

- Proceedings of the 6th International Conference on Designing Pleasurable Products and Interfaces.*
<https://doi.org/10.1145/2513506.2513527>
63. Andrew D. Wilson. 2010. Using a Depth Camera As a Touch Sensor. In *ACM International Conference on Interactive Tabletops and Surfaces (ITS '10)*, 69–72. <https://doi.org/10.1145/1936652.1936665>
64. Hanna Wirman. 2014. Games for / with strangers - Captive orangutan (*Pongo pygmaeus*) touch screen play. *Antennae*, 30: 104–112.
65. Peter Wright and John McCarthy. 2008. Empathy and Experience in HCI. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '08)*, 637–646. <https://doi.org/10.1145/1357054.1357156>