



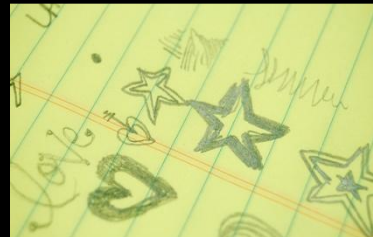
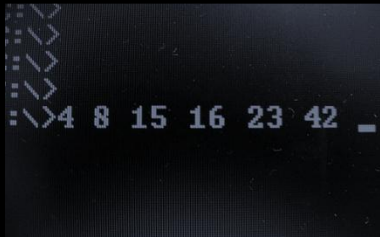
# Predicting the Past

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# Overview of input mechanisms



## Keyboard

Good for  
Accuracy

Con  
Limited

## Mouse/GUI

Good for  
Moving across the  
screen efficiently

Con  
Indirect

## Pen/Stylus

Good for  
Freeform input

Con  
Low accuracy  
Need large controls

## Single point

Good for  
Direct object selection

Con  
Not for input  
Low accuracy  
Need large controls

## Multi point

Good for  
Manipulating objects

Con  
Not for input  
Low accuracy  
Need large controls  
Support of hands and  
screen



## Multi point

Good for  
Manipulating objects



## Multi Touch

Good for  
Manipulating objects

Multidirectional UI

Spatial recognition of  
system



## NUI

Good for  
Manipulating objects

Multidirectional UI

Spatial recognition of  
system

Combining Physical  
and Digital

Reacts to behavior

Provide contextual  
information

Behavior

STATIC

RESPONSIVE

EVOCATIVE

FLUID

DISCONNECTED

INDIRECT

UNMEDIATED

EXTENSIVE

HIGH-LOW

DOUBLE MEDIUM

FAST FEW

CONSTANT ZERO

DIRECTED

EXPLORATORY

CONTEXTUAL

ANTICIPATORY

RECALL

RECOGNITION

INTUITION

SYNTHESIS



TEXT



GRAPHICS



OBJECTS



ORGANIC