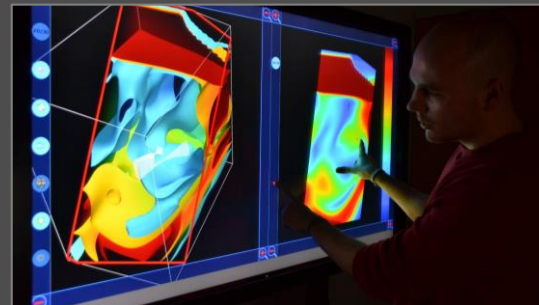
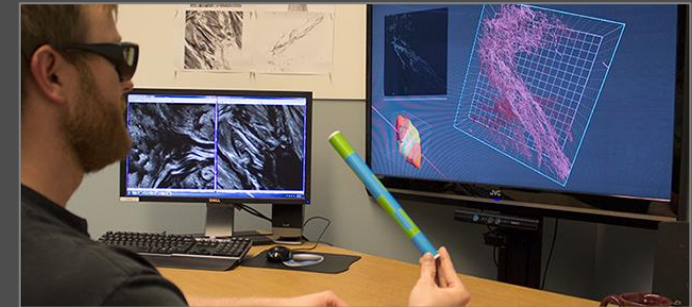
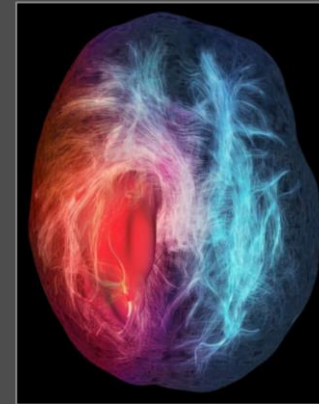
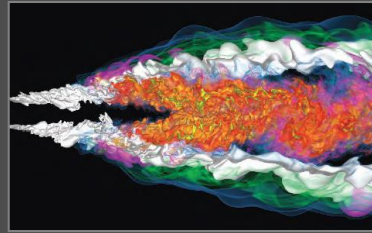
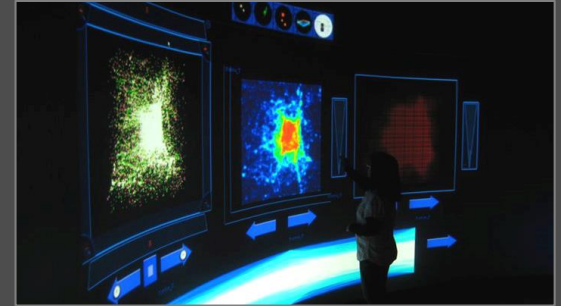
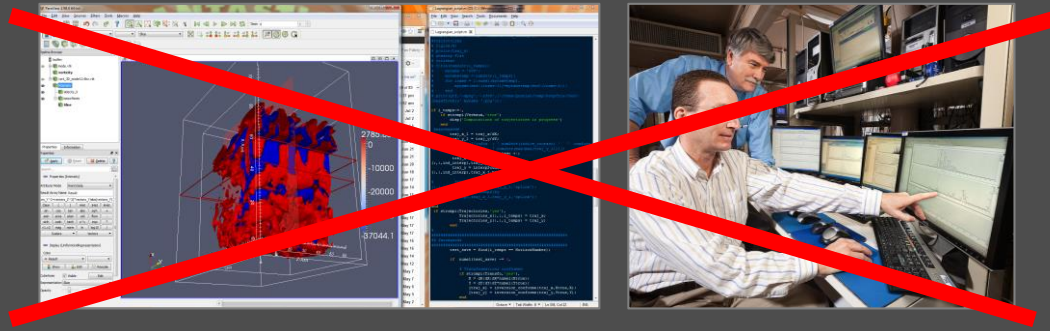


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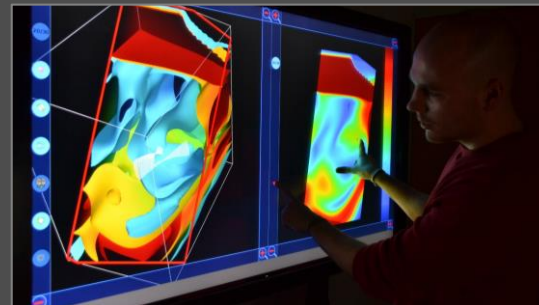
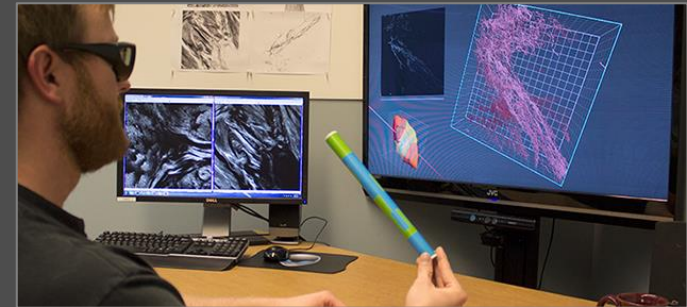
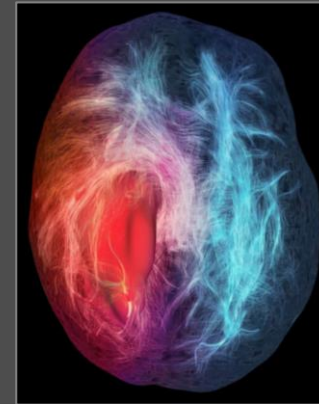
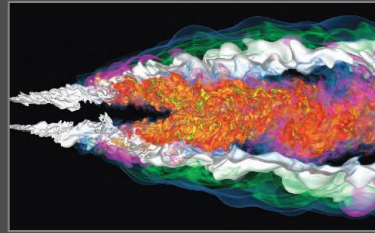
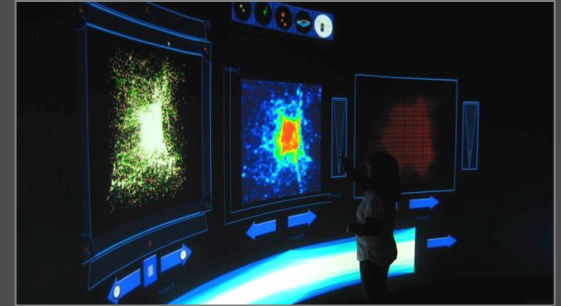
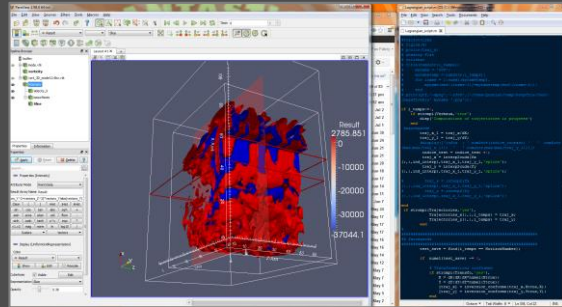




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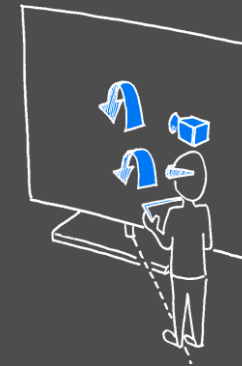
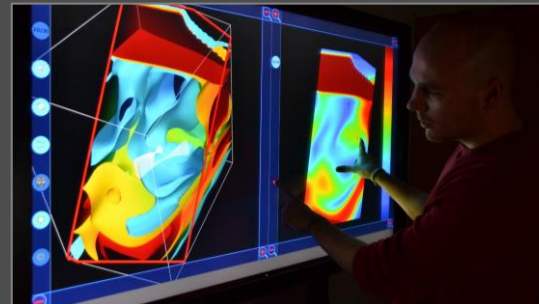
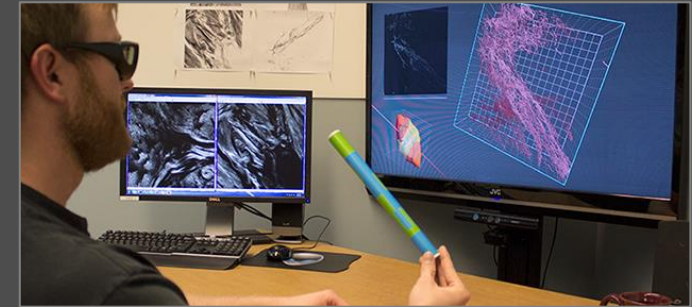
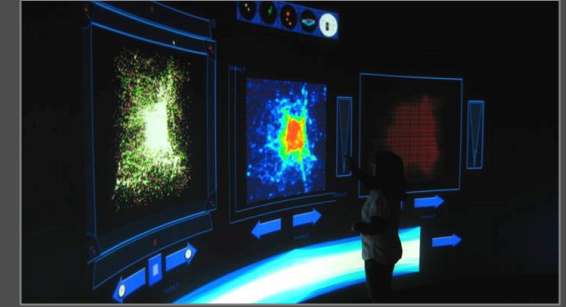
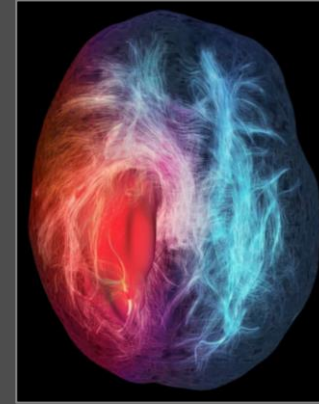
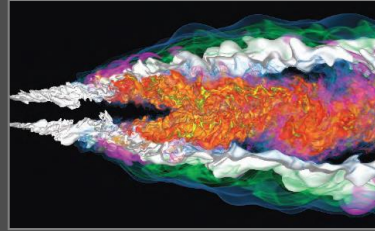
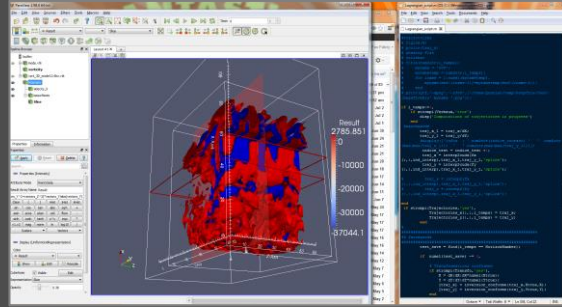


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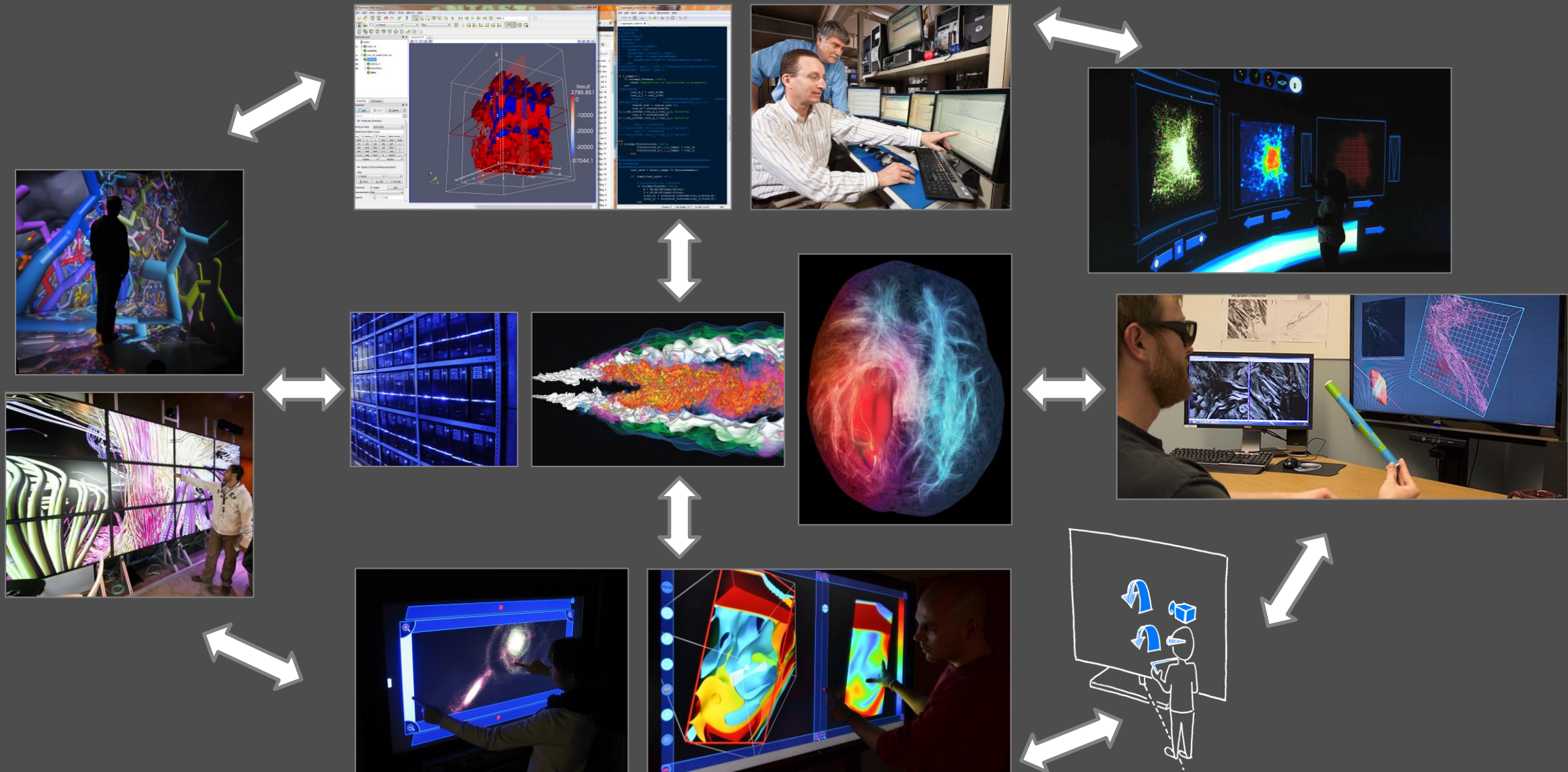


# An Interaction Continuum for Visualization





# An Interaction Continuum for Visualization



# An Interaction Continuum for Visualization

## Vision:

- different platforms for different tasks
- painless transitions between data exploration environments possible
- beyond simple combinations of environments for specific purposes
- beyond simple data transfer between machines as in ubicomp

## Many challenges:

- set of interaction techniques that work similar on different platforms?
- fundamental set of interaction techniques for 3D data exploration?
- what is “natural interaction” anyway?
- which platforms for what type of tasks/scenarios?
- underlying technical platform/API to support transitions?
- lowering the calibration/maintenance needs for some platforms?
- ...