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The Free Encyclopedia



GALAXY ZOO.org

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Prof

Galaxy Tutorial

Galaxy Analysis

Galaxy Zoo - Thank You

Show My Galaxies

Galaxy Analysis

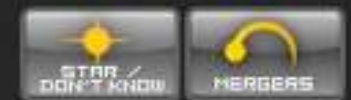
Welcome to Galaxy Zoo's view of the Universe. If you're here you should already have seen the [Tutorial](#), but feel free to go and remind yourself. There's no need to agonise for too long over any one image. Just make your best guess in each case.



Show Grid Overlay on the next Image

Galaxy Ref:
587729387677679742

Choose the Galaxy Profile
by clicking the buttons
below





foldit BETA

Solve Puzzles for Science

▼ Dr. David Baker



Several **sheets** are lining up in this protein, but one is out of place. Pull the misaligned **sheet** back in to form **hydrogen bonds**! Don't forget you can control-click to lock, and use Shake and Wiggle.

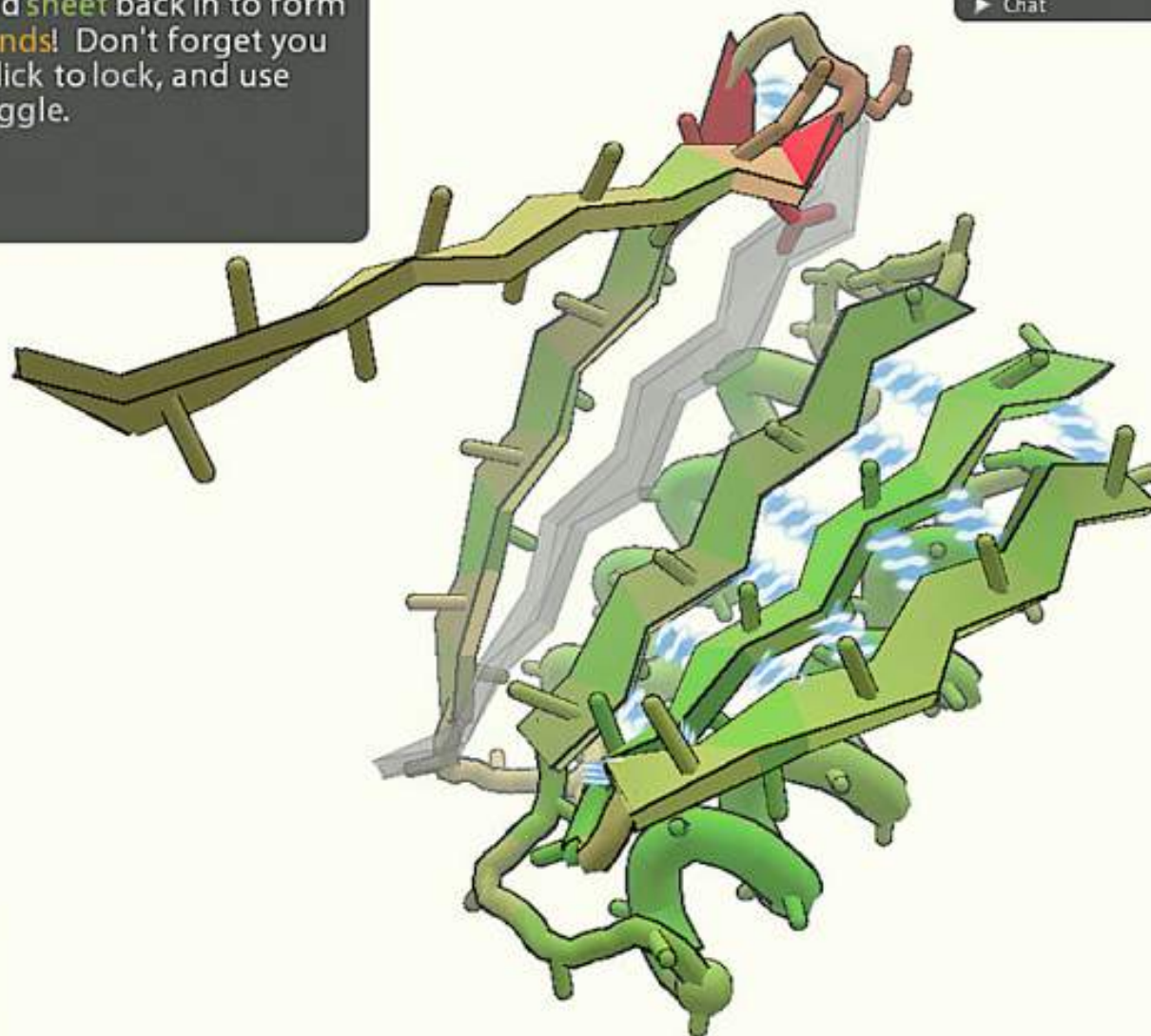
Repeat Introduction

Clear Labels

Progress: of 10000

Level 4-2: A Sheet Out of Place

► Chat



Shake Sidechains Wiggle Backbone Clear Locks Reset Puzzle

▲ Actions ► History ► File

► Pull Tool

Collective Innovation

How can we harness collective intelligence, energy, and creativity to innovate on complex problems?



Steven Dow and Narges Mahyar
Advancing Collective Innovation

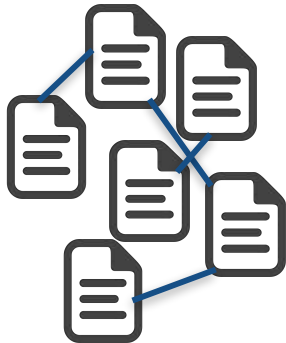


	X01 D	X02 E	X03 F	X04 G	X05 A	X06 B	X07 C	X08 Q	X09 H	X10	X10 J	X11 K	X12 L	X13 M	X14 N	X15 O	P _{X16} S16s
Thursday	Award talks 2400	4+ Int. Tech. + Dev.	Panels 481	452	424	Larger courses 207	Larger courses 207	424	257	219	400	400	393	Smaller courses 47	Smaller courses 40	Smaller courses 70	
9:30-10:50	Award lecture 1201	TOUCHTEXT ENTRY 1202	Panel-110 "Material Interactions" From Atoms & Bits to Enriched Frontiers 1203 Mark Reibou	DO YOU SEE WHAT ORGANIZATIONS EYE SEE? 1204	1205	cr124 From Discourse-based Models to UIs: Automatically Optimized for Your Smartphone 1206 Hermann Kaindl	cr102 Agile User Experience and UCD William Hudson 1207	TEACHING A NEW INTERFACE 1208	INTERACTING BEYOND THE DESKTOP 1209	1210	1211	1212	alt.chi 1212	cr125 Cognitive Crash Dummies: Predicting Performance from Early Prototypes Bonnie E. John 1213	cr147 Designing for Persuasion Aaron Marcus 1214	S16 1215	S16 1216
11:30-12:50	Video 1301	BILLER TOGETHER LARGE + MULTIPLE DISPLAY ENTERTAINMENT 1302	Panel-116 Politics, Power, and Passion: Engaging U.S. Policymakers 1303	KNIGHT LEVELY LECTURE* 1304	1305	1306 cr.124 Kaindl	1307 cr.102 Audron	BETTER TOGETHER 1308	HEALTHY MOBILE 1309	1310	1311	1312	alt.chi 1312	cr145 1313	cr139 Methodology for Evaluating Experience of Mobile Applications Used in Different Contexts of Daily Life 1314 Katerina Wac	S16 1315	S16 1316
14:30-15:50	1400	1401	Panel-101 1403 1404	1405	1406 cr135 1407 Nigel Bevan	1408 cr127 Putting Conceptual Models to Work Austin Henderson	1409	1410	1411	1412	1413	S16 1413	1414	1415	1416	S16 1416	

Steven Dow and Narges Mahyar
Advancing Collective Innovation



CONFERENCE
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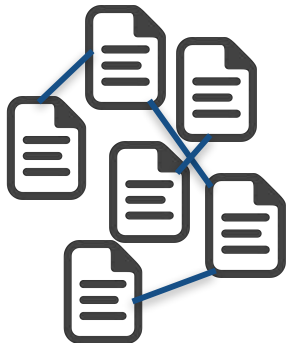


AUTHORS
~1000 PEOPLE



ATTENDEES
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Paper List

Need your help: papers not in any valid sessions
papers not in an approved session
papers in < 2 approved sessions

Keyword: All (5) ▾

Showing 5 papers

[Show all papers](#)

See all: authors abstracts keywords sessions

Test Paper 1: How to write a good paper

test001

John Smith, *University of Testing*
Jane Smith, *University of Testing*

Abstract: Abstract for test paper 1 goes here.
crowdsourcing

My Workspace

Sessions in my workspace: 2

mysession

approve delete

Test Paper 1: How to write
a good paper test001

Test Paper 2: How to write
a good paper test002

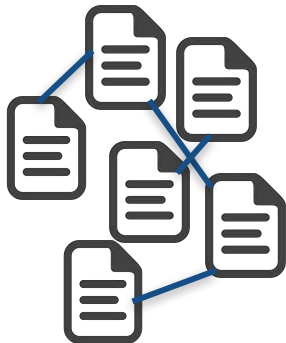
makers: Anonymous

better session

approve delete

Test Paper 2: How to write
a good paper test002

makers: Anonymous



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Your Paper: **Revising Learner Misconceptions Without Feedback: Prompting for Reflection on Anomalous Facts**

1. Tell us your name: (as it appears in the paper)

2. We've identified 10 papers that may be similar to yours. Tell us how they would fit in a session with your paper:

It's Creepy, But it Doesn't Bother Me [\[abstract\]](#)

- Great in same session
- Okay in same session
- Not sure if it should be in same session
- Should not be in same session

Learning From the Crowd: Observational Learning in Crowdsourcing Communities [\[abstract\]](#)

- Great in same session
- Okay in same session
- Not sure if it should be in same session
- Should not be in same session

Participatory Design through a Learning Science Lens [\[abstract\]](#)

- Great in same session
- Okay in same session
- Not sure if it should be in same session
- Should not be in same session

Conflicts 66

High severity (20)
 ■ authors with papers in opposing sessions (0)
 ■ papers of mutual interests in opposing sessions (20)

Medium severity (46)
 ■ papers that don't fit well in the same session (42)
 ■ topics of interest to a persona in opposing sessions (4)

Preferences 269

■ papers that are good in the same session (269)

View Options

- Conflicts
- Preferences
- Session Type
- Number of Papers
- Duration
- Awards
- Honorable Mentions

Session Types

Personas

Communities

History 1

✓ You unscheduled paper: The Many Faces of Facebook: Ex... from Managing Social Media

Unscheduled Sessions 11



Unscheduled Papers 1

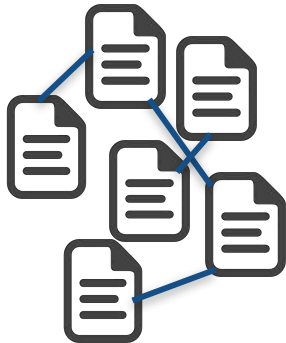


Room/Time	Blue	Bordeaux	252B	352AB	Havana	241	342A	251	351	242A	242B	243	253	343	252A	361
Mon 11:00-12:20	Managing Social Media	Lifetime Research Award	Call All Game Changers	Multitouch and Gesture	3D User Interfaces	Reflection and Evaluation	Interaction in the Wild	Learning	Crowdsound People Power	Enhancing Access		User Interface Design and	Six Steps to Successful UX in an	Rapid Design Labs - A Tool to	Body, Whys & Videotape:	Designing Interactiv Secum
Mon 14:00-15:20	Will Massive Online +5 ■+5	Language and Translation +2 ■+2	Gaze +2 ■+2	Flexible Displays +4 ■+3 ■+1	Crowdwork and Online Communities +2 ■+2	Co-Design with Users +4 ■+3 ■+1	Brain Sensing and Analysis +1 ■+2 ■-1	Evaluation Methods 1 +1 ■+1	Keyboards and Hotkeys +1 ■+4 ■-3	Technologies for Life 1 +8 ■+7 ■+1		Practical Statistics for User +2 ■+2	Agile User Experience and UCD +2 ■+2	Rapid Design Labs - A Tool to +2 ■+2	Speech-based Interaction: +2 ■+2	+2 ■
Mon 16:00-17:20	Smart Tools, Smart Work +4 ■+5 ■-1 ■-2	Tables and Floors +7 ■+6 ■+1 ■-5	Leveraging the Progress of +5 ■+5	Embodied Interaction 1 +6 ■+6 ■-6	Crowds and Activism +2 ■+2 ■-1	Innovating User-Centered +5 ■+5	Design for Classrooms 1 +9 ■+9 ■-4	Exploring Games +10 ■+10 ■-3	Large and Public Displays +6 ■+7 ■-1 ■-1	Creating and Authoring +6 ■+6 ■-1		Practical Statistics for User +5 ■+5	Agile User Experience and UCD +5 ■+5	Rapid Design Labs - A Tool to +5 ■+5	Speech-based Interaction: +5 ■+5	+5 ■
Tue 9:00-10:20	Interacting around Devices +2 ■+1 ■+1 ■-4	Design for Classrooms 2 +4 ■+4 ■-4	CHI at the Barricades - an Activist	Manipulating Video +1 ■+1 ■-6	Technologies for Life 2 0 ■-1 ■-3	Experiences -1 ■-2 ■+1 ■-1	Reflecting on Phones -1 ■-2 ■+1 ■-1	Social Creativity +1 ■+1	Gesture Studies +7 ■+6 ■+1 ■-5	Design for the Home +2 ■+2		User Experience Evaluation	Choice and Decision Making for	Cognitive Crash Dummies: -1 ■-1	Analyzing Social Media Data -1 ■-1	Consumers Engagem in Health +2 ■
Tue 11:00-12:20	Sustainable Energy -1 ■-1 ■-4	Full-Body Interaction -2 ■-1 ■-1 ■-2	UX Management Current and +1 ■+2 ■-1	Sensing Touch +2 ■+2 ■-4	Ideation Methods 0 ■+1 ■-1 ■-2	Communities of Practice -2 ■-1 ■-1	Video Communicat -1 ■-1 ■-4	Exergames and Beyond +3 ■+3 ■-2	Printing and Fitts Law +4 ■+4 ■-5	Impairment and Rehabilitation -1 ■-1 ■-5		User Experience Evaluation -1 ■-1	Choice and Decision Making for -1 ■-1	Cognitive Crash Dummies: -1 ■-1	Analyzing Social Media Data -1 ■-1	Research Practice Interactio 0 ■
Tue 14:00-15:20	Displays Everywhere 0 ■+2 ■-2 ■-2	Design for the Home +2 ■+2 ■-1	Is My Doctor Listening to +2 ■+2 ■-3	Tactile Experiences +2 ■+2 ■-3	Social Impact Award +1 ■+1	Changing How We Work +2 ■+2	Novel Programming +2 ■+2 ■-2	Game Design +12 ■+11 ■+1 ■-4	Temporal Design +1 ■+1 ■-2	Clinical Settings -1 ■-1 ■-3		Practical Statistics for User +1 ■+1	Expert Reviews - For Experts +1 ■+1	Make This! Introduction to +1 ■+1	Card Sorting for Navigation +1 ■+1	SGK: NVI (Non-Vis Interactio +1 ■
Tue 16:00-17:20	Public Displays +1 ■+1	Ethics in HCI +1 ■+1	Gamification @ Work	Collaborative Creation +3 ■+3	Design Research +2 ■+2	Studying Digital Artifacts +3 ■+3	Embodied Interaction 2 +1 ■+2 ■-1	Reading and Writing +3 ■+2 ■+1	Developing the World +1 ■+1	Communicational Health +4 ■+3 ■+1		Practical Statistics for User	Expert Reviews - For Experts	Make This! Introduction to	Card Sorting for Navigation	HCI with Sports

Cobi: A Community-Informed Conference Scheduling Tool, Juho Kim, Haoqi Zhang, Paul André, Lydia B. Chilton, Wendy Mackay, Michel Beaudouin-Lafon, Robert C. Miller, and Steven P. Dow. In Conference on User Interface Software and Technology, 2013.



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CHAIRS



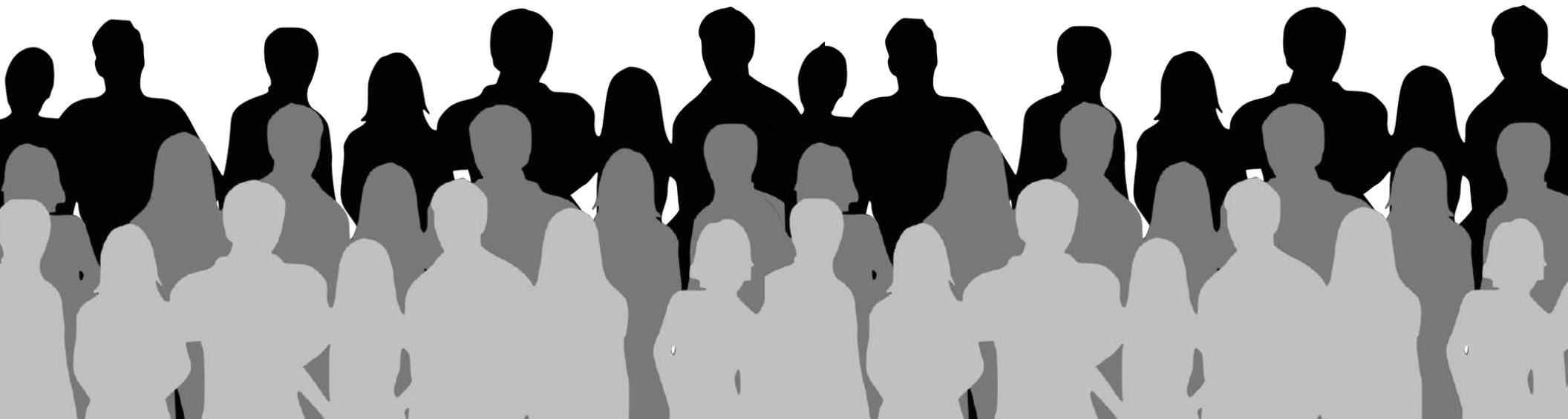
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~3500 PEOPLE



projectCOBI.com



pre 2014



2014 -

projectCOBI.com

Deployments:

Conference on Computer-Human Interaction (CHI) 2013-2017

Conference on Computer-Supported Cooperative Work (CSCW) 2014-2015

Research papers:

Cobi: A Community-Informed Conference Scheduling Tool, Juho Kim, Haoqi Zhang, Paul André, Lydia B. Chilton, Wendy Mackay, Michel Beaudouin-Lafon, Robert C. Miller, and Steven P. Dow. In Conference on User Interface Software and Technology, 2013.

Community Clustering: Leveraging an Academic Crowd To Form Coherent Conference Sessions, Paul André, Haoqi Zhang, Juho Kim, Lydia Chilton, Steven P. Dow and Rob Miller. AAAI Conference on Human Computation and Crowdsourcing, 2013. **(Notable Paper Award)**

Frenzy: Collaborative Data Organization for Creating Conference Sessions, Lydia Chilton, Juho Kim, Paul André, Felicia Cordeiro, James A. Landay, Daniel S. Weld, Steven P. Dow, Robert C. Miller, and Haoqi Zhang. CHI, 2014. **(Honorable Mention Award)**

Collaborators:



Collective Innovation

How can we harness collective intelligence, energy, and creativity to innovate on complex problems?



MY WORK
SINCE IS
JUST FINE

I want to
become a
teacher

TEACHER
ARE NOT
PROFESSIONALS

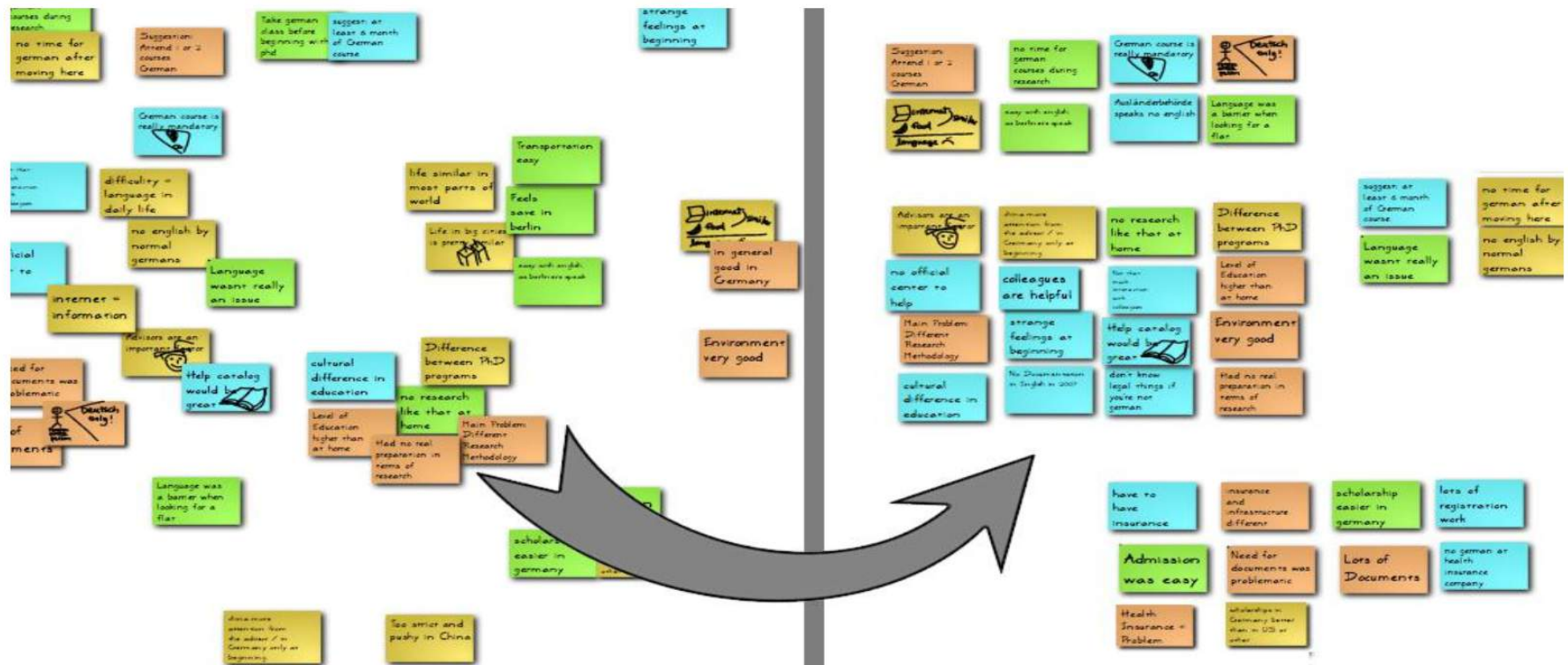
MY MOTHER
SCHOOL'S
FUNDRAISER

We need
to come
back/give
back to
Community

FEAR
(Lack of)

Give our
balance
sheet

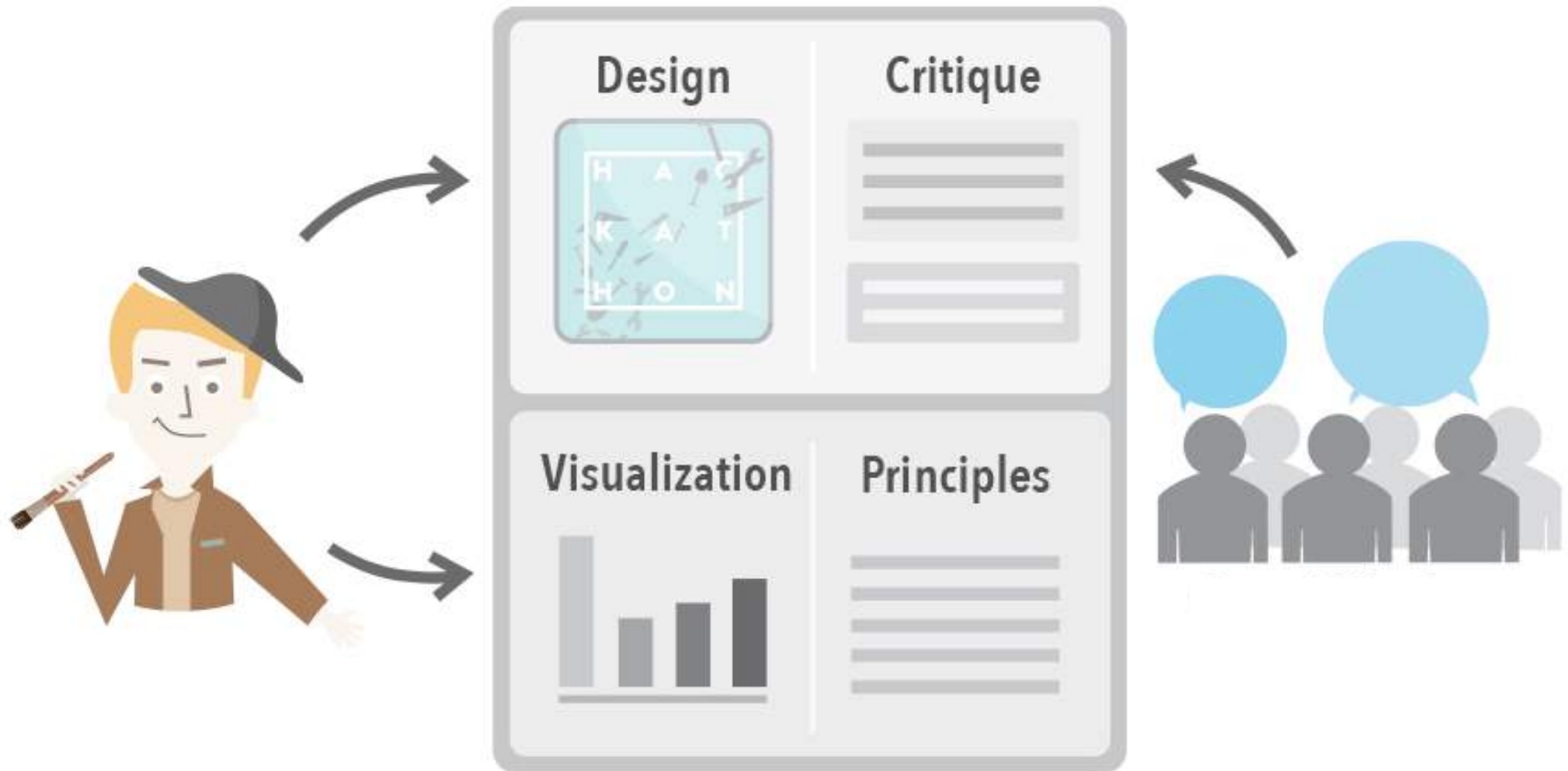
Engage crowds in ideation and synthesis



Crowd Synthesis: Extracting Categories and Clusters from Complex Data, Paul André, Niki Kittur, and Steven P. Dow. ACM Conference on Computer Supported Cooperative Work (CSCW'14), 2014.

Supporting the Synthesis of Information in Design Teams, Raja Gumienny, Steven P. Dow, and Christoph Meinel. In Conference on Designing Interactive Systems (DIS'14), 2014.

Obtain feedback from multiple stakeholders



Structuring, Aggregating, and Evaluating Crowdsourced Design Critique, Kurt Luther, Jari-lee Tolentino, Wei Wu, Amy Pavel, Brian P. Bailey, Maneesh Agrawala, Björn Hartmann, and Steven P. Dow. ACM Conference on Computer Supported Cooperative Work and Social Computing, 2015.

Obtain feedback from multiple stakeholders



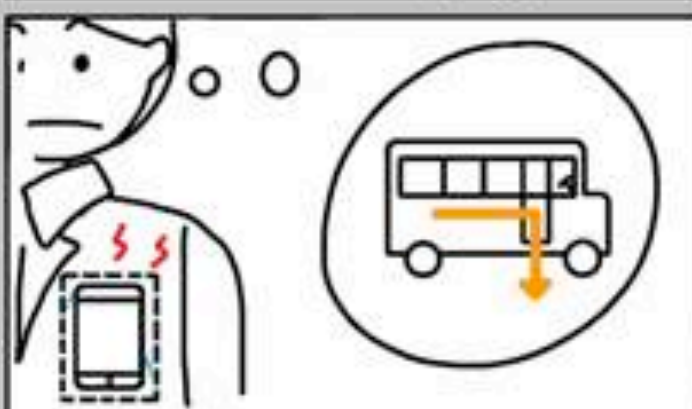
He is not sure which bus stop to get off .



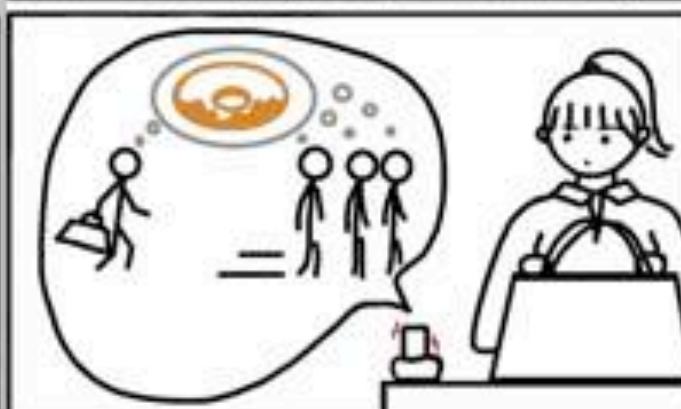
iReminder brings up coupons for the day.



iReminder senses bad weather outside.



iReminder alerts him that the bus is arriving.



iReminder reminds Kerry to use the coupon.



iReminder tells Linda to wait 32 minutes.

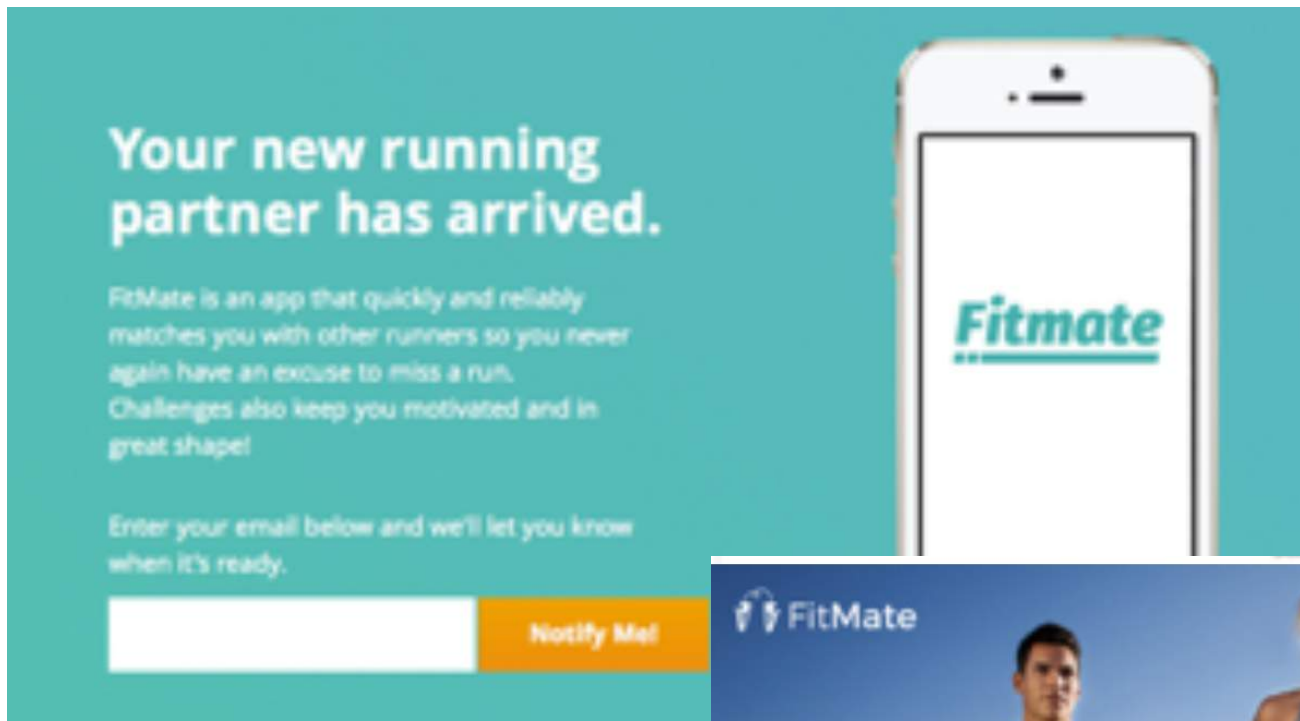
(1) bus stop

(2) coupons

(3) weather

Exiting the Design Studio: Leveraging Online Participants for Early-Stage Design Feedback, Xiaojuan Ma, Yu Li, Jodi Forlizzi, and Steven P. Dow. ACM Conference on Computer Supported Cooperative Work and Social Computing, 2015.

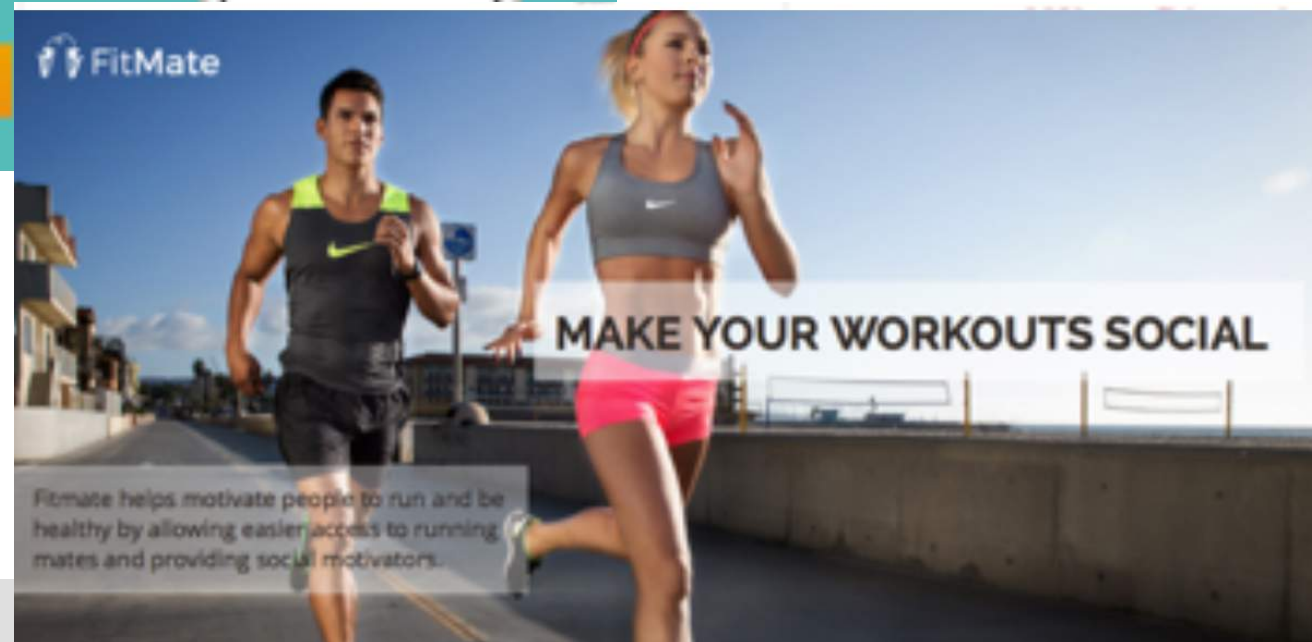
Probe the market to measure potential value



Your new running partner has arrived.

FitMate is an app that quickly and reliably matches you with other runners so you never again have an excuse to miss a run. Challenges also keep you motivated and in great shape!

Enter your email below and we'll let you know when it's ready.

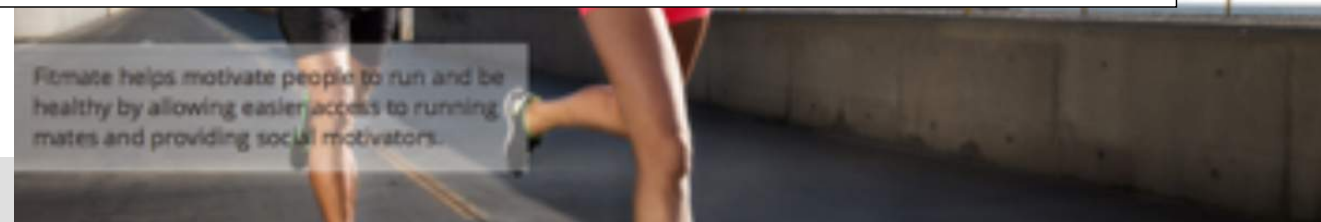
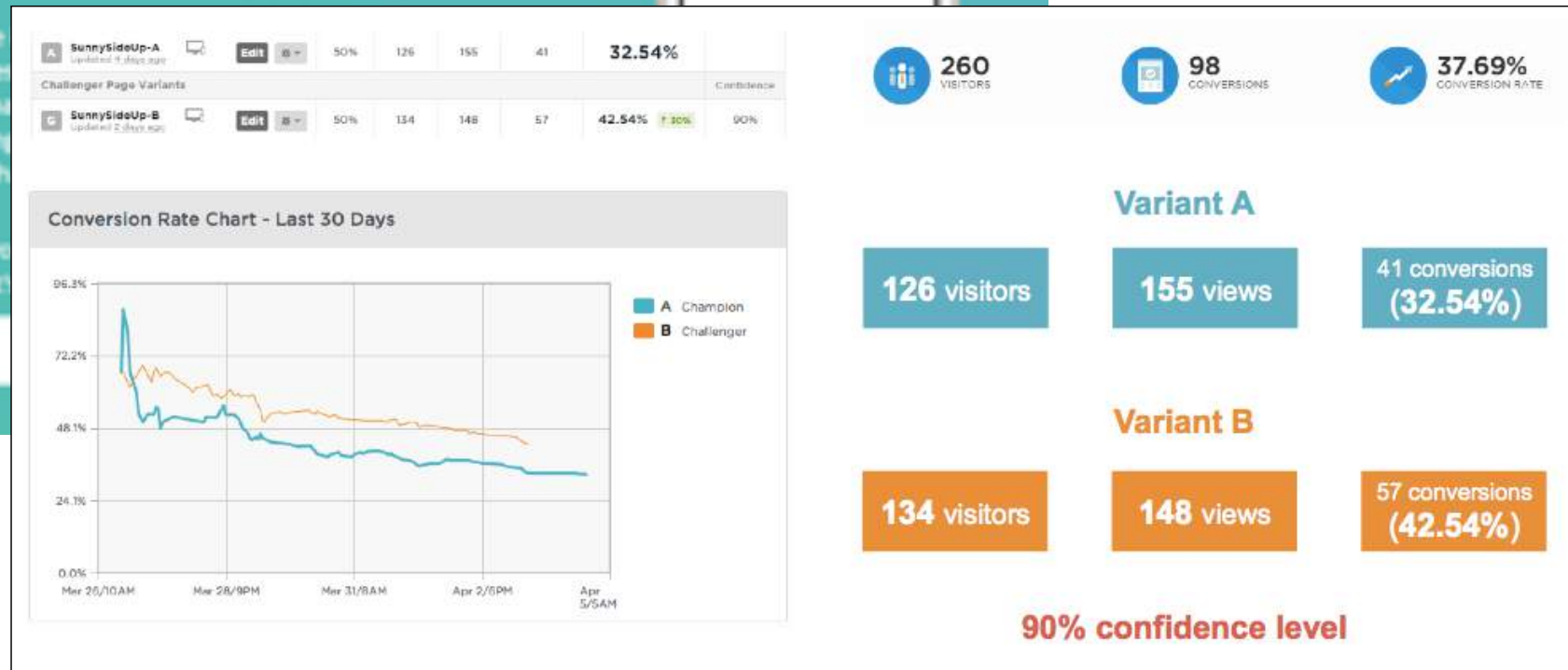
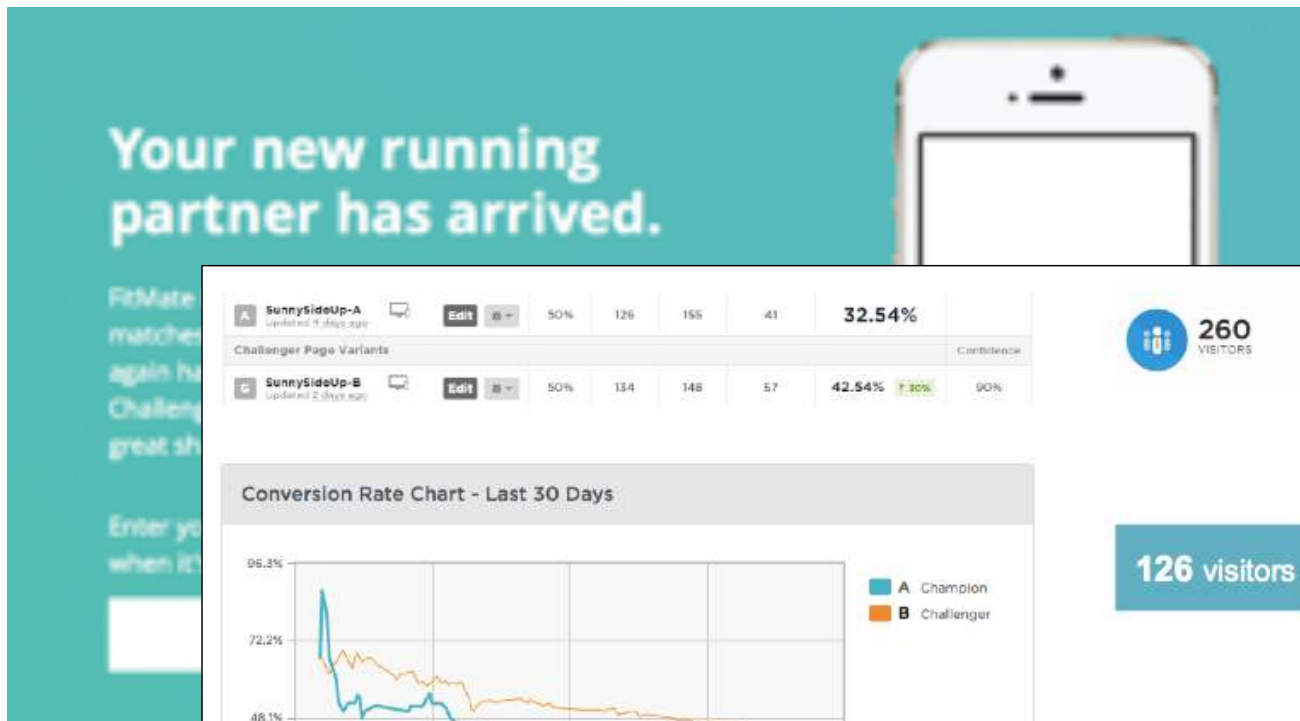


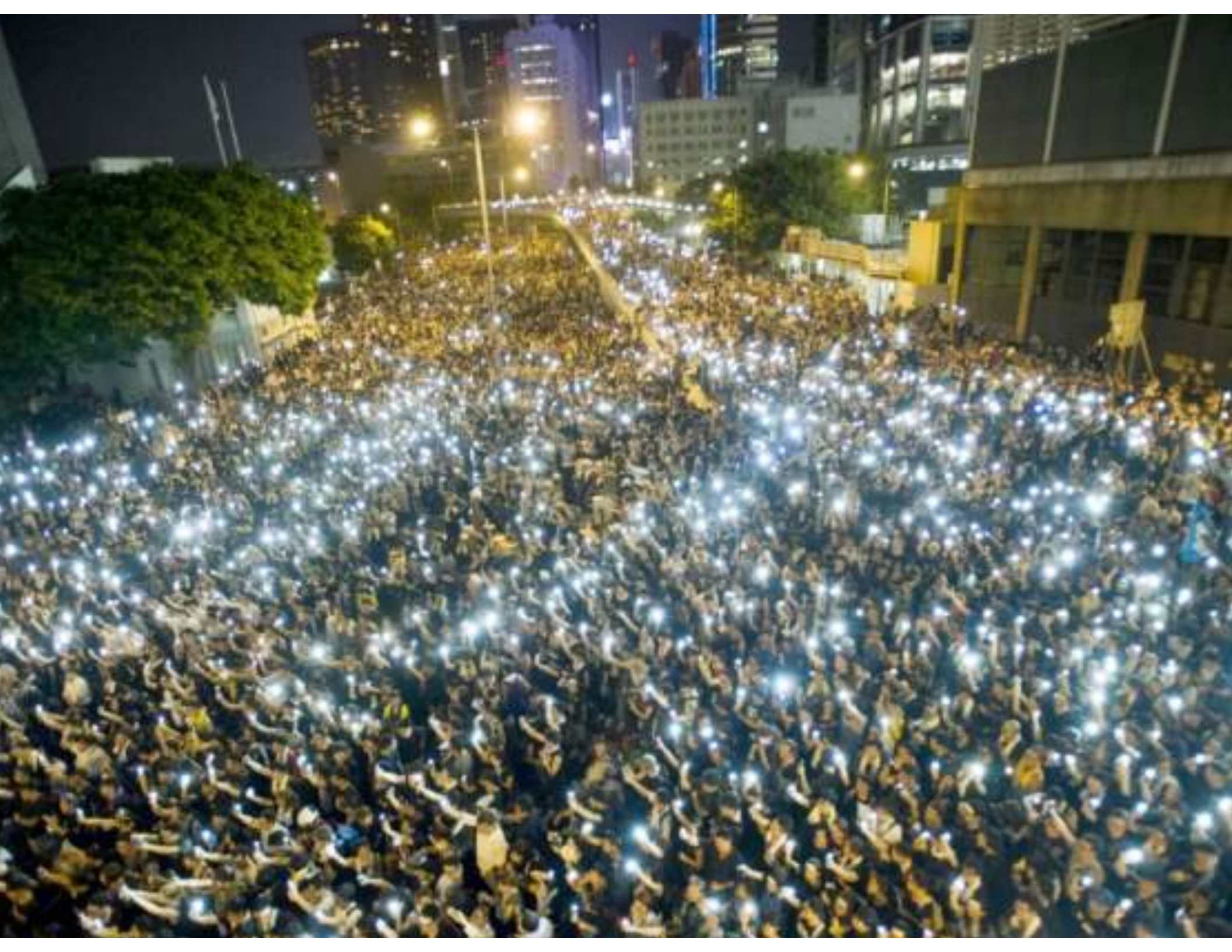
FitMate

MAKE YOUR WORKOUTS SOCIAL

Fitmate helps motivate people to run and be healthy by allowing easier access to running mates and providing social motivators.

Probe the market to measure potential value





COLLECTIVE INNOVATION FOR CIVICS



HIGHWAY REVOLTS



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Highway revolts

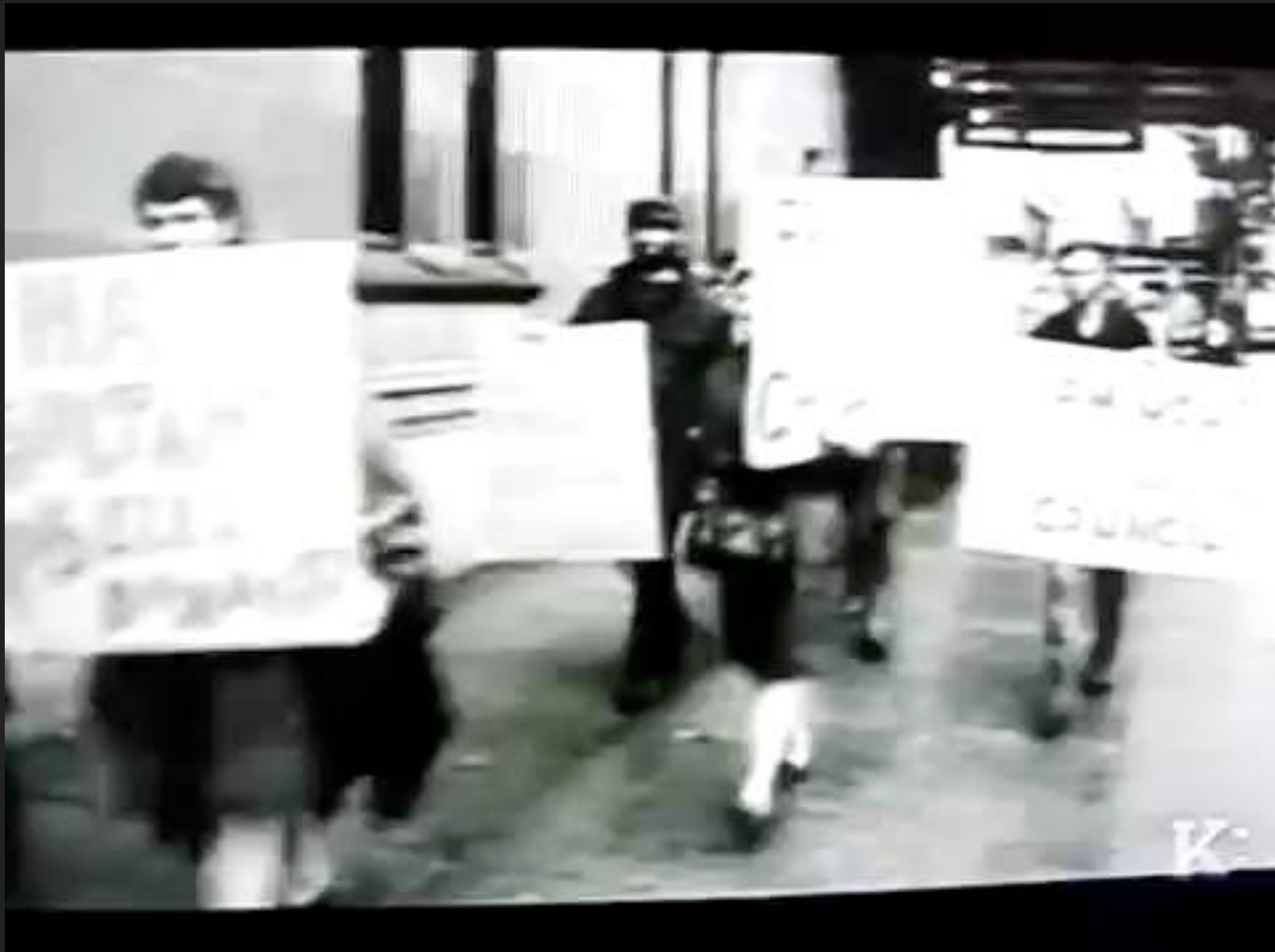
From Wikipedia, the free encyclopedia

Many **highway revolts** (also **freeway revolts**, **expressway revolts**, **road protests**) took place in [developed countries](#) during the 1960s and 1970s, in response to plans for the construction of new freeways, a significant number of which were abandoned or significantly scaled back due to widespread public opposition; especially of those whose neighborhoods would be disrupted or displaced by the proposed freeways, and due to [various other negative effects](#) that freeways are



The [Cogswell Interchange](#) in [Halifax, Nova Scotia](#), the only remnant of a downtown highway cancelled due to public protest

VANCOUVER 1960'S FREEWAY PROTESTS



GOLDEN FREEWAY, CALIFORNIA STATE ROUTE



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California State Route 480

From Wikipedia, the free encyclopedia

State Route 480 was a *state highway* in *San Francisco, California, United States*, consisting of the elevated double-decker **Embarcadero Freeway** (also known as the **Embarcadero Skyway**), the partly elevated Doyle Drive approach to the *Golden Gate Bridge* and the proposed and unbuilt section in between. The unbuilt section from Doyle Drive to *Van Ness Avenue* was to have been called the **Golden Gate Freeway** and the *Embarcadero Freeway* as originally planned would have extended from Van Ness along the north side of Bay Street and then along the Embarcadero to the *San Francisco-Oakland Bay Bridge*.

The Embarcadero Freeway, which had only been constructed from Broadway along the *Embarcadero* to the Bay Bridge, was demolished after the 1989 *Loma Prieta earthquake*, and Doyle Drive is now part of *U.S. Route 101*. SR 480 was **Interstate 480**, an auxiliary route of the *Interstate Highway System*, from 1955 to 1965.^{[1][2]} The entire route was deleted in 1991.^[1]

Contents [hide]

- History
- Demise
- Legacy
- Popular culture



State Route 480
Embarcadero Freeway; Golden Gate Freeway
(unbuilt Western section)



Route information
Maintained by Caltrans
Existed: 1968 – 1991^[1]
Major junctions

APPROCHES FOR PUBLIC ENGAGEMENT

- ▶ Public workshops
- ▶ Town hall meetings
- ▶ Design Charrettes

WHAT ARE DESIGN CHARRETTES?



WHY DESIGN CHARRETTES ARE IMPORTANT?

- ▶ Diversity of viewpoints
- ▶ Discourse among stakeholders
- ▶ Buy-in for final solutions

(Lennertz et al. 2006, Brody et al. 2003, Innes & Booher 2004)

UD CO-SPACES (URBAN DESIGN COLLABORATIVE SPACES)



UD CO-SPACES: TABLETOP AND HANDHELD DEVICES



UD CO-SPACES VIDEO



DESIGN, DEVELOPMENT AND DEPLOYMENT PROCESS



2010

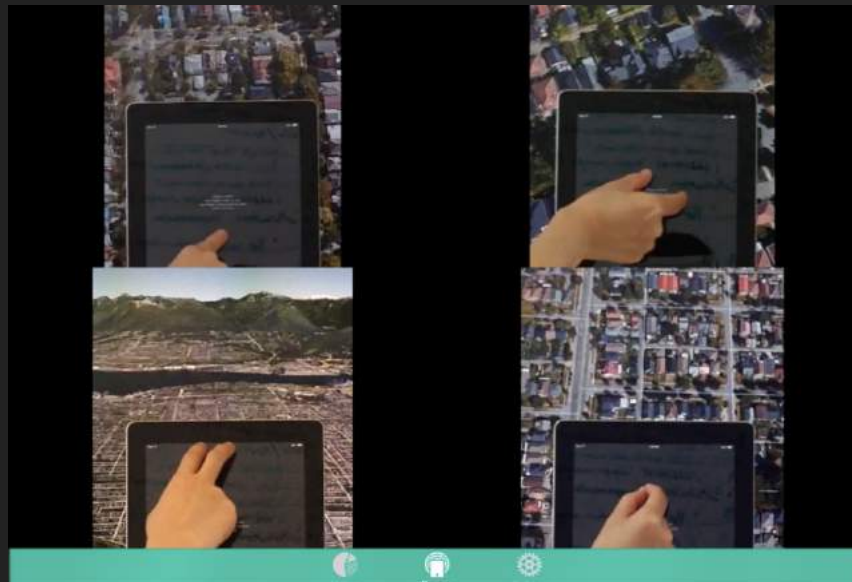


2012



2016

CURRENT VERSION: INTEGRATING INDIVIDUAL DISPLAYS



USER STUDY



WHAT DID WE LEARN?



a) engaging diverse stakeholders

b) fostering collaboration and co-creation

c) understanding consequences of their choices

ROLE: CO-CREATION OF SOLUTIONS



“Having this tabletop got every stakeholder involved so they can make changes themselves, see those changes right away, [which] promotes collaboration”

DID THE TECHNOLOGY CATALYZE DISCUSSIONS?



"2D and 3D helped with dialogue"

3D is integral for engagement with the design process

DID THEY UNDERSTAND CONSEQUENCES OF THEIR DESIGNS?



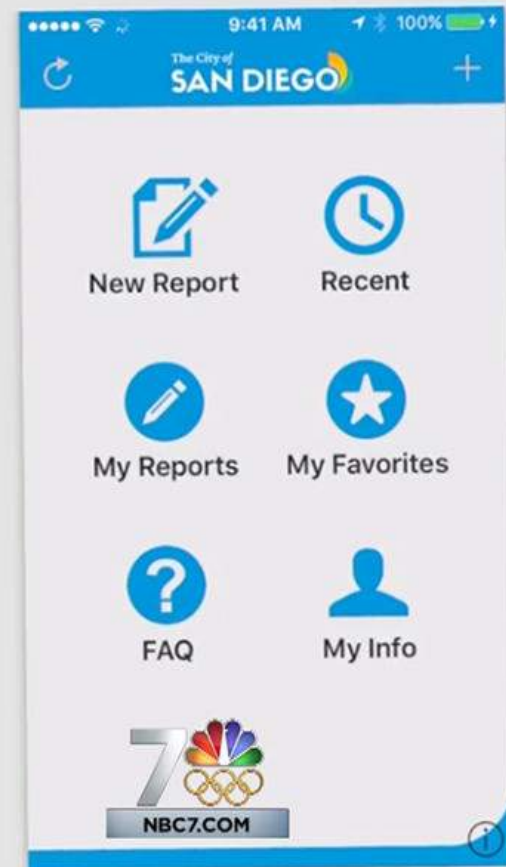
“Having [indicators] and having that in real time definitely altered how we approached the project”

How might we apply such approaches at city scale?

“GET IT DONE” APP



**REPORT
NON-EMERGENCY
PROBLEMS**



MISSION VALLEY COMMUNITY SURVEY

Mission Valley Online Outreach



How do you get around Mission Valley?

BICYCLE OWNERSHIP

How many bicycles do you have in your household?

- None
- 1
- 2
- 3
- 4 or more

COMMUTE MODE

To where do you commute for work? If you commute to multiple locations, please select the main one.

- Within Mission Valley
- A community that neighbors Mission Valley (Linda Vista, Serra Mesa, Kearny Mesa, Tierrasanta, Navajo, College Area, Kensington-Talmadge, Normal Heights, Greater North park, Uptown, Old Town, Midtown/Pacific Highway)
- Within the City of San Diego, but beyond the neighboring communities listed in the previous option
- El Cajon
- National City

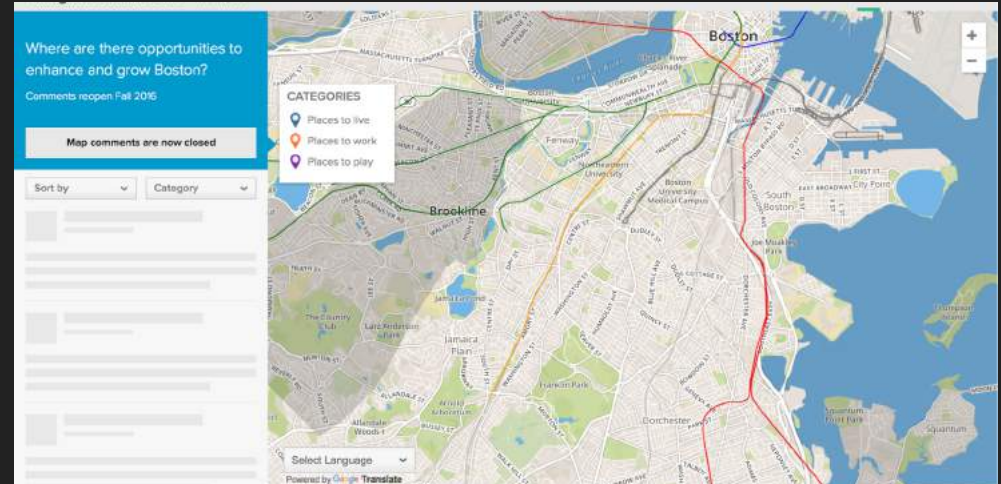
Community Planning

- [Community Plan Updates](#)
- ▼ [Community Planners Committee](#)
 - [Appointments and Committees](#)
 - [Community Planning Agendas](#)
 - [Meeting Minutes](#)
 - [Other Resources](#)
- ▼ [Community Planning Groups](#)
 - [Community Bylaws](#)
 - [Frequently Asked Questions](#)
 - [Meeting Agendas](#)
- [Community Planning Home](#)
- ▼ [Community Planning Resources](#)
 - [Community Media Resources](#)
 - [Community Orientation Workshop](#)
 - [Public Involvement Resources](#)
- [Community Plans](#)
- [Community Profiles](#)
- [Overview & Background](#)

Planning Department

1010 Second Avenue, Suite 1200
East Tower, M.S. 413
San Diego, CA 92101
Phone: (619) 235-5200

OTHER APPROACHES: IMAGINE BOSTON 2030



Imagine Boston 2030: Expanding Opportunity

IMAGINE BOSTON 2030



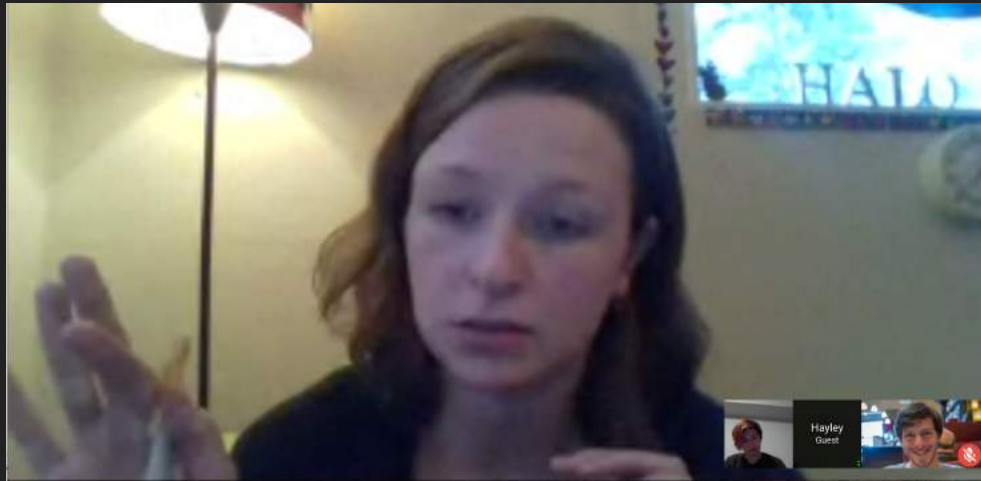
Thank you for engaging with Imagine Boston 2030! The goal of this survey is to get your feedback on the recent strategic vision plan, Imagine Boston 2030: Expanding Opportunity. If you haven't had a chance to read it, please visit our website, imagine.boston.gov.



WHAT IS LACKING?

- ▶ How to identify and organize opinions and patterns of thoughts?
- ▶ How to deal with conflicts?
- ▶ How to enable citizens to generate alternative solutions?

NEED FINDING THROUGH INTRA-COMMUNITY INTERVIEWING



Search ...



THE LATEST



SANDAG Nears Deal to Develop Clairemont Trolley Station Site After Threatening to Seize Property

OPINION



The Case for Fact-Checkers in a 'Post-Truth World'

I'm a Young Techie. Here's What San Diego Needs to Do to Keep Me.

THE GIST

Please don't make me work in Sorrento Valley.



Photo by Sam Hodgson

A view of the San Diego skyline

DESIGNSANDIEGO.UCSD.EDU



 GET ONBOARD

DESIGN SAN DIEGO

Exploring citizen-government collaboration in the digital age.



DIAGNOSE



SYNTHESIZE



IDEATE



PROPOSE



IMPLEMENT

Sign Up For Email Updates

SUBMIT

The Research Team



Steven Dow
Assistant Professor
Cognitive Science



Narges Mahyar
Postdoctoral Fellow
Cognitive Science



Ariel Weingarten
Ph.D. Student
Computer Science



Tim Banh
B.S. Student
Cognitive Science



Joanne Cho
B.S. Student
Cognitive Science



Lauren Liu
B.S. Student
Computer Science



David Luu
B.S. Student
Computer Engineering



Karen Ma
B.S. Student
Cognitive Science



Sanika Moharana
B.S. Student
Cognitive Science



Alejandro Panduro
B.S. Student
Cognitive Science



Eric Richards
B.S. Student
Cognitive Science

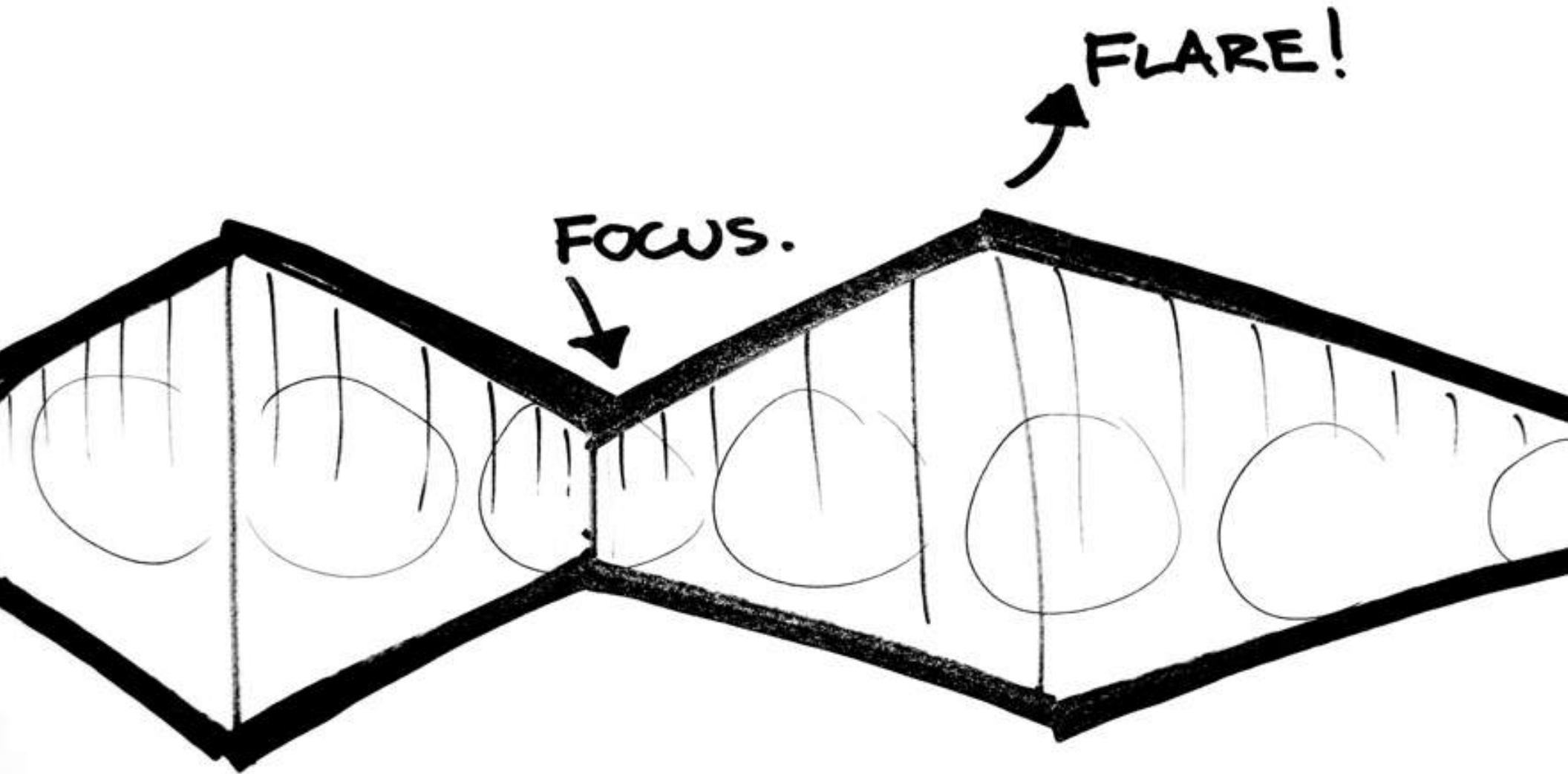
Discussion

- How can we apply methods of collective innovation to business and civic practices?
- What resources does San Diego have to offer?
- What local issues can we tackle with our research?

“Enlightened trial and error
succeeds over the planning
of the lone genius.”

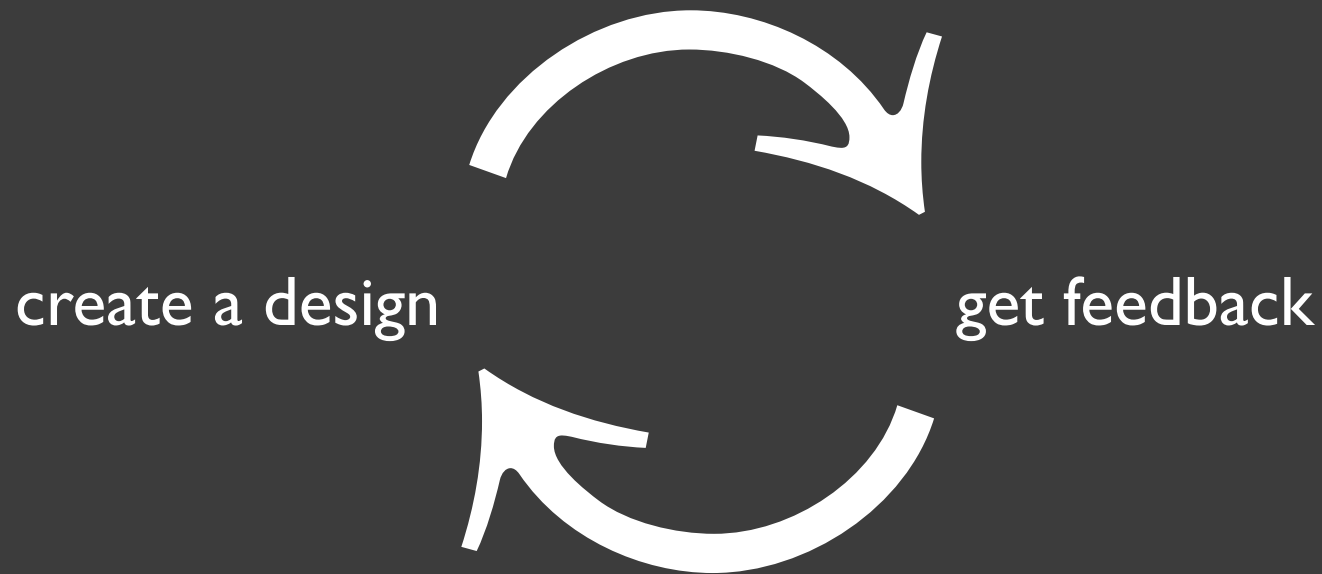
Peter Skillman, IDEO

Collective focus and flare

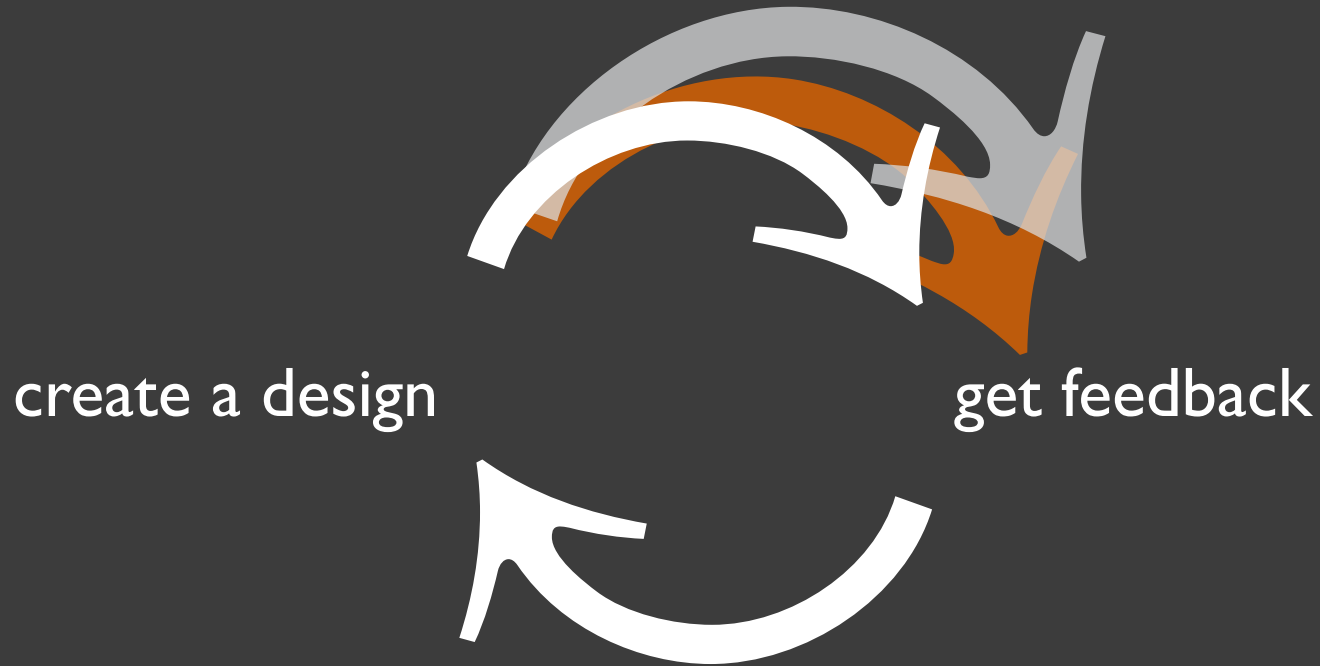


Buxton, 2007
Lasaeu, 1974
[UC San Diego](#)

A simple model of iterative design



more complex
A ~~simple~~ model of iterative design



BACK UP SLIDES

WHY DESIGN CHARRETTES ARE HARD?

**“AN IMPOSSIBLE PROBLEM IN
AN ABSURDLY SHORT TIME”**

Condon, 2007

CITIZEN INTELLIGENCE

- ▶ Cities are a powerhouse of collective intelligence. It is time to unlock the wisdom of the crowd.
- ▶ Collective intelligence platforms offer citizens the opportunity to engage in important civic discourse and develop solutions collaboratively.

HOW DESIGN CHARRETTES ARE CARRIED OUT TODAY?

- ▶ Paper-based
 - ▶ Engaging, collaborative
 - ▶ No feedback on indicators
- ▶ Geographic info system
 - ▶ Expert intensive
 - ▶ Non-collaborative



WHAT ARE THE CHALLENGES FOR DESIGNING TOOL SUPPORT?

- ▶ Integrating data and visualizations of information
- ▶ Employing interactive modes to engage people
- ▶ Providing understandable yet credible information
- ▶ Employing social and peer learning

(Sheppard, 2012; Moser, 2010; Holden 2008; Davis, 2008)

DEFINITIONS

- ▶ Indicators (sustainability metrics):
 - ▶ e.g. population density, percentage of walking trips
- ▶ Case: has information such as footprint, height, volume
 - ▶ e.g. buildings, streets, or parks.
- ▶ Task: Designing a neighborhood for maximum walkability

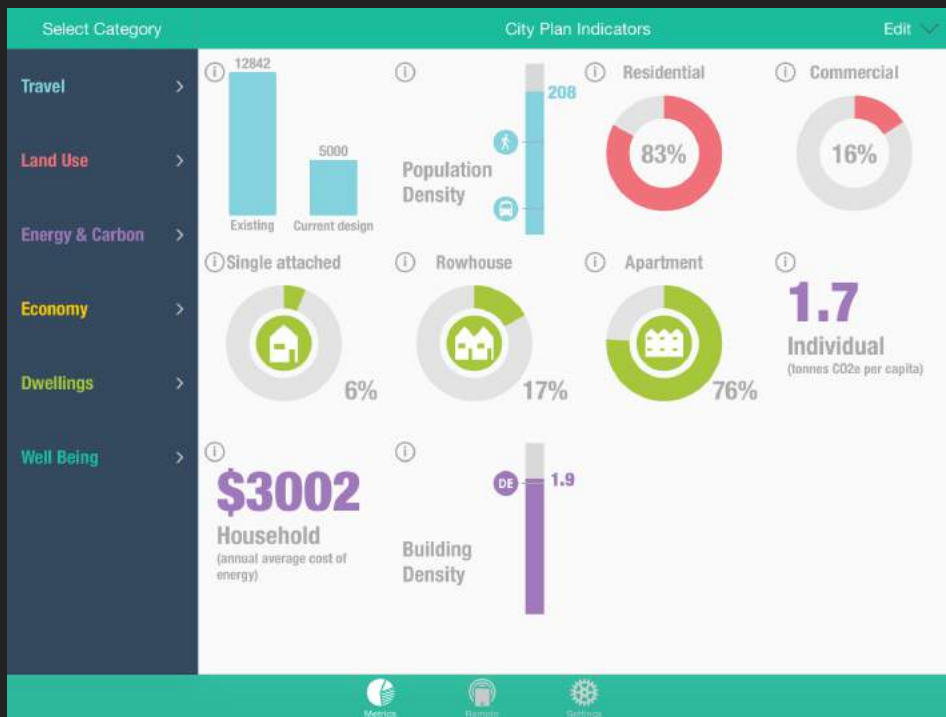
SEVEN PRINCIPLES FOR URBAN DESIGN CHARRETTES

- 1) Engagement
- 2) Collaboration
- 3) Interactive visualization
- 4) Accessibility
- 5) Iteration
- 6) Understanding consequences
- 7) Transparency

HOW MUCH ENGAGEMENT?



VISUALIZATION DESIGN FOR PUBLIC ENGAGEMENT



- ▶ Infographics & donut charts based on domain experts' suggestions

ROLE: SHARE THEIR THOUGHT PROCESS WITH OTHERS



DID THEY GET SOME APPRECIATION FOR WICKED PROBLEMS?

“There are a lot of details to consider when doing urban planning!”

“The process helped understand city planning and its ramifications”

UD CO-SPACES: SPECIFICATIONS

- ▶ Projectors in Decision Theater (UBC, CIRS building):
 - ▶ Native Resolution: 1920x1200
 - ▶ Aspect ratio: 16:10 (WUXGA)
 - ▶ Image Size: 127- 1524 cm
- ▶ Touch table: PQ labs touch interface
 - ▶ 52" HD TV
 - ▶ Resolution 1920 x1080