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Bott J, Crowley J and LaViola J Exploring 3D gestural interfaces for music creation in video games Proceedings of the 4th International Conference on Foundations of Digital Games, (18-25) Ruddle R and Lessels S (2009) The benefits of using a walking interface to navigate virtual environments, ACM Transactions on Computer-Human Interaction (TOCHI), 16 :1 , (1-18), Online publication date: 1-Apr-2009 .

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He is the principal investigator of the 3D Interaction Group, focusing on the topics of three-dimensional user interface design and the benefits of immersion in virtual environments. Dr. Bowman was the lead author of 3D User Interfaces: Theory and Practice, and served as the general chair of the IEEE Virtual Reality Conference in 2007-2008.

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All of us would like to personally thank our colleagues in the 3D UI community for their fruitful discussions and collaborations. They include Mark Mine, Robert Lindeman, Matthew Conway, Ken Hinckley, Shumin Zhai, Kiyoshi Kiyokawa, Chris Shaw, Mark Billinghamurst, Rudy Darken, Pablo Figueroa, and Bernd Fröhlich.

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