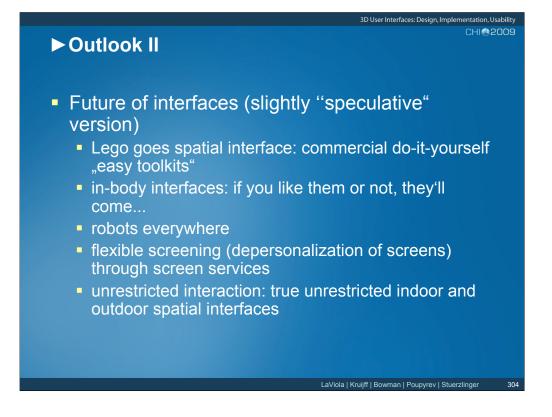
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This rounds up our course on 3D user interfaces in which we talked about a range of theoretical and practical topics and identified a multitude of new directions.



Spatial interaction using 3DUIs is sure to grow further. The game market will most likely continue taking a lead role in popularizing interfaces, and bringing some of the interfaces we see now in the labs to the people in real life. What we also will see is more simple user interfaces, also for cell phones, of which many will very much likely make use of some sort of computer vision method. Furthermore, it may certainly happen that spatial interfaces find their way silently in general appliances too, in ways we do not directly notice. And with the rise of interest in robots, there will be much more work on robot interfaces, a field where still a lot work needs to be done.



Speculating a bit more, some additional directions can be envisioned. One is the availability of do-ityourself toolkits like Lego Mindstorms, but then for spatial interfaces. Next, and already coming strong in the medical area, there will be many more in-body (implanted) interfaces, if we like or not. Also, it can be expected that we will see many more robots around, however, and this is why it is speculative, only when we do solve the privacy and social issues. Finally, we may come to some level of depersonalization of interfaces, in which for example screens are embedded in our environment, being accessed on demand – the networked computer goes spatial too... At some point, hopefully, we will have unrestricted spatial interaction, with anything, everywhere.



Further reading on new directions in 3D user interfaces

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