

## Abstract

In this paper reviews one of the advanced technology in the field of human-computer interaction, the technology that is known as multimodal input. At the first we have to know the multimodal interaction. Many researchers in the field of HCI promise that one day the interaction between human and computer will be more natural, less error and more enjoyable. And whether this technology can give a maximal contribution in accordance its expectations itself? Specifically, the multimodal system can offer flexible, efficient, and natural interaction using input modalities such as speech, handwriting, hand gesture, and eye gaze. In this paper, we only focus on eye gaze and 3D hand motion. In this test, we use the virtual assembly system application that supports multimodal input of eye gaze tracking and 3D hand motion in order to test whether the combination of multimodal input will provide the desired effect or not. In this paper, we present the result from usability evaluation experiments on how the eye tracker and the 3D mouse are used by the users. And finally our result show that the eye tracker and the 3D mouse can be naturally used by the users.

**Keywords:** Human Computer Interaction, Multimodal Input, Virtual Assembly, Cognition Load

