Workshop at the IEEE Virtual Reality 2006 Conference:

Specification of Mixed Reality User Interfaces: Approaches, Languages, Standardization

---

WORKSHOP DESCRIPTION AND OBJECTIVES

Research in the field of Mixed Reality (MR) has produced a wide variety of interaction techniques for navigation in virtual worlds, selection and manipulation of virtual objects, a range of different 3D widgets, and real world enhancements in tangible user interfaces, among others. Despite these efforts, the design and creation of MR applications remains a complex task.
MR user interfaces are mostly described in an informal way, which leads to incomplete specifications and missing information relevant for selecting and reusing them.

This workshop is focusing on descriptive models for MR interaction techniques and on classification approaches that may benefit the way MR user interfaces are created. For that, peculiarities of interfaces in application domains such as Virtual Reality, Augmented Reality and Desktop VR shall be examined first. We would like to analyze the design space for mixed reality interface components in these fields and to set up requirements for appropriate specification and description languages. We would also like to discuss existing classifications for MR user interface components allowing for a consistent and unambiguous interface specification. It is an interesting issue to develop requirements and characteristics of such languages, for example automatic processing and tool support (e.g. for authoring). We would also like to discuss community involvement (e.g. through Web portals or Wikis) and possible roadmaps for standardizing MR interface components, so more complex interfaces could be built on top of previous work.

WORKSHOP FORMAT

The workshop will be held on Saturday, MARCH 25, during the IEEE Virtual Reality 2006 Conference in Alexandria, Virginia, USA. The workshop will consist of a half day highly interactive format that will encourage group dialogue. After the introductory talks by the workshop organizers accepted position statements will be presented and discussed. The workshop is continued with group work on the workshop topics and finished with a summary and conclusions for future steps.

All workshop material will be made available on the workshop homepage.
The URL of the Workshop is: http://www.3d-components.org/workshop

---

WORKSHOP PARTICIPATION

Submission Deadline: Wednesday February 1, 2006
E-Mail submission to: MRUI-Workshop@mail-mmt.inf.tu-dresden.de

Participants are invited to submit a position statement (2 to 4 pages), which will be reviewed by the organization committee. The position paper must outline the submitters view on the workshop theme and reasons for interest in the topic.

WORKSHOP ORGANIZERS

Raimund Dachselt, TU Dresden, Multimedia Technology Group, Germany, dachselt@inf.tu-dresden.de
Pablo Figueroa, Universidad de los Andes Bogotá, Columbia, pfiguero@uniandes.edu.co
Irma Lindt, Fraunhofer FIT Sankt Augustin, Germany, irma.lindt@fit.fraunhofer.de

Please direct all questions and your submission to the workshop e-mail:
MRUI-Workshop@mail-mmt.inf.tu-dresden.de

Find additional information at: http://www.3d-components.org/workshop