## **Design Concepts:**

Team DynacTiV has been keeping constant contact with faculty members, advisers, and our client throughout the week.

The discussions have centered around the main concepts and ideas we have been developing over the last few weeks, and we have been receiving valuable feedback from as many sources as possible. The main concepts we are trying to bring into our project include:

- How do we bring feedback for performers?
- What do performers want to be able to gain from making television more interactive, for both viewers and themselves?
- How can we tell if the audience is interested or disinterested in the program, and can we deliver that information back to the performer(s) in real-time?
- How to best establish a connection between live performer(s) and virtual audience members?



## **Sep 16th, 2011** • **Volume 3**

Our primary focus shifted to the interactions directly between viewers and performers, with less focus on contact between users. By aggregating audiences' body postures, polling opinions, and background noise levels, Kinect will determine likely levels of user interest in the program. This information can be displayed for the performer, allowing them to adjust to what gains the most positive response from the viewers.

#### **General Data Points to be used:**

- Video Data
   Number of people in room
   Amount of movement/ fidgeting
   Composite of all video
- Audio Data
   Background noise levels
   Layer audio together to simulate "crowd"
- Other
   Voting
   Sub-menus
   Gimmicks(throwing tomatoes)
   Avatars

## Team DynacTiV Presents Contact etc\_dynactiv@hotmail.com

# Microsoft

### We've Done:

#### Tech-demo

Motion-sensing of multi-users to detect how much movement

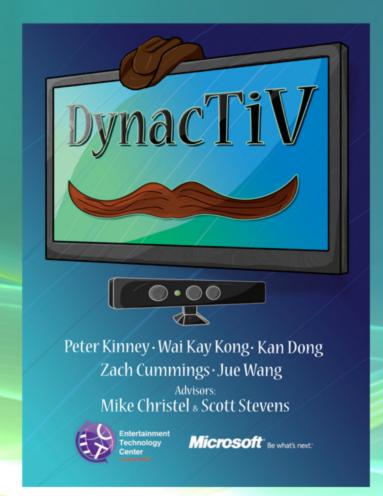
#### **Branding**

Website is built up, but still needs to add more contents.

http://www.etc.cmu.edu/projects/dynactiv/

Basic structure of touch-screen completed.

First draft of Poster.



#### **Team Pictures**



## **Next week:**

- Tech research and demos about movements and background noise
- Finishing the touch screen display
- Research of previous BVW worlds,
   looking for interactions between audience
   and performers
- Do a survey, asking for people's interests to political shows, desired features, etc.
- Design Document
- Schedule of whole semester

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