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Title: Interactive Paper and Augmented Reality

Over the last 15 years, a number of frameworks and toolkits for the design of hybrid paper-digital user interfaces and applications based on Anoto's Digital Pen and Paper as well as other technologies have been proposed. Nevertheless, due to a number of reasons the use of such paper-digital mixed-media solutions by consumers is still rather limited. We believe that this is due to the missing of some general design and interaction guidelines for interactive paper solutions, and also caused by the complexity of existing interactive paper frameworks and toolkits. There is definitely a need for some further research on how to seamlessly integrate this new form of paper-digital user interfaces into our daily work and how to enable users to build (author) their own paper-digital applications. Based on a candidate's expertise and interest, we might focus on theoretical aspects and develop new interaction design and graphical design guidelines for the young field of paper-digital user interfaces, develop new global publishing and interaction services for interactive paper solutions to simplify the distribution and installation of cross-media solutions or investigate recent augmented reality technologies for bridging the paper-digital divide.

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