

Collaboration Meets Interactive Spaces

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This edited volume brings together researchers from around the world who investigate interactive surfaces and interaction techniques within large displays, wearable devices, software development, security and emergency management. Providing both theory and practical case studies, the authors look at current developments and challenges into 3D visualization, large surfaces, the interplay of mobile phone devices and large displays, wearable systems and head mounted displays (HMD'S), remote proxemics and interactive wall displays and how these can be employed throughout the home and work spaces.

Collaboration Meets Interactive Spaces is both for researchers and industry practitioners, providing readers with a coherent narrative into the current state-of-the-art within interactive surfaces and pervasive display technology, providing necessary tools and techniques as interactive media increasingly permeates everyday contexts.

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