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Sonic interaction design: The next generation of multi-sensory experiences







Why multisensory?

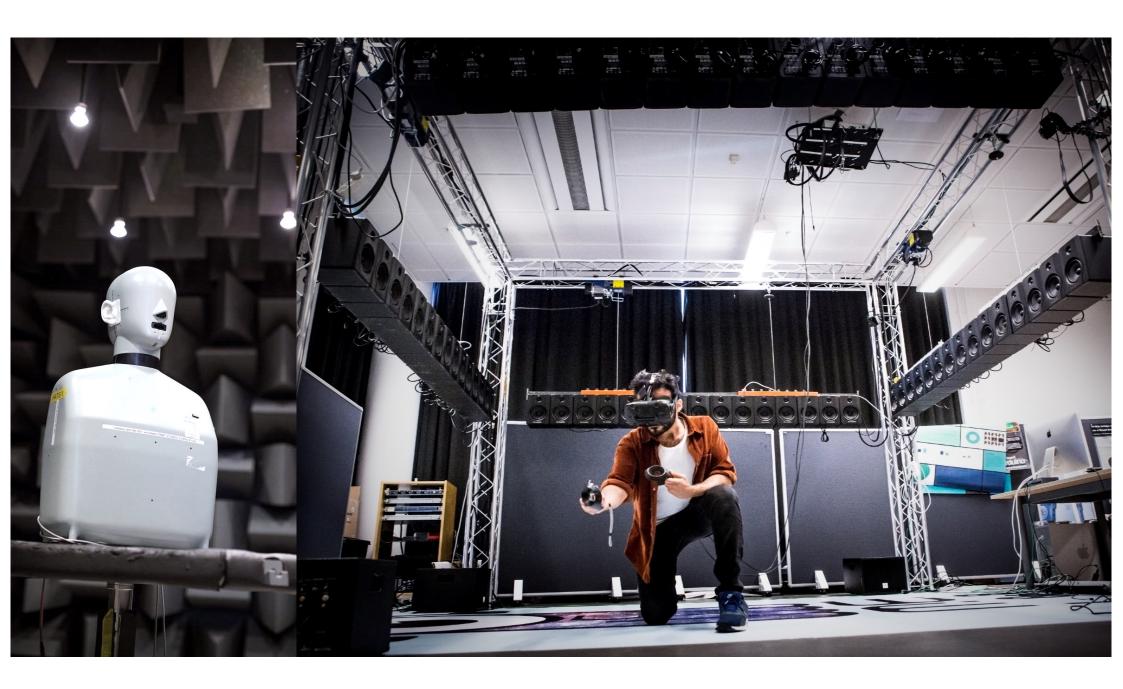






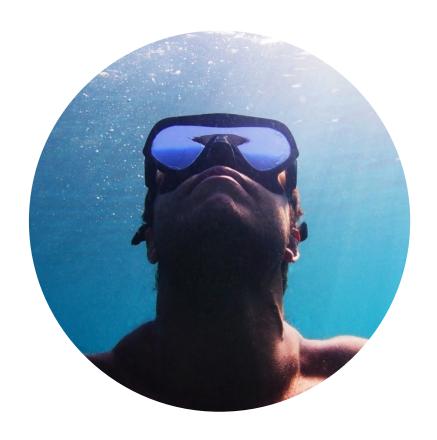






Immersive technology









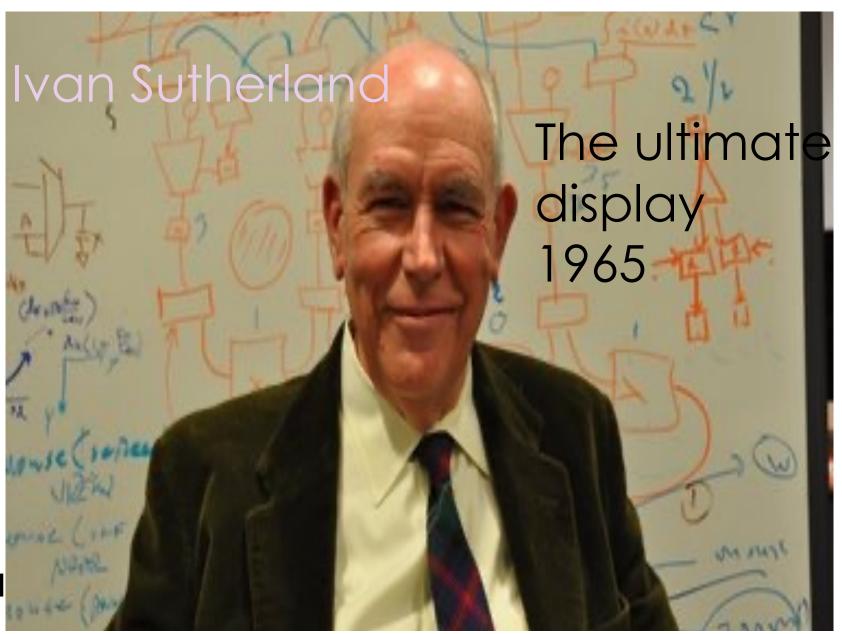
















"The ultimate display would, of course, be a room within which the computer can control the existence of matter.

"A chair displayed in such a room would be good enough to sit in..".









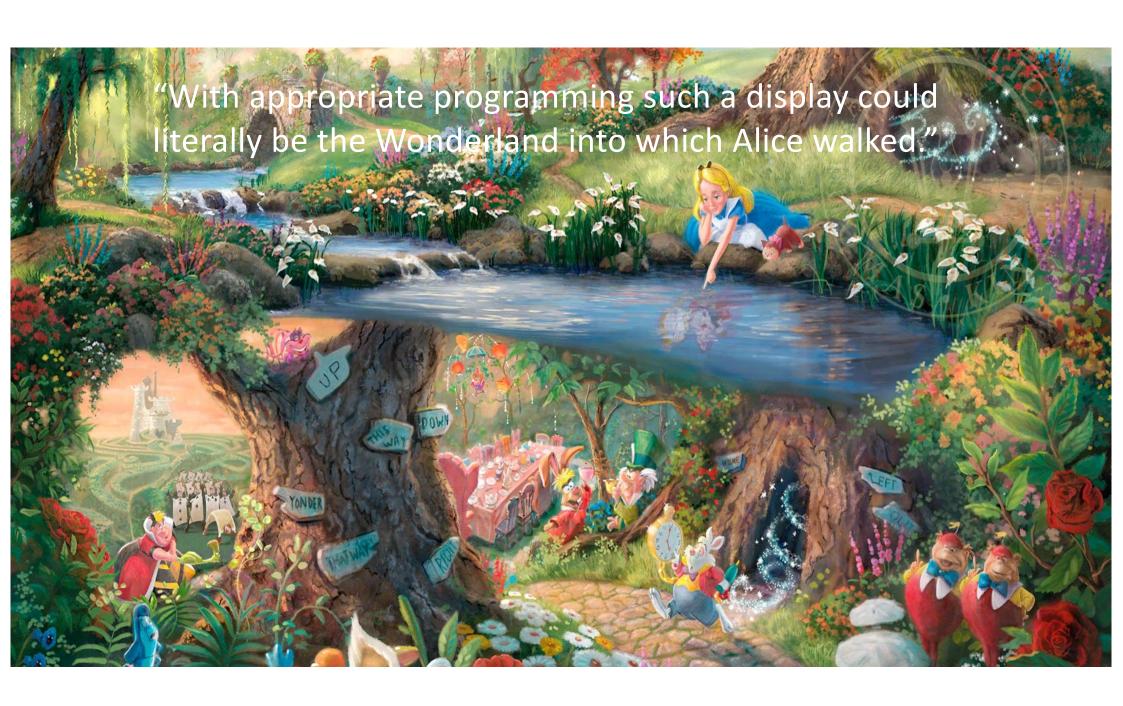




And a bullet displayed in such a room

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What is missing?





Visual displays

























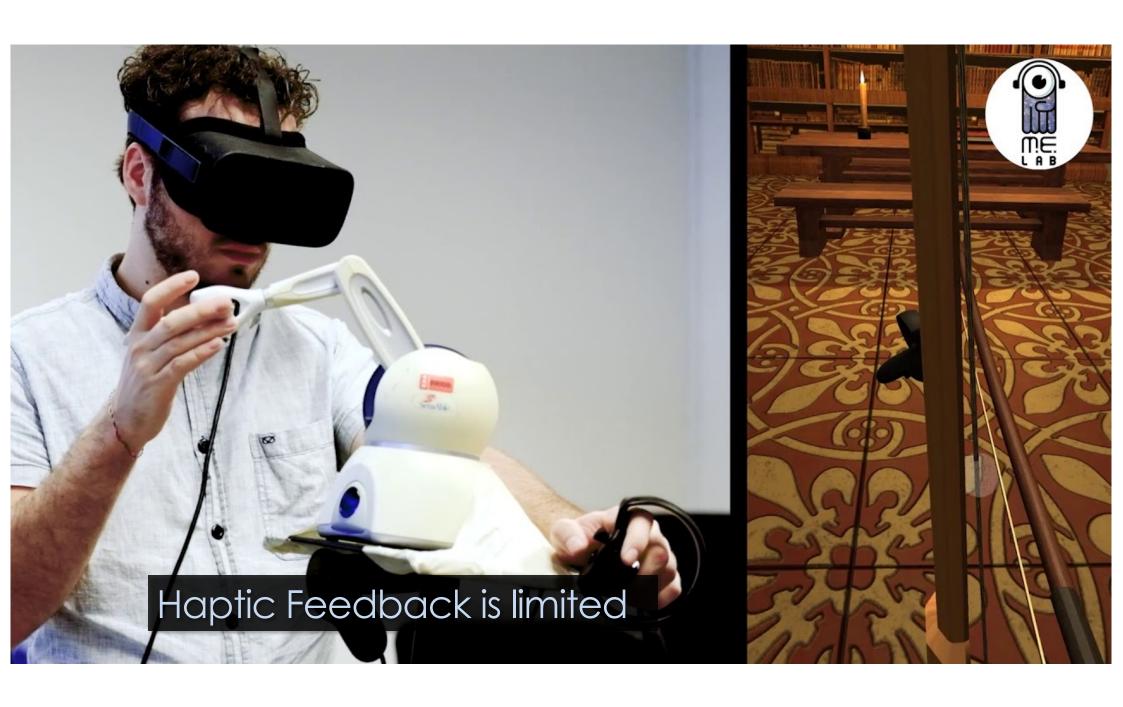
Auditory displays





















VISION

HEARING

SMELL

TASTE

TOUCH





















VRMI principles





Serafin, S., Erkut, C., Kojs, J., Nilsson, N. C., & Nordahl, R. (2016). Virtual reality musical instruments: State of the art, design principles, and future directions. *Computer Music Journal*, 40(3), 22-40.



Focus: natural interactions











Musical instruments are the best user interface









IEEE 10th Symposium on 3D User Interfaces

23th & 24th March Arles France





ATTEND THE CONFERENCE

PROGRAM

3DUI CONTEST

MEDIA

SUBMIT YOUR WORK

COMMITTEES

Awards

Contestants

Instructions

Rules

Instructions

This year, the IEEE 3DUI 2015 Symposium will hold the 6th annual 3DUI Contest - **3DUIdol**. It is open to anyone interested in 3D User Interfaces (3DUIs), from researchers to students, enthusiasts, and professionals. The purpose of the contest is to stimulate innovative and creative solutions to challenging 3DUI problems. 3DUI 2015 will be co-located with IEEE Virtual Reality. Due to the recent explosion of affordable and portable 3D devices, this year's contest will be judged live at 3DUI. Contestants are required to bring their systems for live judging for attendees to experience them.

Closing Remarks

Do not forget to check the the results of the 3DUI Contest and the pictures of the event.











3DUI competition - 2015









