

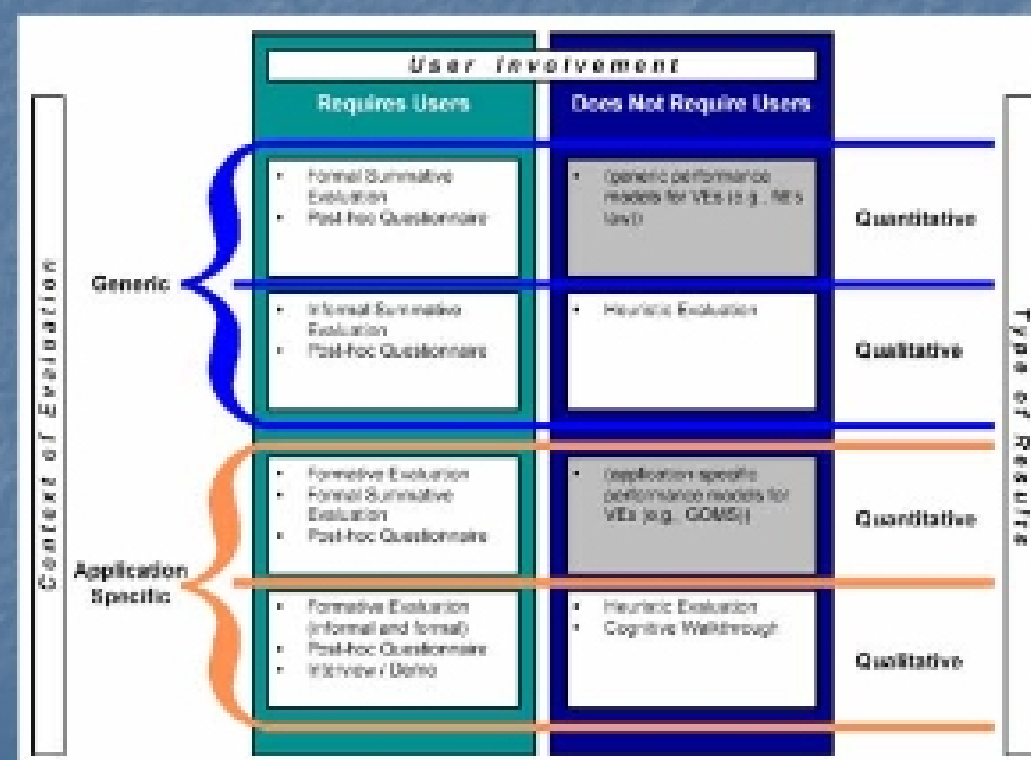
# 3D User Interface Evaluation III

Lecture #16: Example Evaluations

Spring 2008

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## Usability Evaluation in 3DUIs



## Example Evaluations

- Non-isomorphic rotation (3DUI 07)
- Interaction Offset (3DUI 07)

## IEEE Symposium on 3D User Interfaces 2007

An Exploration of Non-Isomorphic 3D Rotation in  
Surround Screen Virtual Environments

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# Talk Outline

- Motivation and Goals
- Non-Isomorphic Rotation
- Related Work
- Experiment
- Results
- Discussion
- Conclusion

# Motivation and Goals

- Rotating objects in 3D space is a fundamental task
- Want to understand how 3D rotation techniques perform
- Isomorphic and non-isomorphic approaches
- Explore these approaches in SSVE
  - extend and augment existing knowledge
  - does existing knowledge transfer?