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Microsoft

What we have done this week:

We've been focusing on brainstorming this week, with the topic of pushing Kinect, Live TV (political show), and level 3 interactivity.

After cleared and sorted out all the ideas, we came up with 4 concepts.

"Augmented Politics"

Enhancing viewer participation by crowd sourcing data to be fed back to the speaker. Users could submit questions, which other viewers can vote on. The most popular questions can be passed on to the speaker. Additional feedback can be taken from the Kinect, allowing the speaker to gauge the success of their arguments.

Feedback

Sounds like an interesting idea. It could be combined with the "Interactive Kinect Story Teller" and "Body Posture" ideas to crowd source large amounts of data. This could give the speaker valuable input about the success of their presentation.

"Interactive Kinect Story Teller"

A live 'story teller' will be constantly receiving direct feedback from the viewers, controlling the direction of the storyline. Group participation through the Kinect will allow the audience to participate much in the way a live physical audience would.

Feedback

A lot of supports for this idea. Something we will continue to explore in further brainstorming sessions. Finding a way for a large crowd of virtual audience members to provide feedback to live performances could be an extremely valuable asset in many other possible projects.

"Ghost Town"

Augmenting television with video game elements of interactivity. The show is presented in an animated virtual world, and like a game cut scene. The Kinect will be utilized for audiences' interacting and exploration with the environment, also augmenting additional multiplayer features.

Feedback

The scope is really large, and Microsoft is already doing similar project. We will not pursue this project as it is already under development more or less.

"Body Posture"

Analyzing body positions to determine user interests in the current broadcast. It could be applied to both live and scripted broadcasts. Presentation could be affected based on the level of interest as determined by the Kinect motion tracking.

Feedback

This is an interesting idea, but very hard to do it well. And Microsoft has tried several years with problems to detect positions. We should pursue this at least a little bit more, to see how feasible it may be for our project.

Theme for next week:

- Brainstorming center on the concept of "Interactive Kinect Story Teller", and spend a little more time on the "Body Posture", try applying them to political shows (though they are applicable to almost any live "performance").

- Make a live performance and establish connections with virtual audiences.

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