

Part III

Around and Beyond Tabletops

The last part of the book addresses research topics of Computer Supported Cooperative Work. Collaborators are *around tabletops* using the tabletop as common workspace for interacting and collaborating with digital information. The typical group around a tabletop setting is small in size and can also become distributed across multiple sites in scenarios of *beyond tabletops*. In that case the common workspace on a tabletop becomes shared across multiple sites and possibly accompanied with communication technologies.

Nactenta et al. start this part with an exploration of how different interaction techniques affect individual actions and group processes, and provide a detailed discussion of the design trade-offs of different interaction techniques. In the next chapter Collins and Kay focus on the topic of accessing digital information from personal file stores of users around tabletops and discuss their associative file access mechanism. Scott and Carpendale then present their work on a Theory of Tabletop Territoriality. These empirical and theoretical investigations further the understanding of social interaction practices around tabletop. The authors provide an overview of factors influencing the spatial properties of tabletop territories. In the following chapter Isenberg et al. emphasise the role of tabletop settings for collaborative visualization in work and learning environments as well as in public settings. The last two chapters go *beyond tabletops*, addressing the issue of collaboration around distributed tabletops. Tuddenham and Robinson present their work on remote tabletop interfaces and discuss exploratory studies investigating interaction techniques and work practices. Finally, Müller-Tomfelde and O'Hara discuss the role of tabletop settings in real-world scenarios introducing the notion of *distributed assemblies*. This work explores and discusses links between tabletop research and that in the domains of Ubiquitous Computer and Media Space.