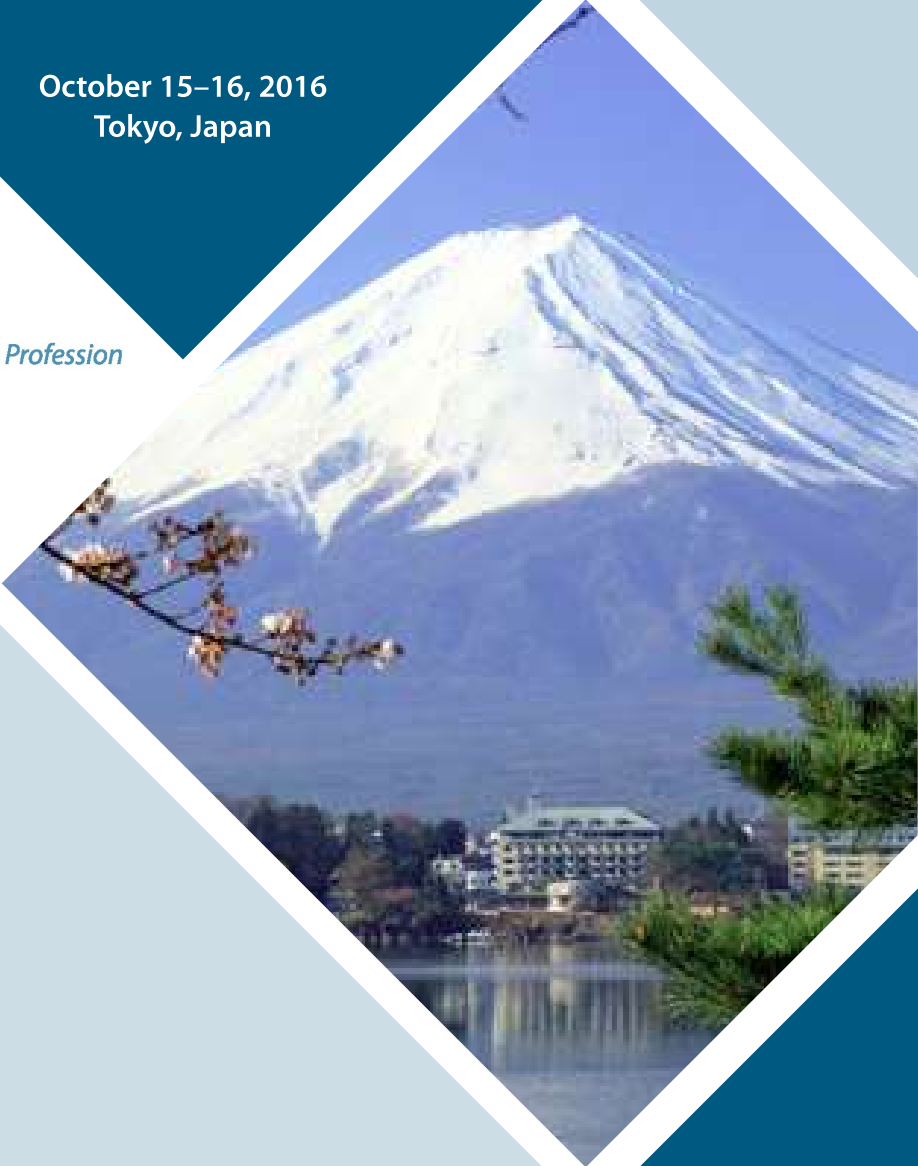




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October 15–16, 2016
Tokyo, Japan



SUI'16

Proceedings of the 2016 Symposium on
Spatial User Interaction

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Printed in the USA

SUI 2016 Welcome Message

It is our great pleasure to welcome you to the fourth ACM Symposium on Spatial User Interaction. This event focuses on the user interface challenges that appear when users interact in the space where the flat, two-dimensional, digital world meets the volumetric, physical, three-dimensional (3D) space we live in. The symposium considers both spatial input as well as output, with an emphasis on the issues around the interaction between humans and systems. Due to the advances in 3D technologies, spatial interaction is now more relevant than ever. Powerful graphics engines and high-resolution screens are now ubiquitous in everyday devices, such as tablets and mobile phones. Moreover, new forms of input, such as multi-touch, finger and body tracking technologies are now easily available, and more and more commercial 3D systems with spatial interaction capabilities exist, many priced at the consumer level. However, the challenges, limitations, and advantages of leveraging this third dimension in human-computer interfaces are still not yet fully understood. These questions will only become more relevant as these emerging technologies continue to cross the barrier towards wide adoption.

This year, SUI received 77 submissions, the highest number since its inception. Submissions came from numerous countries including Australia, Canada, China, France, Germany, India, Israel, Japan, Korea, Saudi Arabia, Switzerland, and the United States, making SUI a truly international conference. Reviews were conducted by a similarly international team of 25 program committee members, all experts in their respective areas of spatial UIs. Three submissions were reviewed by the program chairs and rejected outright without further review due to being off topic for SUI. All other submissions received at least four reviews, two by program committee members and two by external reviewers recruited by the program committee. We employed double-blind reviewing: only the program chairs and primary reviewers were aware of the identity of authors of submissions they reviewed. The review process yielded 20 accepted papers (13 full papers, and 7 short papers) for an overall acceptance rate of 26% (or 25% for full papers, 29% for short papers). Five research demonstrations and 26 posters were also accepted for presentation at the Symposium. A unique feature of SUI 2016 is that the demonstrations will also be presented at the co-located ACM UIST 2016; furthermore, the five best SUI papers will also be presented as posters at UIST. Shahram Izadi (perceptiveIO Inc.) will deliver the Symposium keynote.

Organizing SUI 2016 was a team effort. We would like to thank the authors for providing the technical content of the program, along with the members of the international program committee and the external reviewers. We would like to thank all members of the organizing committee of SUI, consisting of 25 members. We thank the sponsoring organizations, the ACM Special Interest Groups on Graphics and Human-Computer Interaction (SIGGRAPH, SIGCHI) for co-sponsoring this event together with The Virtual Reality Society of Japan's Special Interest Group on Mixed Reality (VRSJ SIG-MR). We would also like to thank the general and local arrangement chairs of ACM UIST 2016 for their support. Last, but not least, we are grateful to Google Inc. NS Solutions and Tateisi Science and Technology Foundation for providing financial support for SUI.

We hope that you will find our program interesting, and that SUI 2016 will inspire you to discuss and share ideas with other researchers and practitioners of spatial user interaction from institutions around the world.

SUI 2016 General Chair

Christian Sandor

SUI 2016 Program Chairs

Robert Teather, Evan Suma, Kyle Johnsen

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