Acknowledgements

This work is partly supported by the DFG within the SimTech Cluster of Excellence (EXC 310/2) as well as by the European Union Seventh Framework Program ([FP7/2007-2013]) under grant agreement no 600851.

References

- [1] Alt, F., Müller, J., and Schmidt, A. Advertising on Public Display Networks. *IEEE Computer 45*, 5 (may 2012), 50–56.
- Beardsley, P., Van Baar, J., Raskar, R., and Forlines,
 C. Interaction using a handheld projector. *Computer Graphics and Applications* 25, 1 (2005), 39–43.
- [3] Fischer, P. T., Zöllner, C., Hoffmann, T., and Piatza, S. Vr/urban: Smsingshot. In Proceedings of the Fourth International Conference on Tangible, Embedded, and Embodied Interaction, TEI '10, ACM (New York, NY, USA, 2010), 381–382.
- [4] Funk, M., Korn, O., and Schmidt, A. An augmented workplace for enabling user-defined tangibles. In CHI'14 Extended Abstracts on Human Factors in Computing Systems, ACM (2014), 1285–1290.
- [5] Hardy, J., and Alexander, J. Toolkit support for interactive projected displays. In *Proceedings of the* 11th International Conference on Mobile and Ubiquitous Multimedia, ACM (2012), 42.
- [6] Harrison, C., Benko, H., and Wilson, A. D. Omnitouch: wearable multitouch interaction everywhere. In *Proceedings of the 24th annual ACM* symposium on User interface software and technology, ACM (2011), 441–450.

- [7] Pinhanez, C. The everywhere displays projector: A device to create ubiquitous graphical interfaces. In *Ubicomp 2001: Ubiquitous Computing*, Springer (2001), 315–331.
- [8] Rukzio, E., Holleis, P., and Gellersen, H. Personal projectors for pervasive computing. *IEEE Pervasive Computing* 11, 2 (2012), 30–37.
- [9] Wilson, A. D. Using a depth camera as a touch sensor. In ACM international conference on interactive tabletops and surfaces, ACM (2010), 69–72.
- [10] Winkler, C., Löchtefeld, M., Dobbelstein, D., Krüger, A., and Rukzio, E. Surfacephone: a mobile projection device for single-and multiuser everywhere tabletop interaction. In *Proceedings of the 32nd annual ACM conference on Human factors in computing systems*, ACM (2014), 3513–3522.
- [11] Winkler, C., Seifert, J., Dobbelstein, D., and Rukzio, E. Pervasive information through constant personal projection: the ambient mobile pervasive display (amp-d). In *Proceedings of the 32nd annual ACM* conference on Human factors in computing systems, ACM (2014), 4117–4126.
- [12] Wolf, K., and Baeder, T. Illusion of surface changes induced by tactile and visual touch feedback. In *CHI'15 Extended Abstracts on Human Factors in Computing Systems*. ACM (2015), 6 pages.
- [13] Wolf, K., and Lischke, L. Urban proxemics for public guidance. In *Proceedings of the NordiCHI Workshop on Ubicomp beyond Devices: People, Objects, Space and Meaning*, ACM (2014), 2 pages.