Cord UI
Part 2: Nodes
We introduce a physically-grounded node programming environment that allows for multimedia editing with the benefit of physical affordances.
Related work

**Phidgets**
Saul Greenberg and Chester Fitchett
Department of Computer Science
University of Calgary

**Tangibles for Video Control**
Stefano Ferreti, Marco Roccetti, Fabio Strozzi
Department of Computer Science
University of Bologna

**Kinetic Objects**
Professor Hiroshi Ishii and Andrew Dahley

**Weight Shifting Mobiles**
Hemmert, Fabian, Hamann, Susann, Löwe, Matthias, Wohlauf, Anne, Zeipelt, Josefine, and Joost, Gesche 2010.

**Rock-Paper-Fibers**
Frederik Rudeck and Patrick Baudisch
Hasso Plattner Institute
Future work

- multi-modal
- more widgets
- easier to reconfigure