

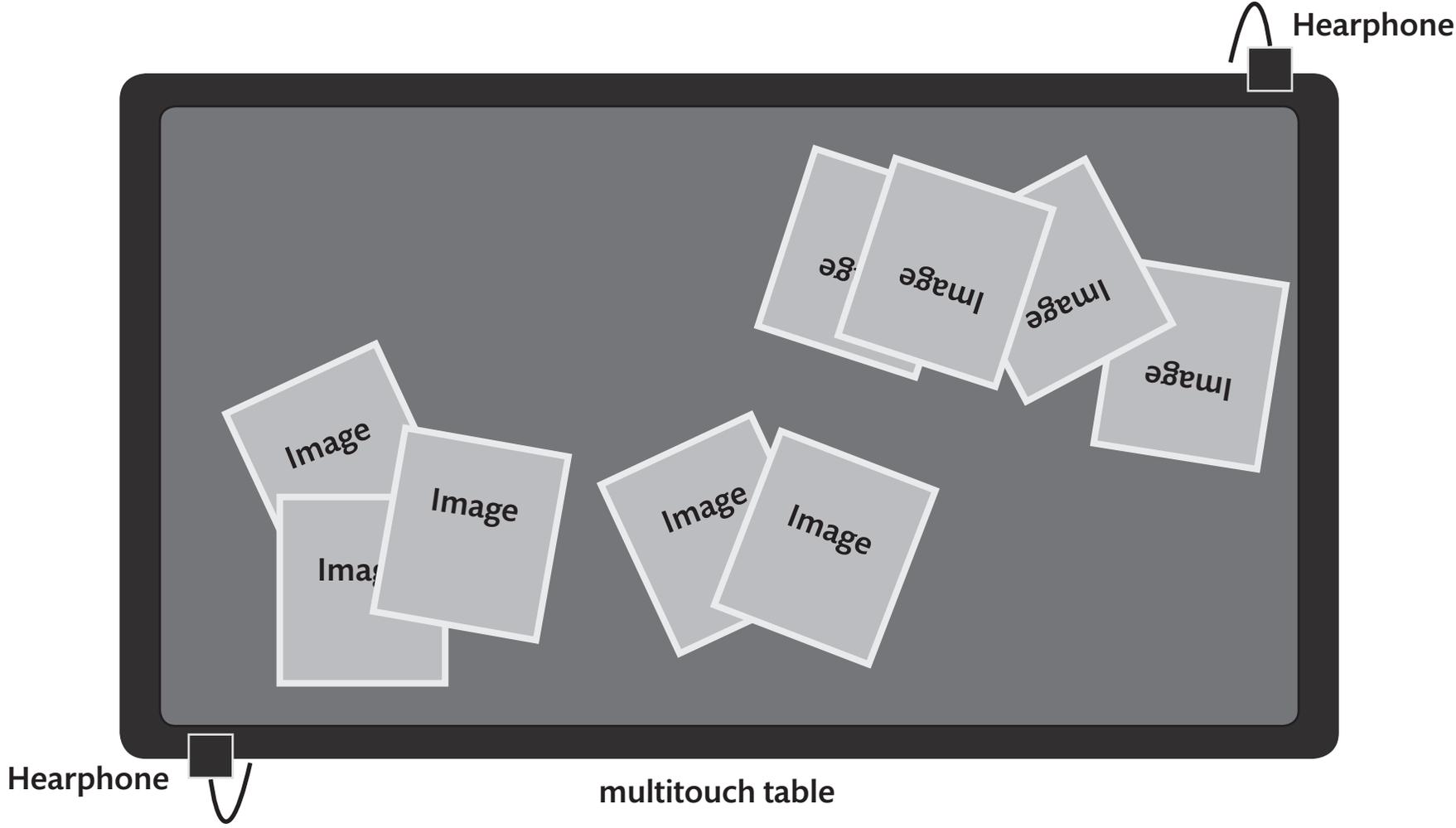
# Multitouch Table Exhibit Prototype with Audio Layer

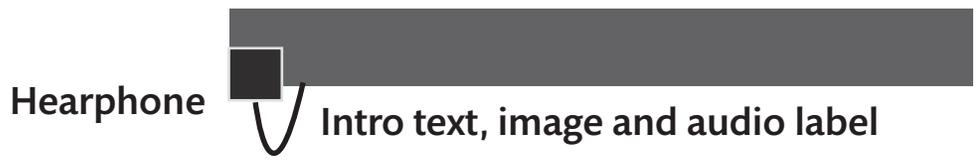
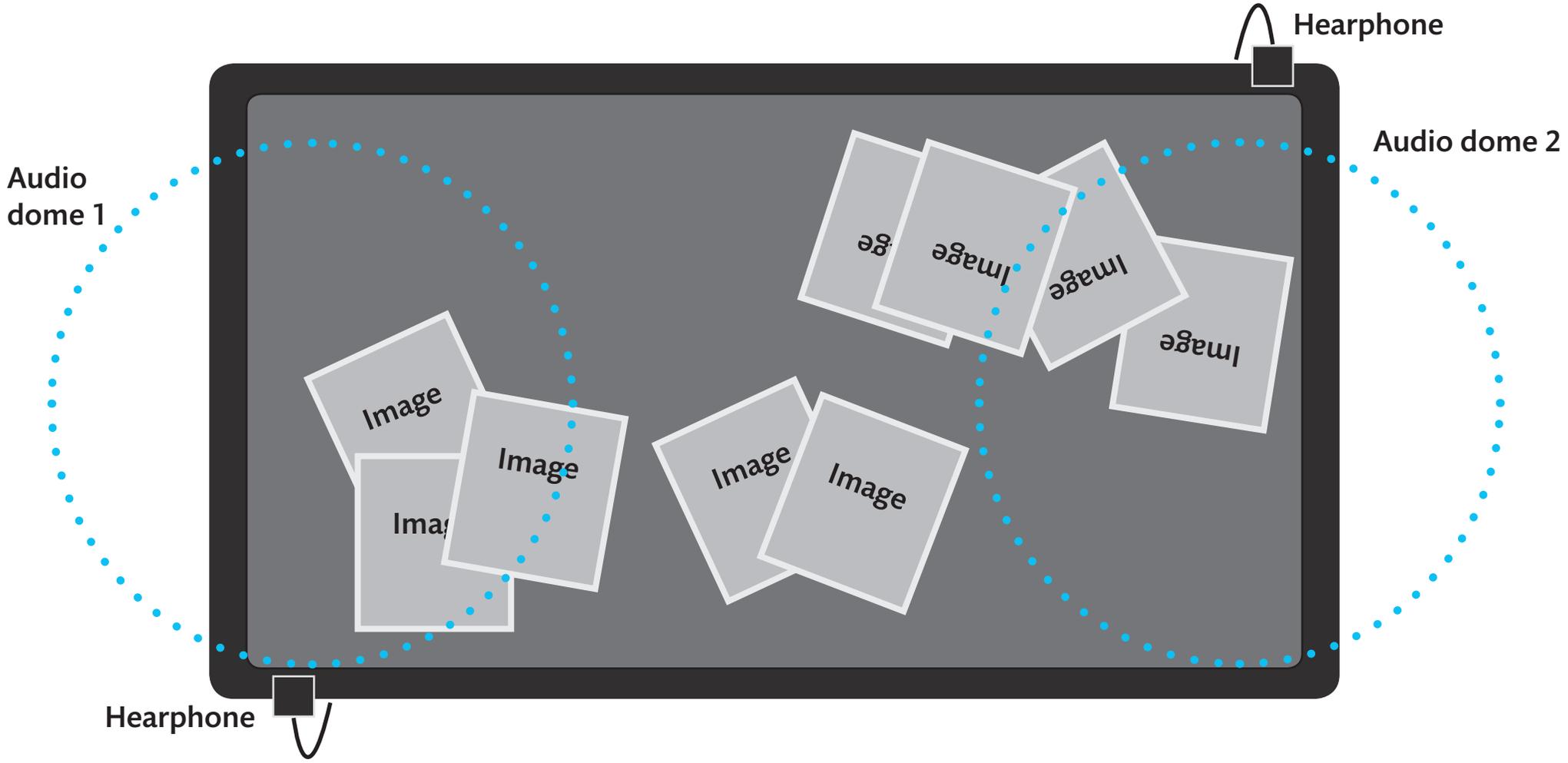
*Two approaches*

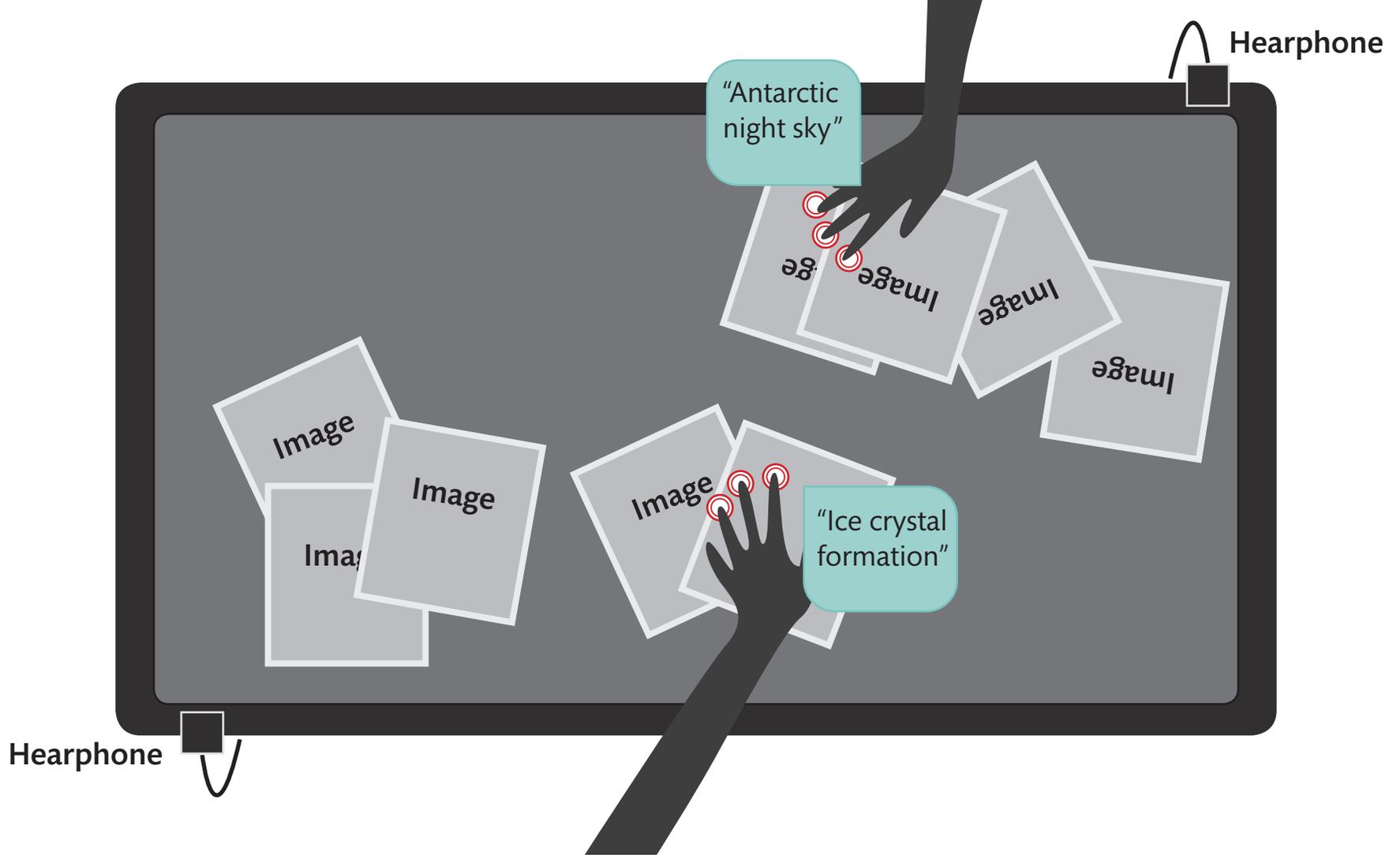


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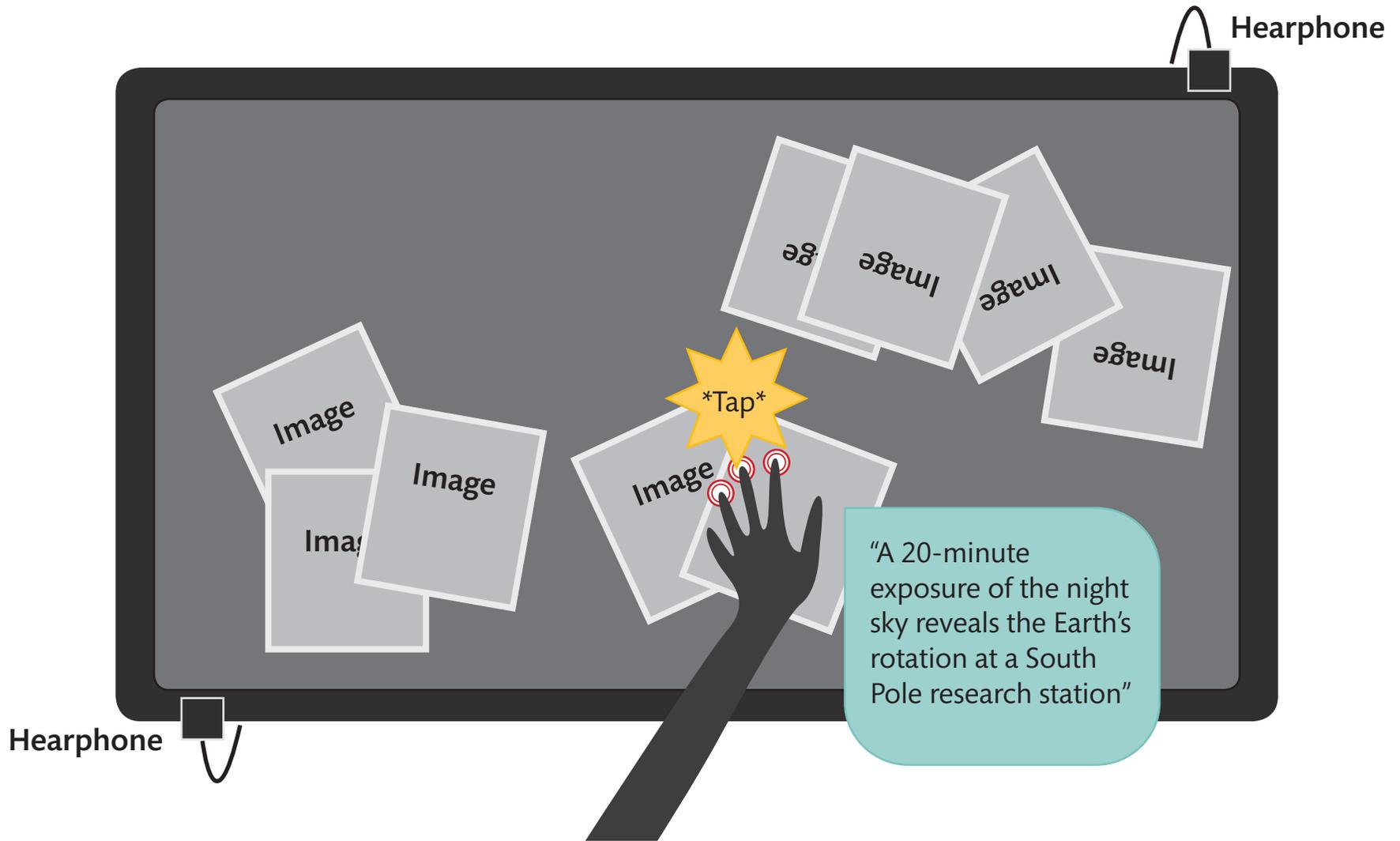
# Gesture Approach







# Exploring images by sliding three



# Tap to hear longer description

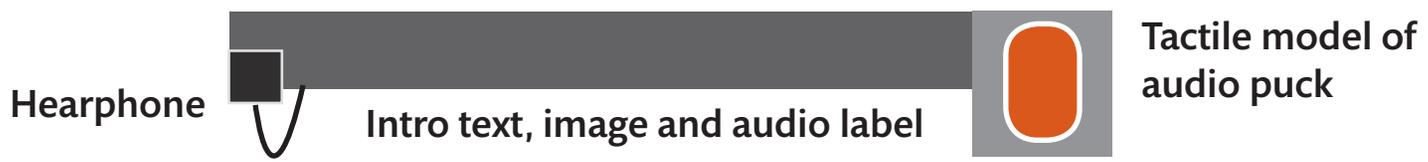
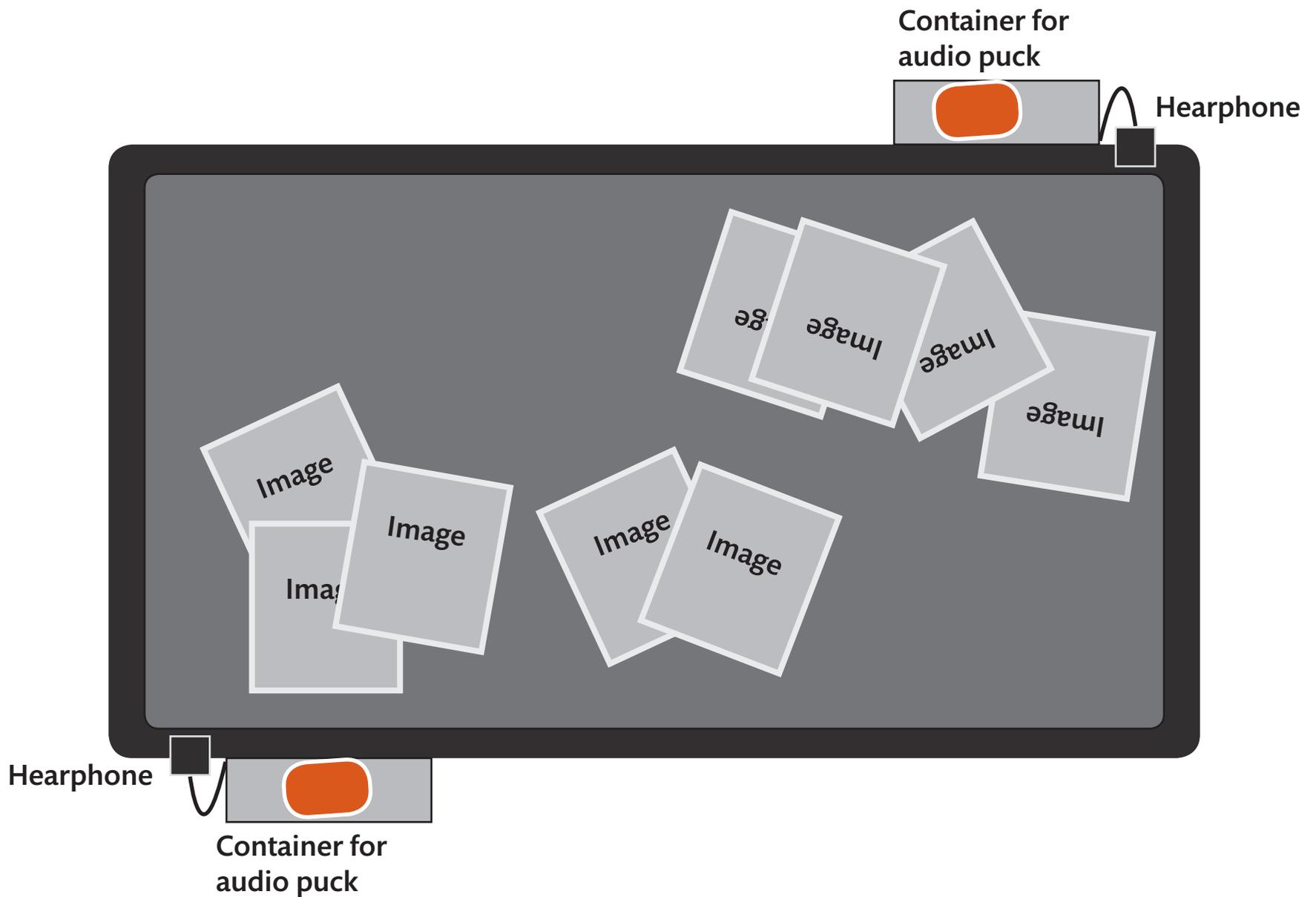
# Pros

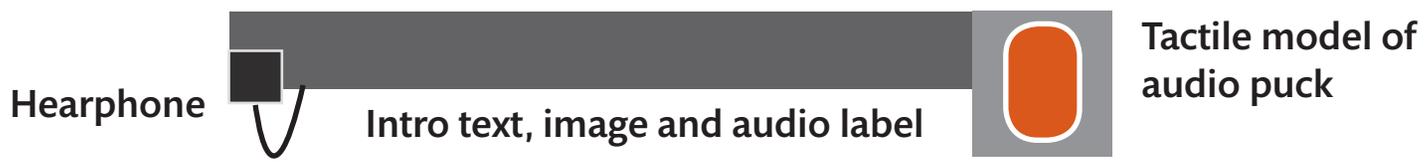
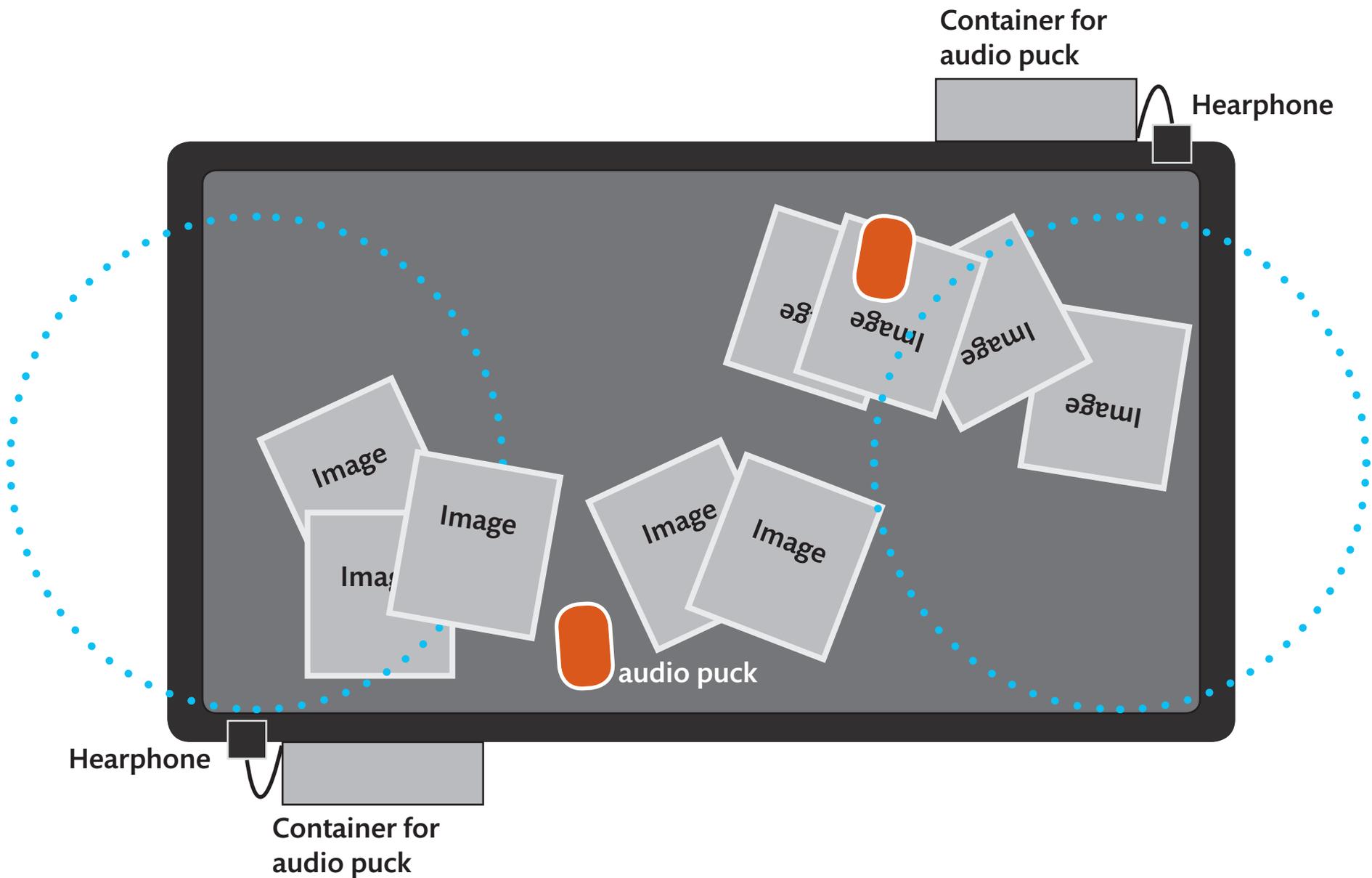
- No additional programming required
- No extra hardware
- Encourages exploration
- Multimodal – can benefit most users

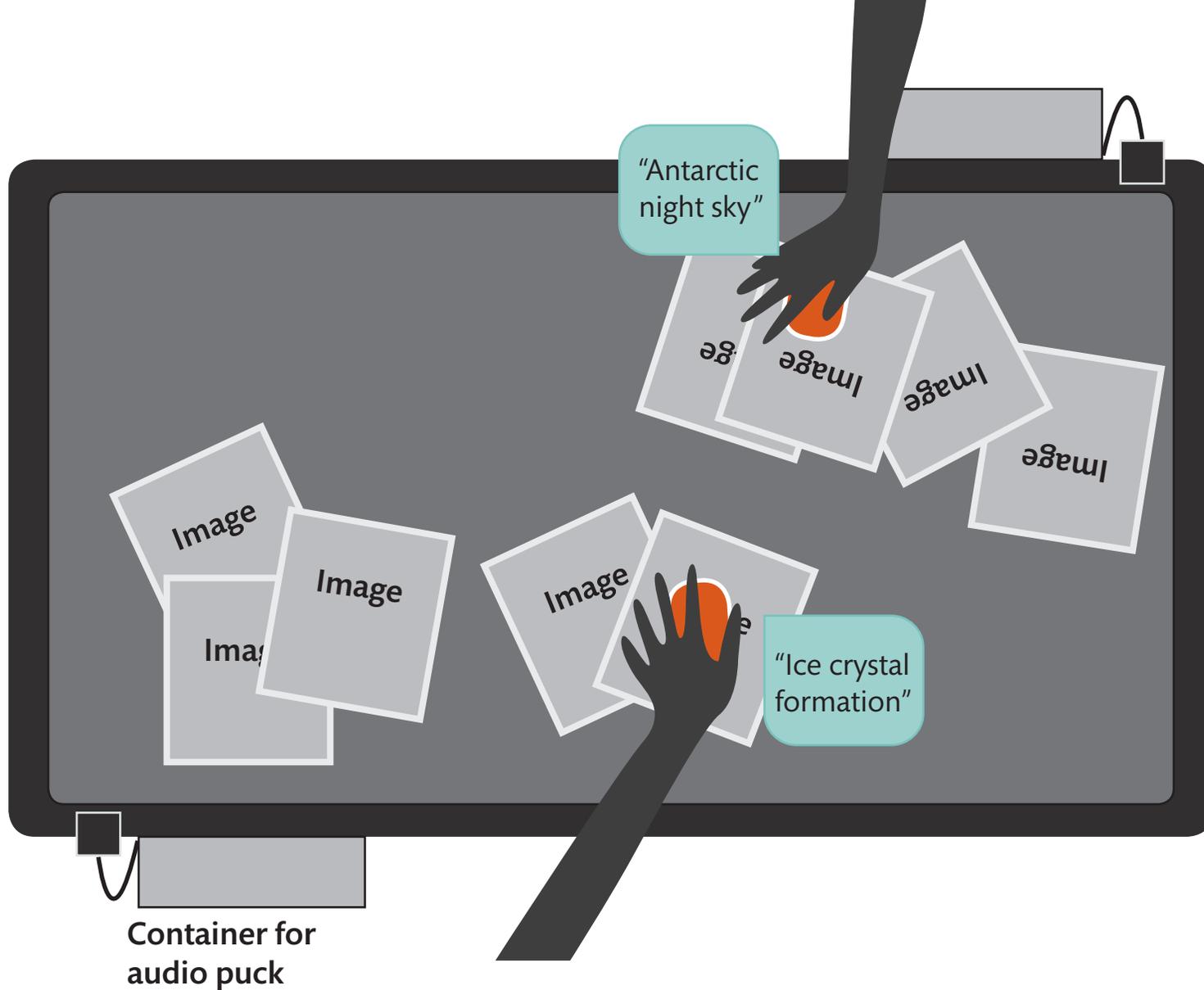
# Cons

- Harder for low-mobility visitors
- Could be triggered accidentally
- Gestures aren't standard yet
- Competing audio tracks or audio bleed

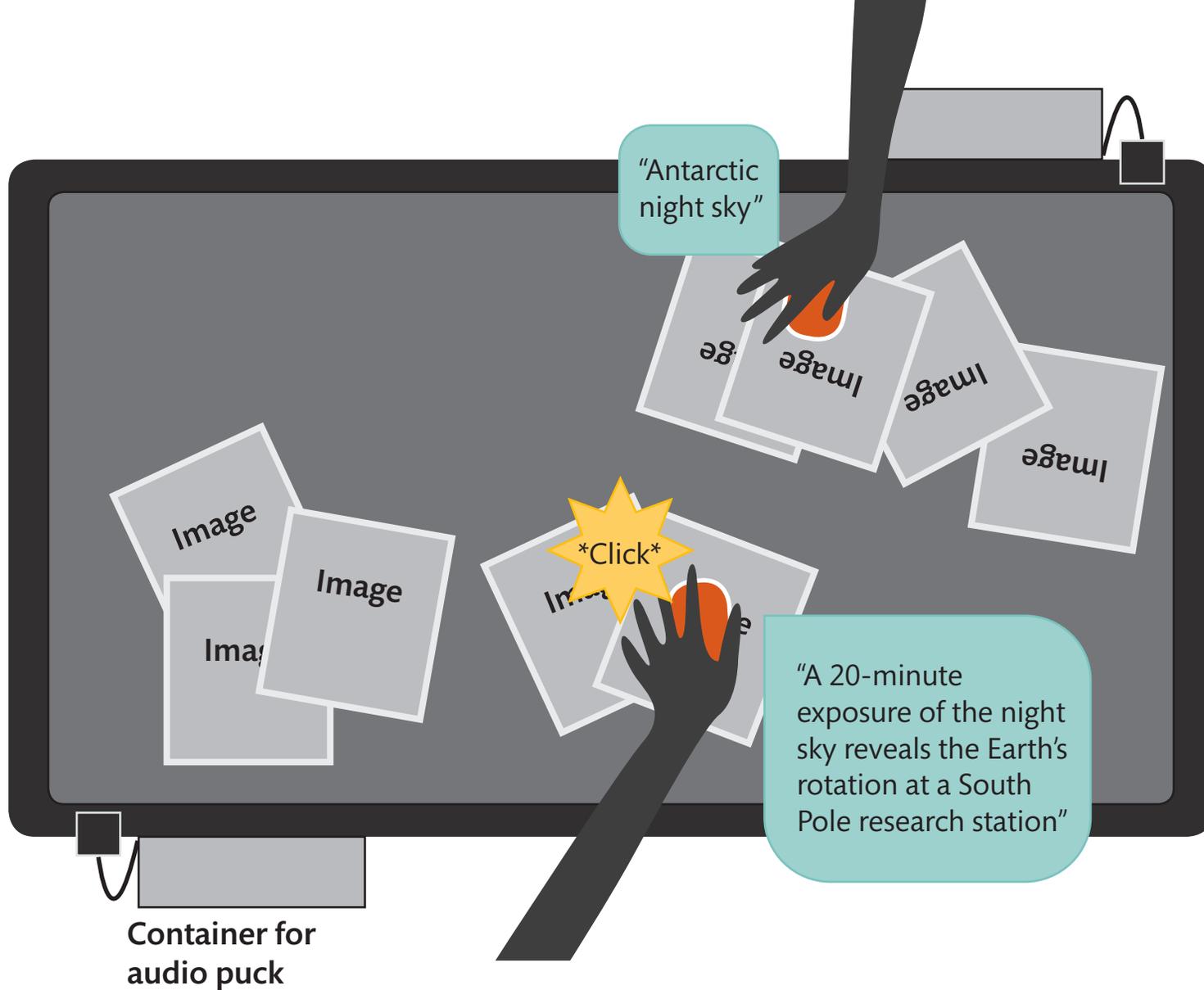
# Fiducial Approach







# Explore by moving puck on surface



# Click puck to hear more

# Pros

- Easier for limited mobility visitors
- More universally designed
- Encourages exploration
- No need to know gestures
- Can limit audio tracks to two
- Multimodal – can benefit most users

# Cons

- Pucks could be stolen/lost
- External to existing product
- Competing audio tracks or audio bleed

# Potential Extensions

- Tactile surface: etched glass or decals
- RFID/barcode personalization
- Physical buttons interface
- Haptic feedback - buzzers
- Bluetooth earbuds

# Prototype Run-through

- Orientation
- Table demo for gesture approach