

Multimodal Presentation

Multimodal Interaction with a Slideshow



Using this Demo

You can control the Slideshow displaying the next/previous slide using the Wiimote buttons or the gesture with the SHAKE (up/down tilt). Using the InterfaceZ balloon along with the Wiimote as pointing device you can zoom on a specific point. A pressure on the balloon is used to zoom in. The zoom can also be performed with any of the 6 degrees of freedom of the SpaceNavigator. Finally, you can change transition style with the Wiimote buttons.

Motivation

This demo shows the usage of various interaction modalities in the application context of a multimodal slideshow. The main objective is to allow the presentation of the OI platform in a slideshow while using it at the same time with different modalities. A secondary objective is to demonstrate that the OI platform allows the quickly modification of the multimodal interaction, as the user can easily change interaction modalities while making its presentation.

Modalities

In this demo four devices are used for the interaction: 3DConnexion SpaceNavigator is 6 degree-of-freedom manipulation tool. InterfaceZ is a chipset that provides connections for midi captors, like pressure capture or buttons. We also use the wiimote and the SHAKE device, that contains several sensors like accelerometer, capacitive sensors and vibrotactile actuator.

