

Interactivity

From art to surgery to space

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Interactivity:

Creation of new experiences through novel ways
of human computer interaction

Related to:

- * Computer Vision
- * Ubiquitous Computing
- * Augmented Reality
- * Gesture Interfaces

Technologies

- * GFreelect (Kinect)
- * Skeltrack (Skeleton tracking)
- * OpenCV
- * LeapMotion

Some Types of Projects

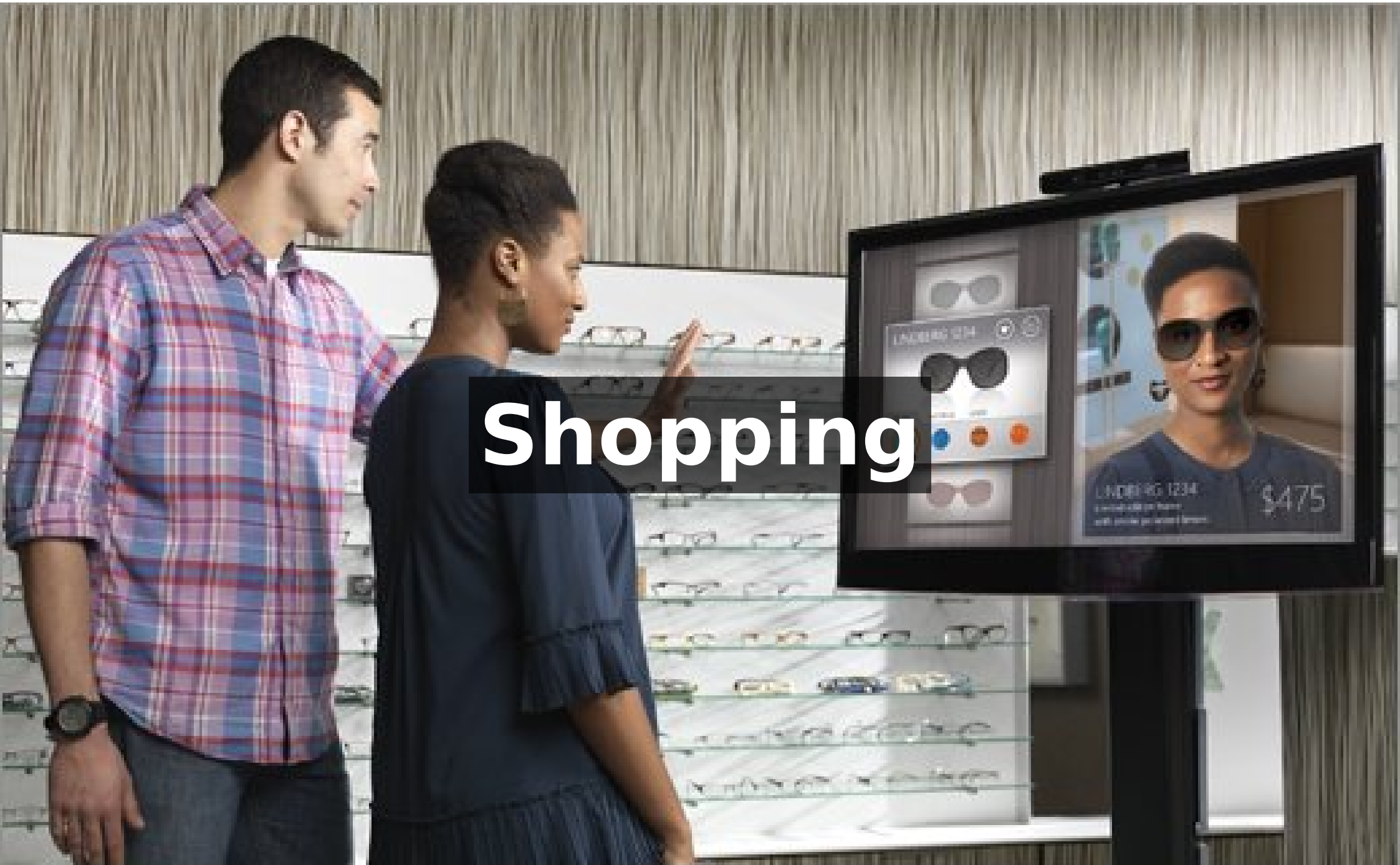
A man in a grey sweater is shown in profile, playing a video game on a television. The TV screen displays a racing game with a character on a motorcycle on a dirt track. In the background, a red mannequin stands against a wall with several oval-shaped light fixtures. A black box with the word "Entertainment" in white text is overlaid across the center of the image.

Entertainment

Art



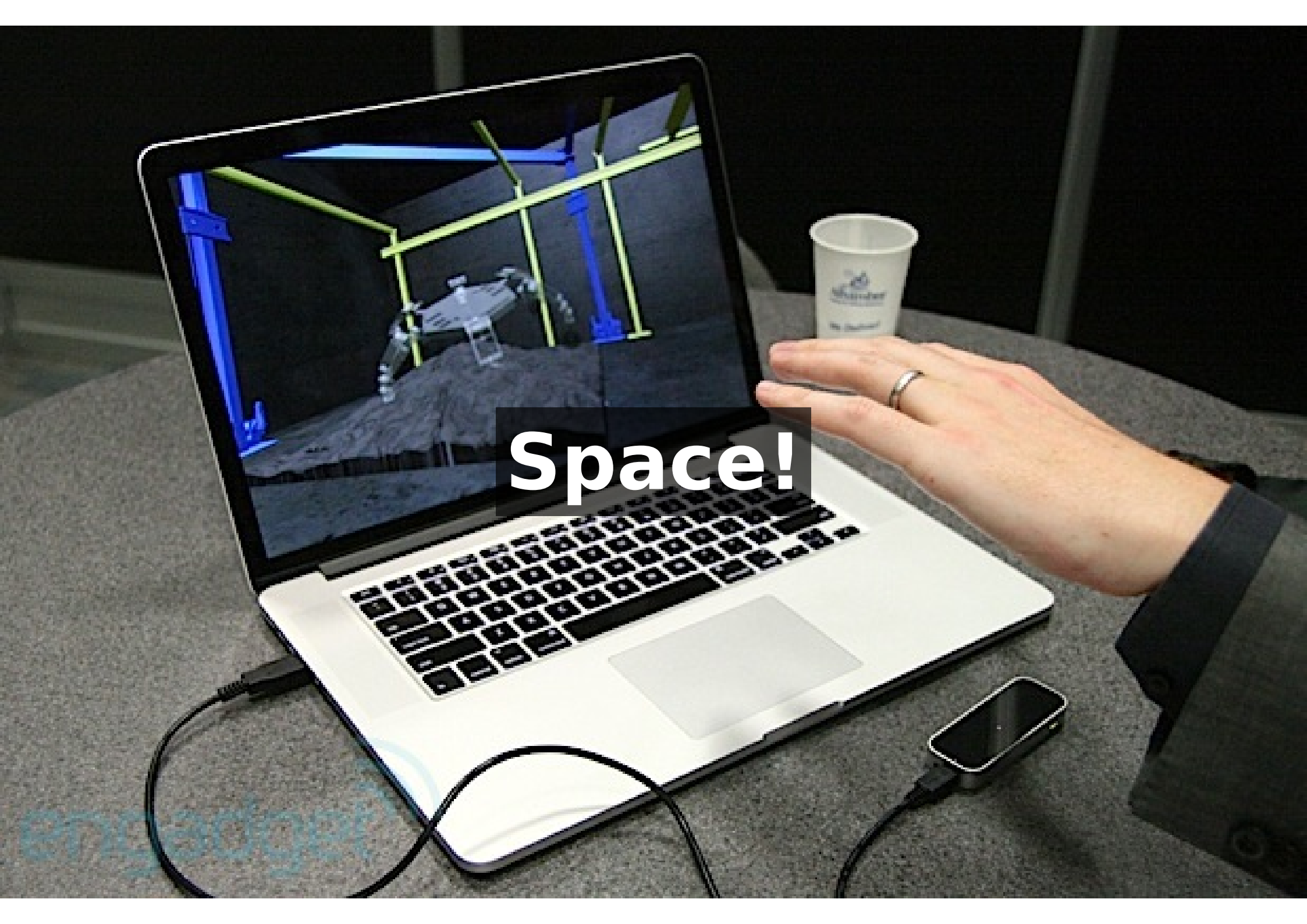
Shopping



A photograph of two surgeons in an operating room. They are wearing blue scrubs, surgical masks, and caps. They are looking at a large computer monitor that displays a 3D anatomical model of a human ribcage. The surgeon on the left is pointing at the screen with his gloved hand. The surgeon on the right is also looking at the screen. The background shows the typical sterile environment of an operating room, including a surgical light and various medical equipment.

Health & Education

Space!



CERN

Is there a use case for such technologies?
What could we do?

Questions?

<http://www.joaquimrocha.com/category/interactivity/>

Surgery room photo: microsoft.com
Shooping photo: blog.msdn.com
NASA photo: nasa.gov