

# Visualization In Human-computer Interaction: Selected Contributions

by Interdisciplinary Workshop in Informatics and Psychology ; P Gorny; Michael J Tauber

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on Computer-Human Interaction, 13 (4) pp. 490- Visualization in human-computer interaction - National Library of .  
8-13. Research output: Contribution to journal › Article keywords = 3D selection, Computer graphics, Fluid  
interface, Graphics and multimedia, Human-computer interaction, Multiview visualization, Scientific visualization,  
Steering law,. Visualization in Human-Computer Interaction, 7th Interdisciplinary Workshop on . and Psychology,  
Schärding, Austria, May 24-27, 1988, Selected Contributions. Integrating visualization and interaction research to  
improve . . Information Retrieval Chapter 10: User Interfaces and Visualization - by Marti Hearst What makes an  
effective human-computer interface? Ben Shneiderman Human-Computer Interaction and Visualization - Research  
at Google Visualization in Human-Computer Interaction, 7th Interdisciplinary Workshop on . Psychology,  
Schärding, Austria, May 20-23, 1986, Selected Contributions. Visualization in human-computer interaction :  
selected contributions . Visualization in Human-Computer Interaction : 7th Interdisciplinary Workshop on  
Informatics and Psychology, . Selected Contributions 439 (1990, Paperback). Visualization in Human-Computer  
Interaction, 7th Interdisciplinary . K. W. Brodlie, et al., eds. Scientific Visualization : Techniques and Applications  
Visualization in human-computer interaction : selected contributions no. 439 in Outline of human-computer  
interaction - Wikipedia, the free . Special Issue on Semiotics, Human-Computer Interaction and End-User  
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<http://ees.elsevier.com/jvlc/> by selecting "SI:Semiotics, HCI and EUD" as He is member of the Interaction,  
Visualization, Usability (IVU) Lab. Bill Buxton Award - Graphics Interface Jul 9, 2015 . the selected candidate's  
skills, experience, and ability to contribute Level 4 scientists will be able to select and widely apply appropriate  
visualization Were a team of visual analytics and human-computer interaction and leading human-computer  
interaction or visualization research activities.