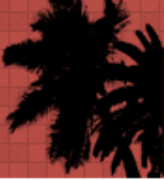


# OpenUIX Demo: A Sneak Peek at a Novel HCI Model for AR Systems

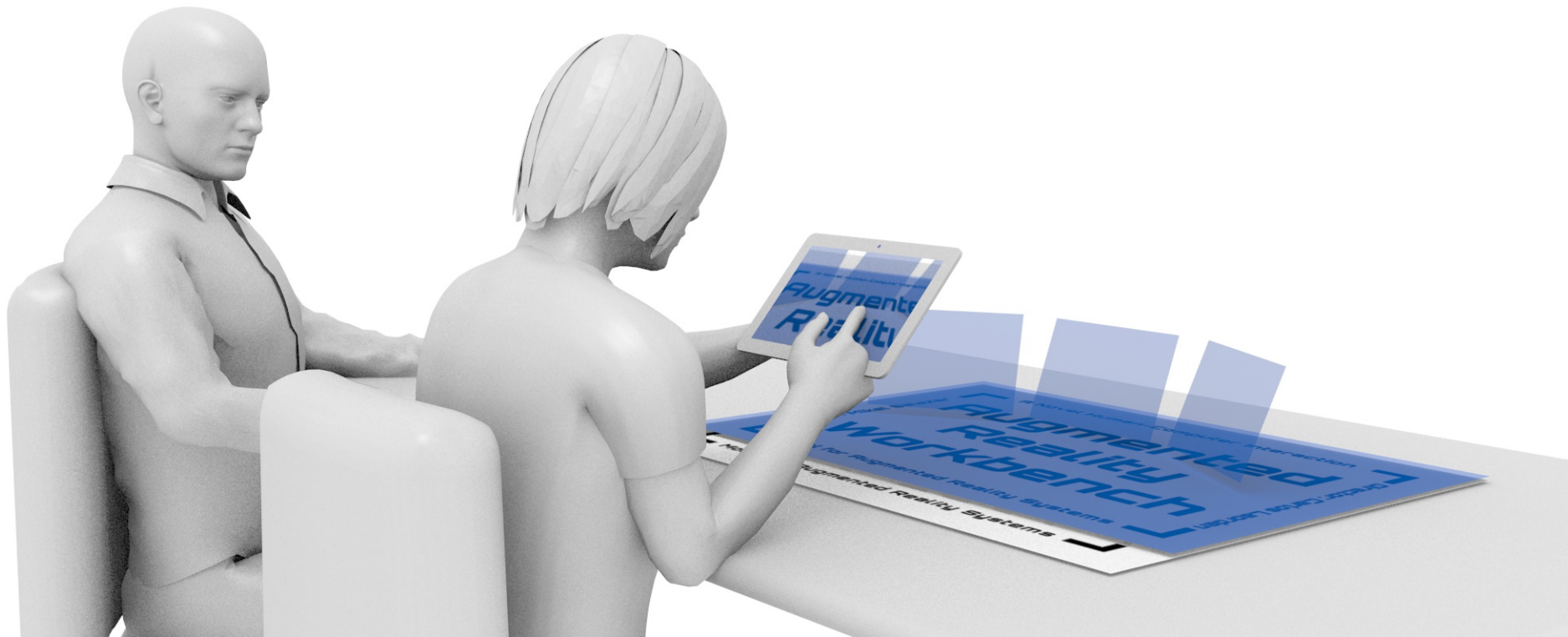
By Mikel Salazar (mikel.salazar@deusto.es)  
DeustoTech – University of Deusto, Bilbao, Spain

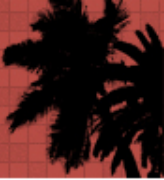
Supplementary Materials (Android App, Marker and Video) available at:  
<http://demo.openuix.org>



# Usability Study

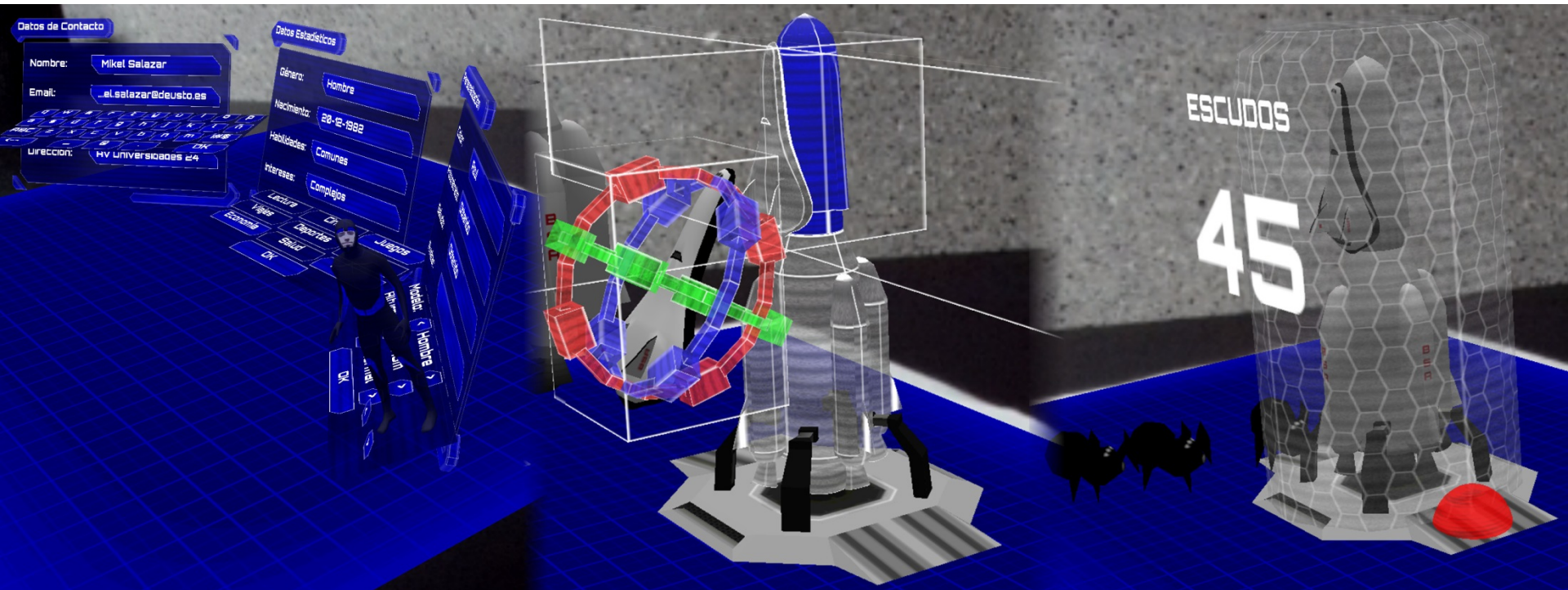
The experimental app presented in this demo was originally developed as a lab test to evaluate the different interaction techniques supported by OpenUIX; a new HCI model for Augmented Reality systems.

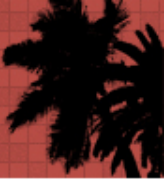




# Interaction Scenarios

The test is divided into 3 main scenarios to evaluate *Symbolic Input*, *Manipulation* and *Selection* interaction techniques, while another one provides *System Control* mechanisms to switch between them.





# Experimental Platform

Although the proposed HCI model is platform-independent, for this demo, (that last aprox. 15 minutes), it is recommended to employ an Android tablet equipped with a back handle (that does not occlude the camera).

