

RIME: Rich Interactive Materials for Everyday Objects in the Home

Our hands and fingers are capable of expressing a rich vocabulary of grasps and gestures. They can touch, sense and intimately experience the rich variety of material and object properties surrounding us. The aim of RIME is to unlock the potential of touch and tangible manipulation to enable scalable, expressive, and satisfying interactions with everyday objects in our future homes and beyond.

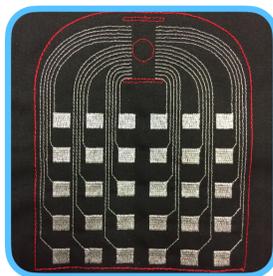
What does typical touch interaction in the home environment look like?



How to make ubiquitous UIs visible?



How can we design multimodal feedback for rich touch interaction?



How can we enable designers to create scalable input and output components for the smart home?

How to differentiate between everyday and digital use of UIs in everyday objects?



Principal Investigators



Prof. Dr.
Susanne Boll
University of Oldenburg



Prof. Dr.
Jürgen Steimle
Saarland University



Prof. Dr.
Jan Borchers
RWTH Aachen University