



RUBIKON: A HIGHLY RECONFIGURABLE DEVICE FOR ADVANCED INTERACTION

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Rubikon is a device that allows users to interact with common user interfaces by using an augmented Rubik's Cube that senses users' actions and displays information.

Rubikon has advantages over traditional controller such as mouse or touchpad such as high degree of freedom or direct mapping for 3D manipulation.

Our first prototype senses rotations and has a button with LED light on each center tile.

We implemented several applications. Our prototype can be used as a generic controller to navigate user interfaces, e.g. switch between applications; a 3D manipulation tool; or an authentication system to unlock a computer (pictures from left to right).

