Contents

Building the Design Studio of the Future / 1
Aaron Adler, Jacob Eisenstein, Michael Oltmans, Lisa Guttentag, and Randall Davis

Sketch Recognition User Interfaces: Guidelines for Design and Development / 8
Christine Alvarado

Hidden Markov Model Symbol Recognition for Sketch-Based Interfaces / 15
Derek Anderson, Craig Bailey, and Marjorie Skubic

Understanding Diagrammatic Ink in Lecture / 22
Richard Anderson, Crystal Hoyer, Craig Prince, Jonathan Su, Fred Videon, Steve Wolfman, and Ruth Anderson

A New Approach to Early Sketch Processing / 29
Sonya Cates and Randall Davis

PADCAM: A Human-Centric Perceptual Interface for Temporal Recovery of Pen-Based Input / 35
Amay Champaneria and Larry Rudolph

Informal Animation Sketching: Requirements and Design / 42
Richard C. Davis and James A. Landay

Managing Ambiguity in Mode Inferencing / 49
Keith Deming and Edward Lank

As If You Were Here - Intelligent Annotation in Space: 3D Sketching as an Interface to Knowledge-Based Design Systems / 55
Ellen Yi-Luen Do and Mark D. Gross

Open-Domain Sketch Understanding: The nuSketch Approach / 58
Kenneth D. Forbus, Kate Lockwood, Matthew Klenk, Emmett Tomai, and Jeffrey Usher

Combining Geometry and Domain Knowledge to Interpret Hand-Drawn Diagrams / 64
Leslie M. Gennari, Levent Burak Kara, and Thomas F. Stahovich

SHADY: A Shape Description Debugger for Use in Sketch Recognition / 71
Tracy Hammond and Randall Davis

Recognition and Beautification of Multi-Stroke Symbols in Digital Ink / 78
Heloise Hwawen Hse and A. Richard Newton

Dynamic New Vocabulary Enrollment through Handwriting and Speech in a Multimodal Scheduling Application / 85
Edward C. Kaiser

Reconstruction of a 3D Object from a Main Axis System / 92
D. Kang, M. Masry, and H. Lipson

An Image-Based Trainable Symbol Recognizer for Sketch-Based Interfaces / 99
Levent Burak Kara and Thomas F. Stahovich
Sloppy Selection: Providing an Accurate Interpretation of Imprecise Selection Gestures / 106
Edward Lank, Eric Saund, and Luping May

A Freehand Sketching Interface for Progressive Construction and Analysis of 3D Objects / 113
M. Masry, D. Kang, I. Susilo, and H. Lipson

Off-Line Sketch Interpretation / 120
Matt Notowidigdo and Robert C. Miller

Intelligent Critiquing of Design Sketches / 127
Yeonjoo Oh, Ellen Yi-Luen Do, and Mark Gross

ETCHA Sketches: Lessons Learned from Collecting Sketch Data / 134
Mike Oltmans, Christine Alvarado, and Randall Davis

Handling Overtraced Strokes in Hand-Drawn Sketches / 141
Tevfik Metin Sezgin and Randall Davis

Scale-Space Based Feature Point Detection for Digital Ink / 145
Tevfik Metin Sezgin and Randall Davis

Segmentation of Pen Strokes Using Pen Speed / 152
Thomas F. Stahovich

Incorporating Context and User Feedback in Pen-Based Interfaces / 159
Martin Szummer and Phillip J. Cowans