

SCIVA

A Design Process for Applications on Interactive Surfaces

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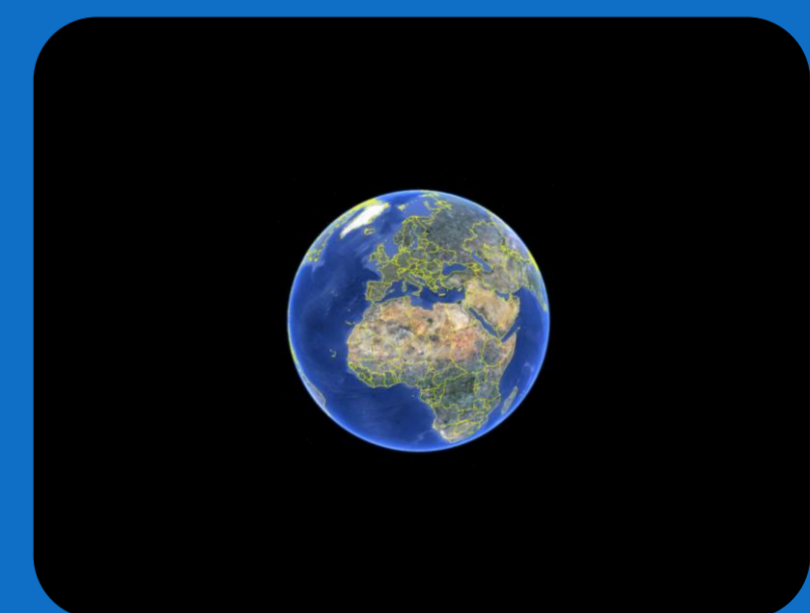
1 Task Analysis. Understand the context of use of final users. Define high level tasks and functional requirements.



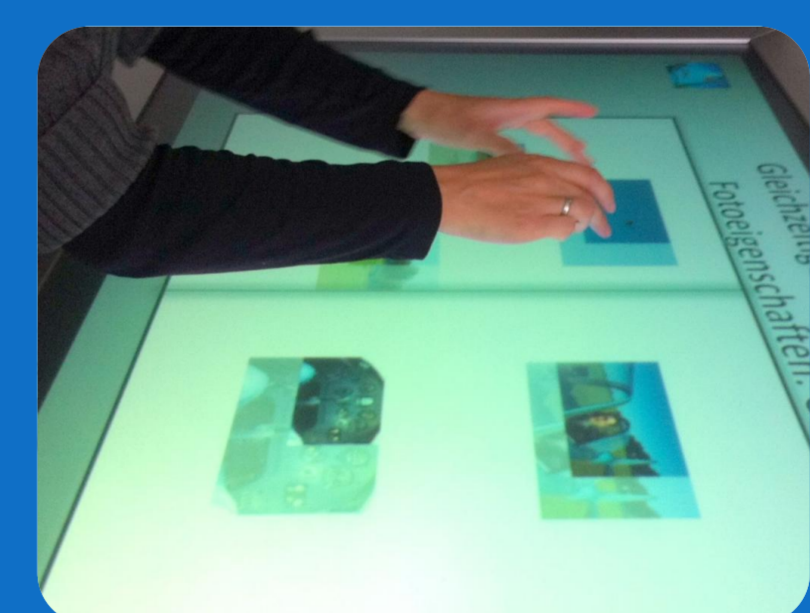
2 Visualizations. Choose visualizations based on the task analysis and the type of data. Gather feedback from users.



3 Functions. Define functions needed to manipulate visualizations (e.g. rotate, scale, translate).



4 Gestures. Conduct user studies and derive intuitive gestures to trigger identified functions.



5 Evaluation. Evaluate the system to detect flaws resulting from the previous steps. Repeat steps 1-5 as necessary.

