

# Session Interactions

## INTERACTION HOMME-MACHINE



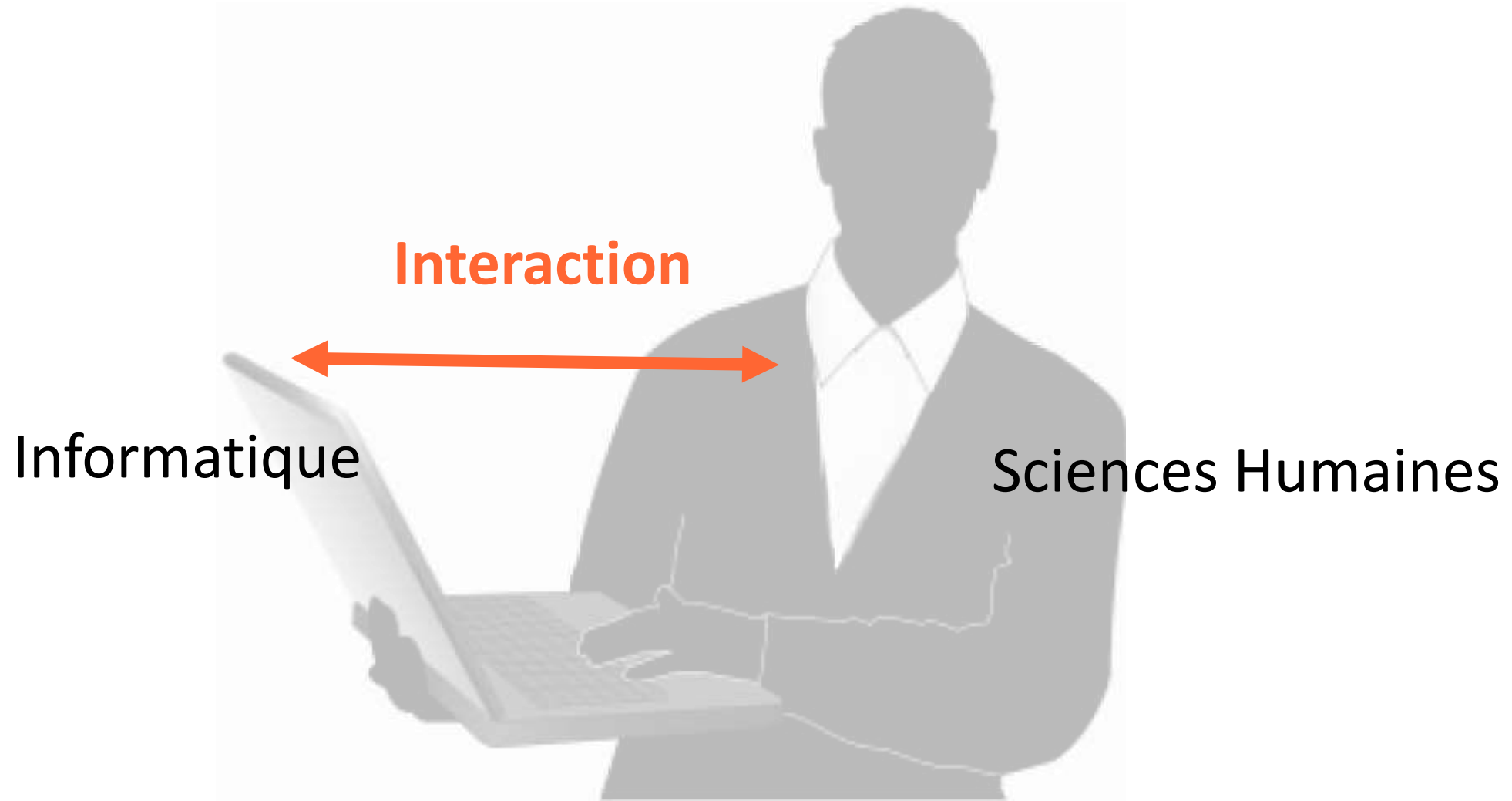
Laurence NIGAY

Laboratoire d'Informatique de Grenoble - LIG



# Interaction Homme-Machine

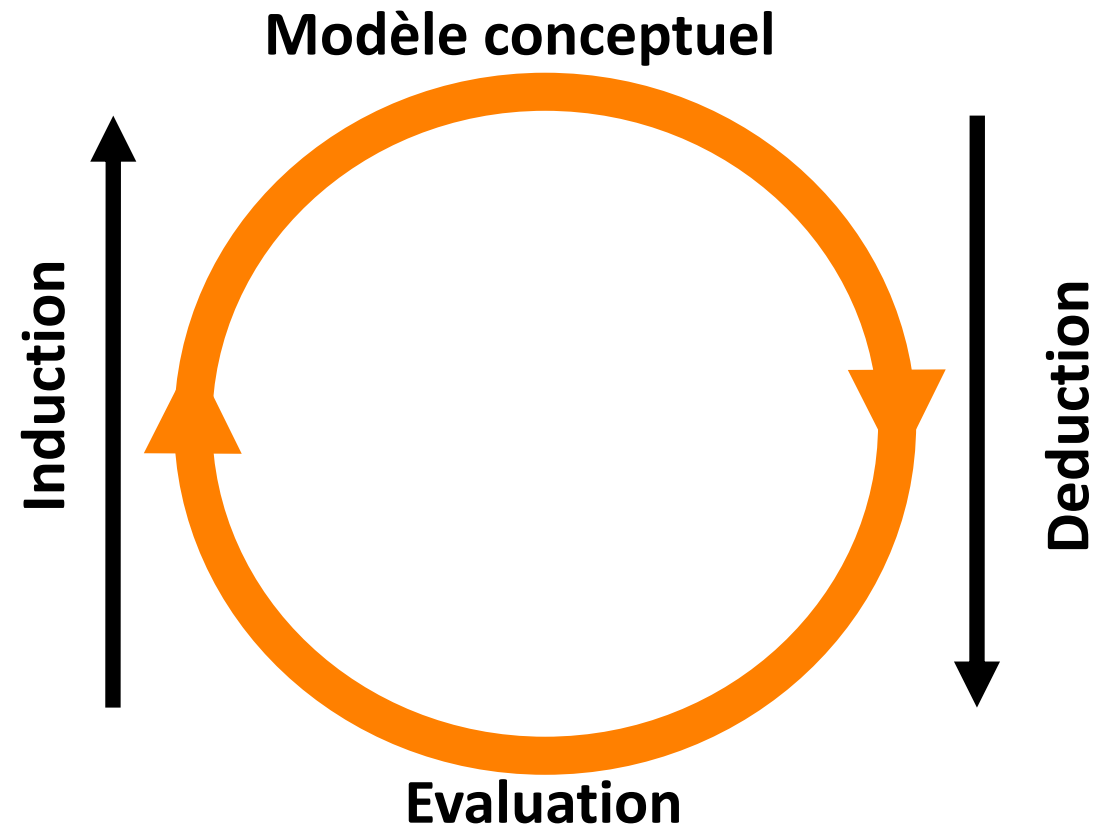
Comprendre le phénomène de l'interaction





# Démarche scientifique

Processus itératif par déduction et induction





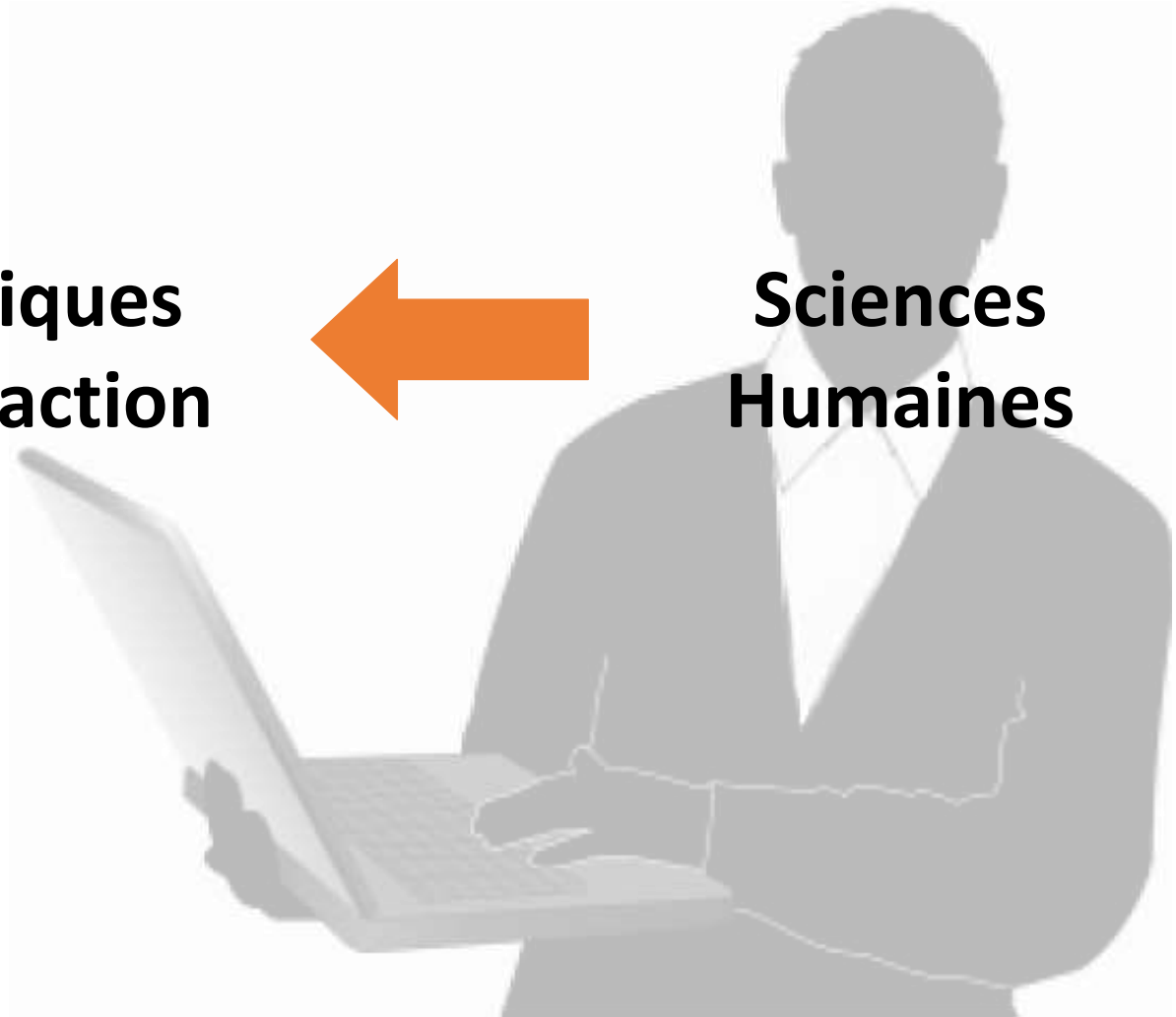
# Intelligence Naturelle

## → Techniques d'interaction

**Techniques  
d'interaction**



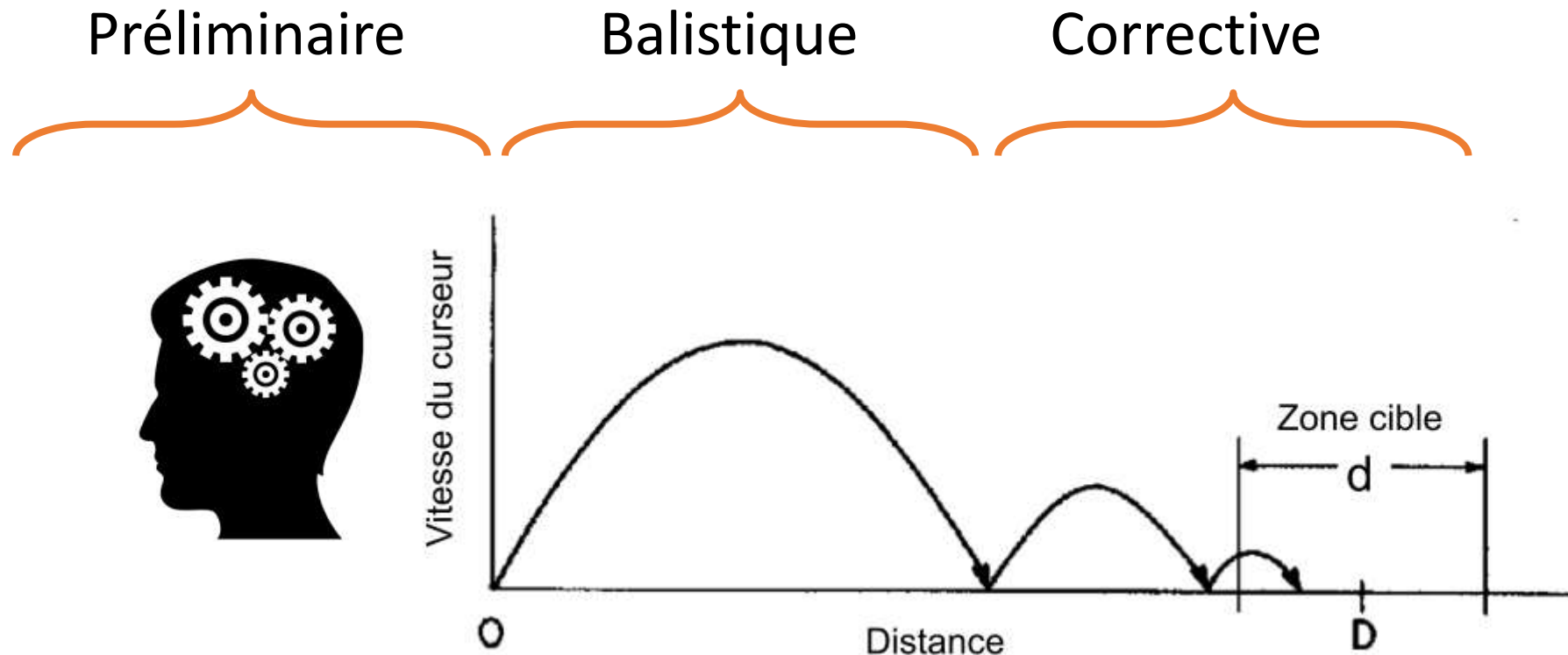
**Sciences  
Humaines**





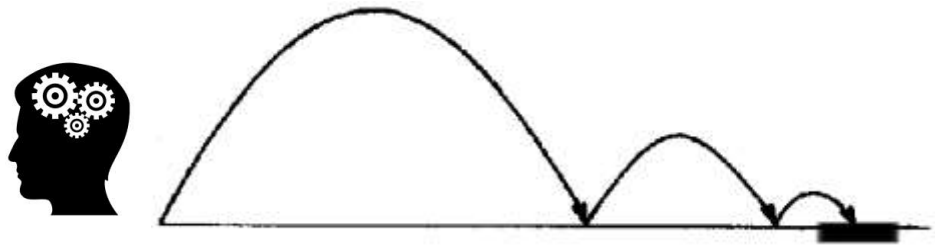
# Techniques de pointage

Modèle de l'Impulsion Initiale Optimisée [Meyer 1988]

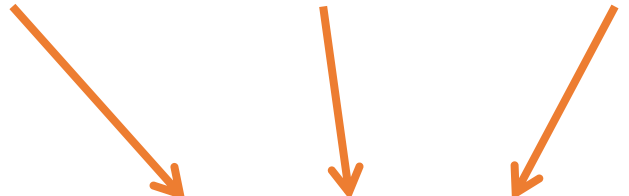




# Techniques de pointage



Préliminaire      Balistique      Corrective



Curseur  
Espace  
Cible

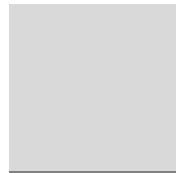

Explicite

**X**

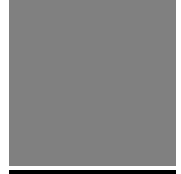
Implicite

**I**

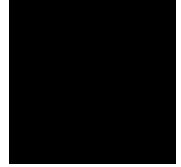
Statique



Discrète



Continue





# Techniques de pointage



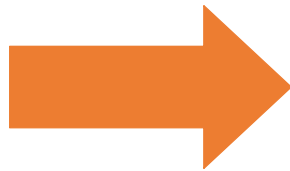


# Intelligence Artificielle

## → Techniques d'interaction



**Reconnaissance**



**Techniques  
d'interaction**

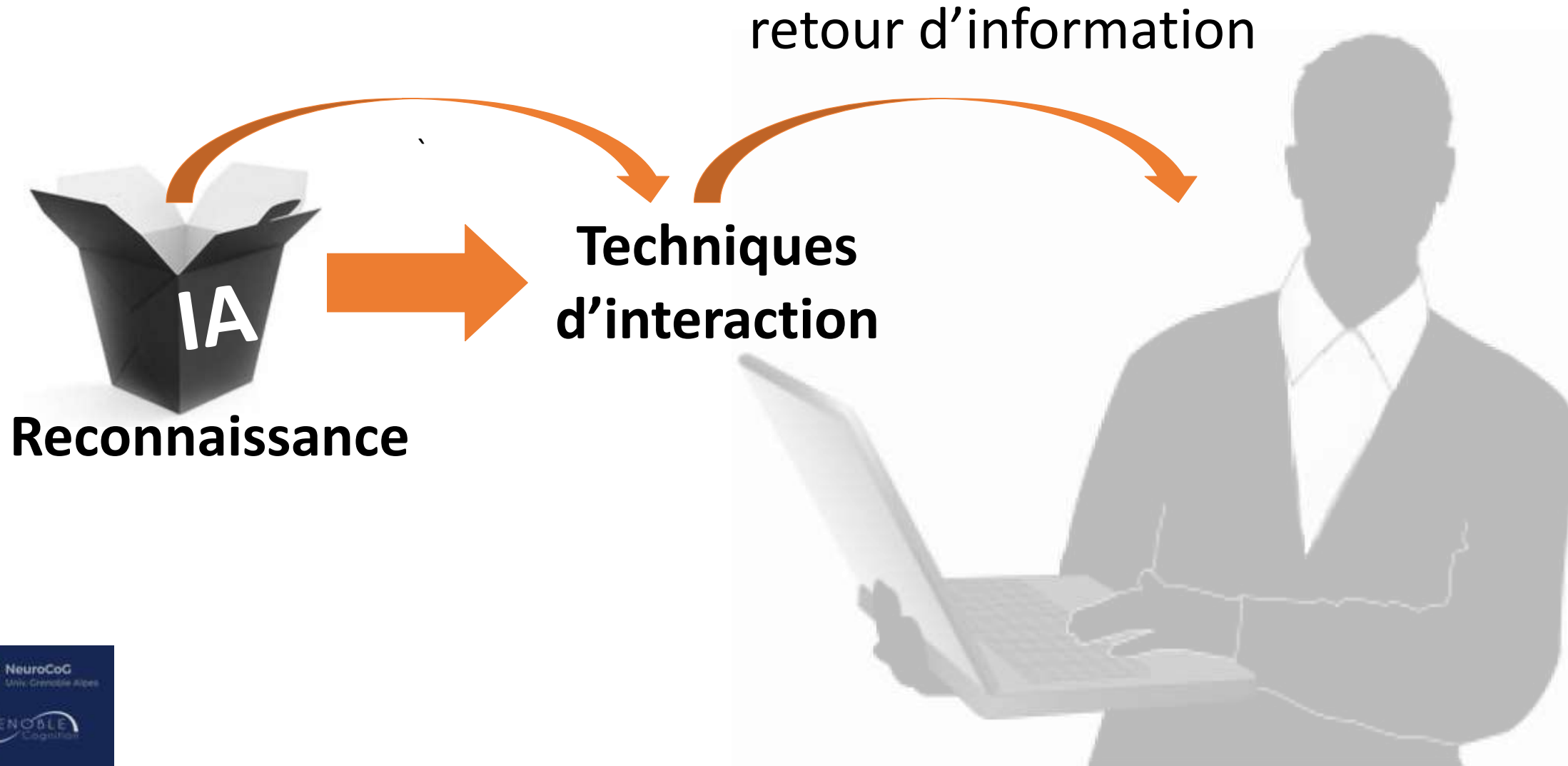






# Intelligence Artificielle

## → Techniques d'interaction

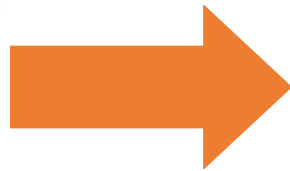




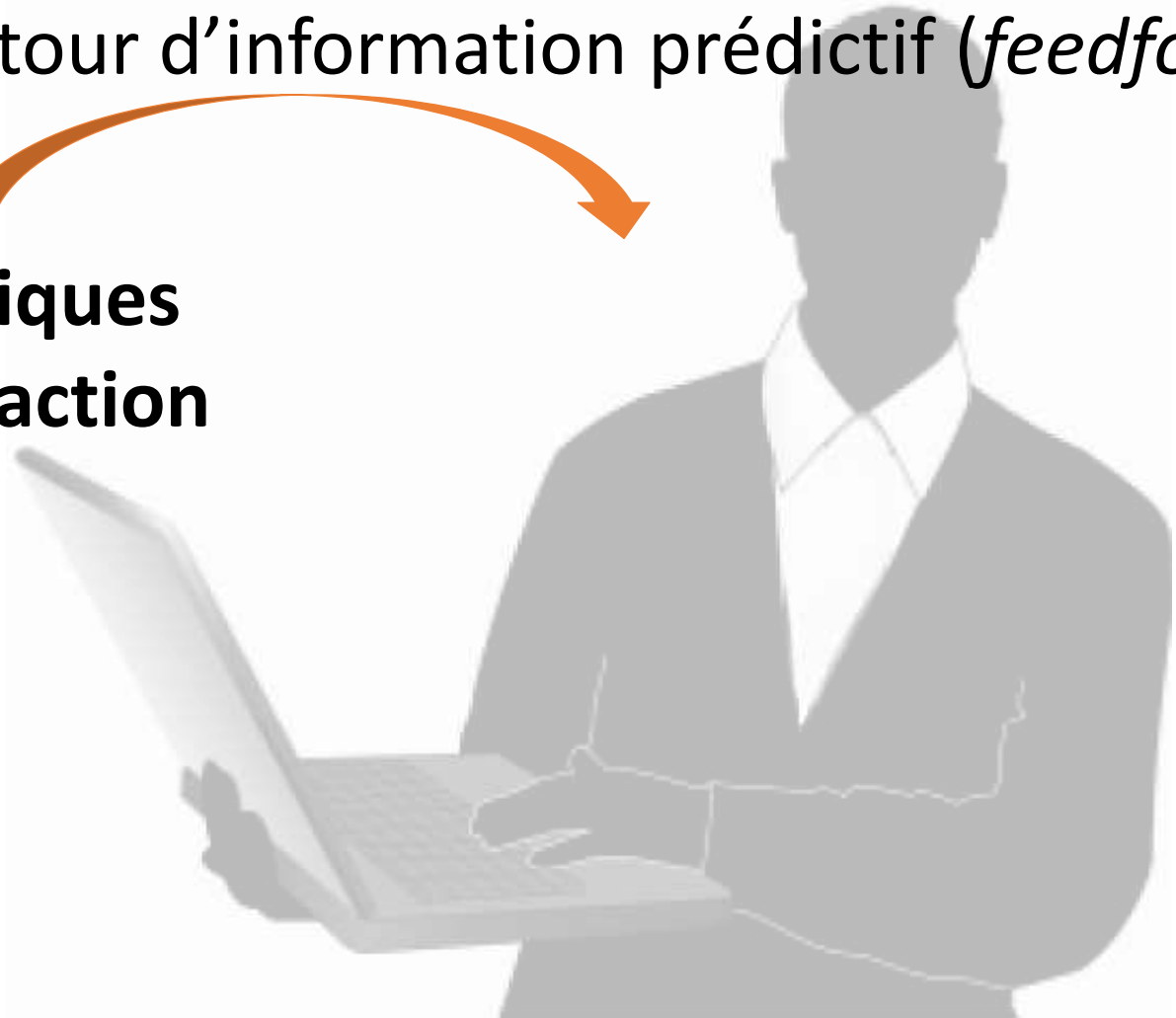
# Interaction gestuelle dans l'air : guidage

retour d'information rétroactif (*feedback*)

retour d'information prédictif (*feedforward*)

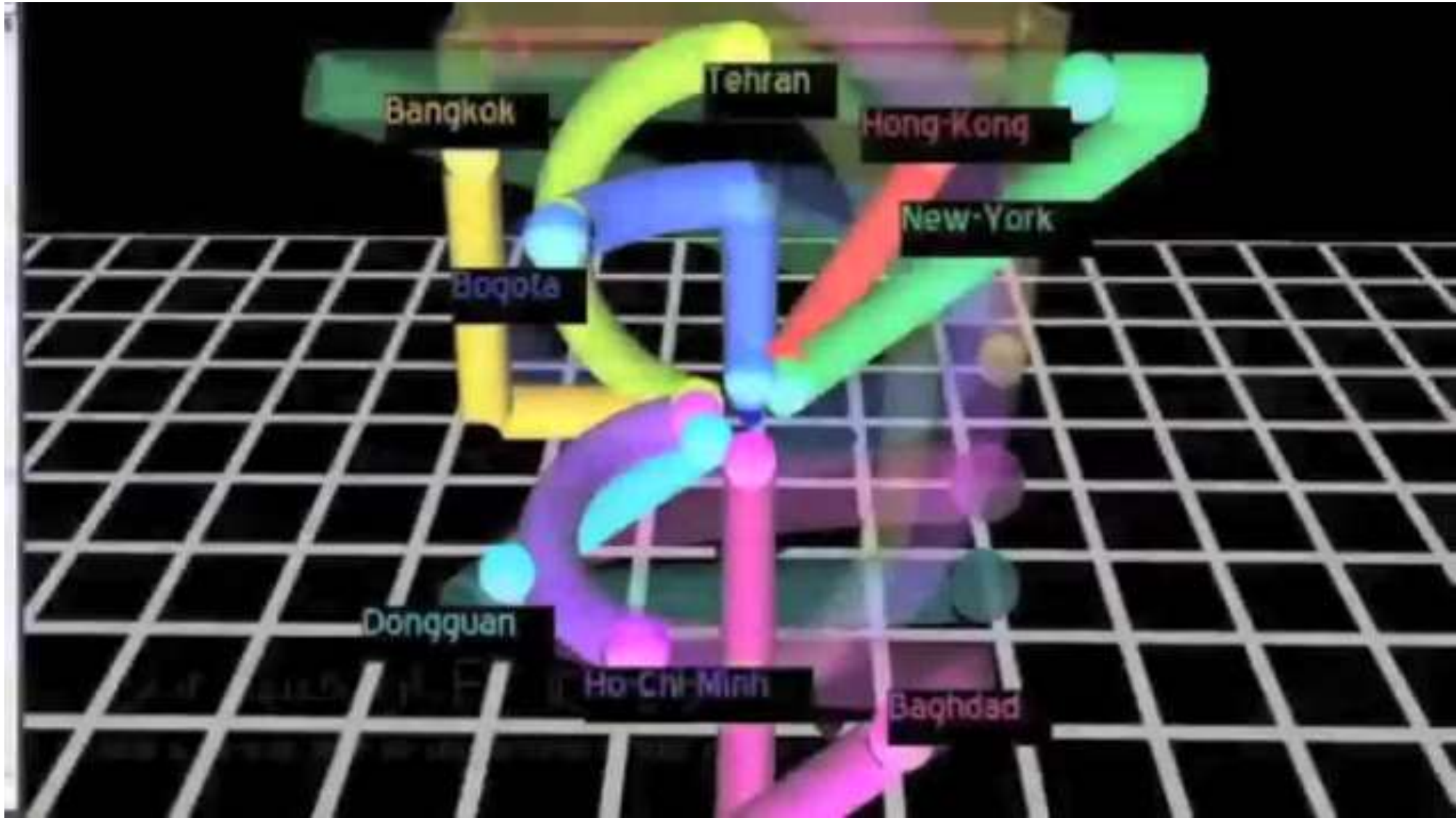


**Techniques  
d'interaction**





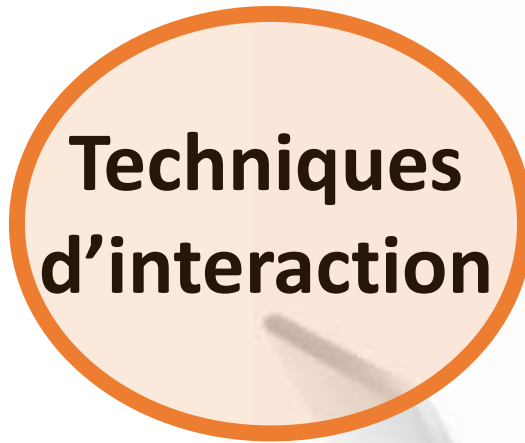
# Interaction gestuelle dans l'air : guidage





# Double relation

IA → Techniques d'interaction ← IN



**Sciences  
Humaines**

