

collecTable music a natural interface for music collections

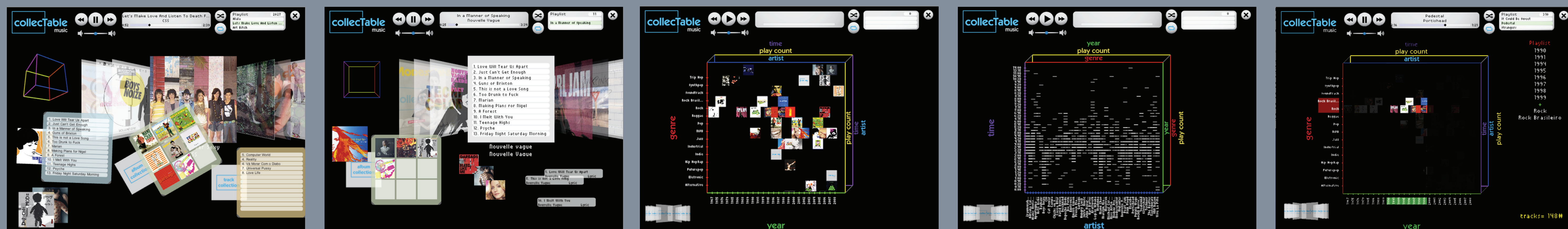
Based on Apple's iTunes™ and using multi-touch and tangible interfaces, collecTable is a practical implementation of a music organizer software combined with a hand-made hardware to identify multiple finger touches and physical objects.

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The collecTable is a music organizer application using tabletop tangible interfaces. By exploring the natural movements of a person trying to organize his media, i.e. music discs, video tapes, photographs and textbooks, we present a system to investigate this interaction in a digital environment focused on music. We developed both software and hardware to provide a better media organization experience.

In this work we explore the relation between digital and physical worlds by connecting tangible objects, called fiducials, with digital music albums. We also introduce a tool for mining media data scattered in n-dimensions by using Cartesian graphics displayed on a multi-dimensional chart, called M-Cube.



The digital projection of the fiducials over the interface together with floating music albums and tracks are shown in the figures above.

The M-Cube interface for music data showing albums and tracks on the first two figures, respectively, and a playlist selected with the M-Cube on the third.



Different areas highlighted for the two views of the collecTable application.