

Steinfeld Questions

This is an informal report on interviews that Dr. Steinfeld conducted with fairly informative outcomes. Below, I would like you to wear your Critique hat in one case and your interaction design hat in the other. Both are about 3D.

1. End of P. 2753, "...It was felt that if CAD models of this sort are not tied to a world model "with extreme accuracy" then they are useless or more damaging than good."

Do you agree or disagree with this conclusion? Consider a 3D "floating" model of Robonaut, designed so you can keep track of the pose of its arms, for example. Explain how this might be damaging; or explain how and why you disagree with Steinfeld's reported finding.

2. p. 2754, "Experts warned that controlling and navigating with 3D interfaces could be difficult. It is easy to become disoriented and lost when free "flight" is permitted."

Put on your design hat and please come up with some ideas on how you would design such interfaces so that the disorientation Steinfeld speaks about is less likely to occur.