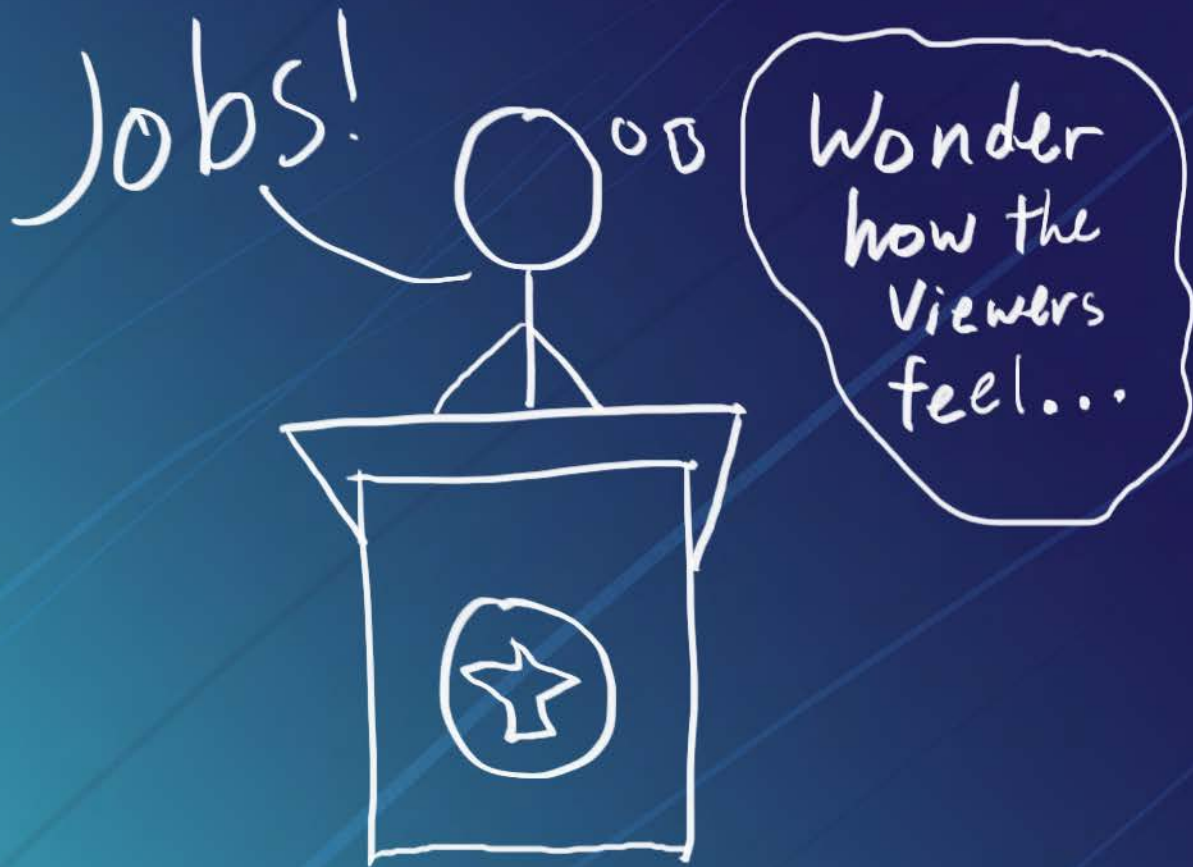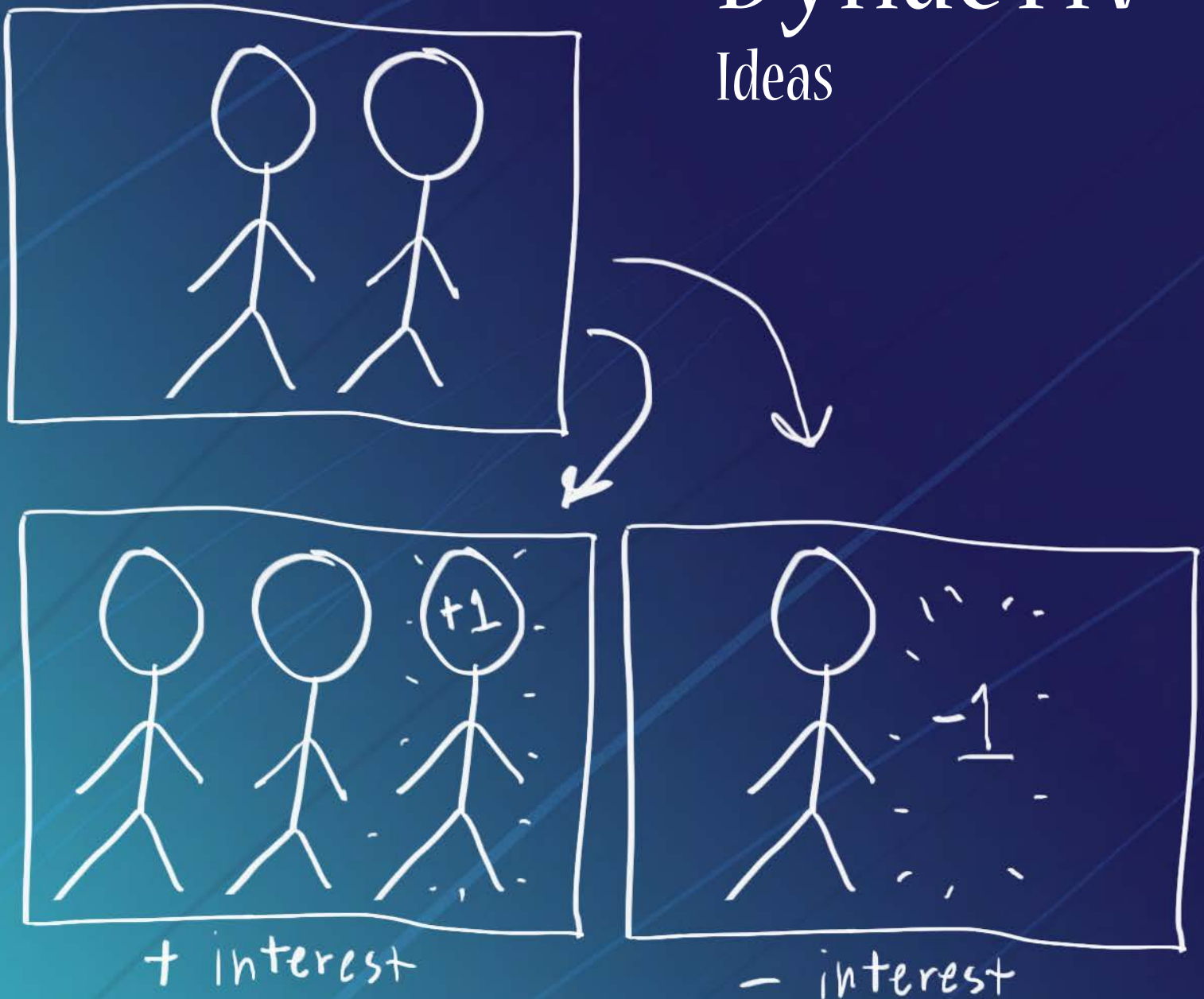# DynacTiV

Ideas

Objective -

   To provide feedback to a remotely broadcasted live performer from viewers at home as if they were a live audience through the Kinect.

   The direction is to provide feedback from home audiences during a political event as well as a possibility of using this at other live events.
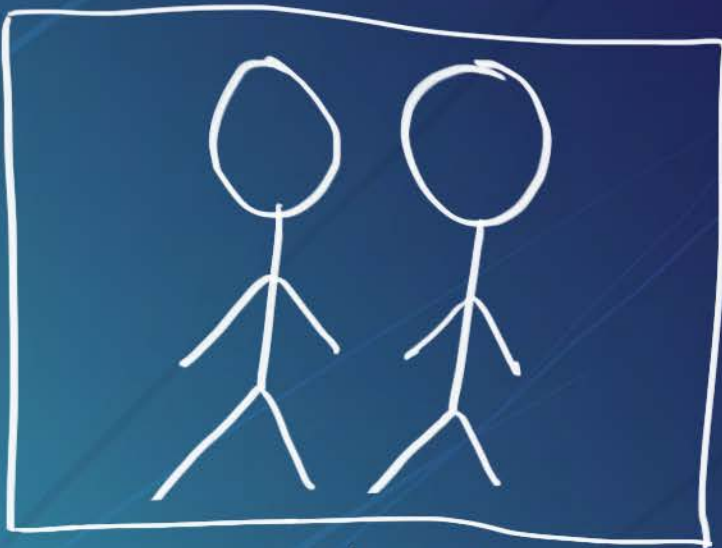
+ interest

− interest

Number of people in room

   Generally, more people watching directly equates to interest. If the number of people decreases, then it means loss of interest.

   Some interesting situation dependent data can be pulled here as well, e.g. someone on screen drinks a soda -> see how many people leave -> presumably people who left wanted a drink.
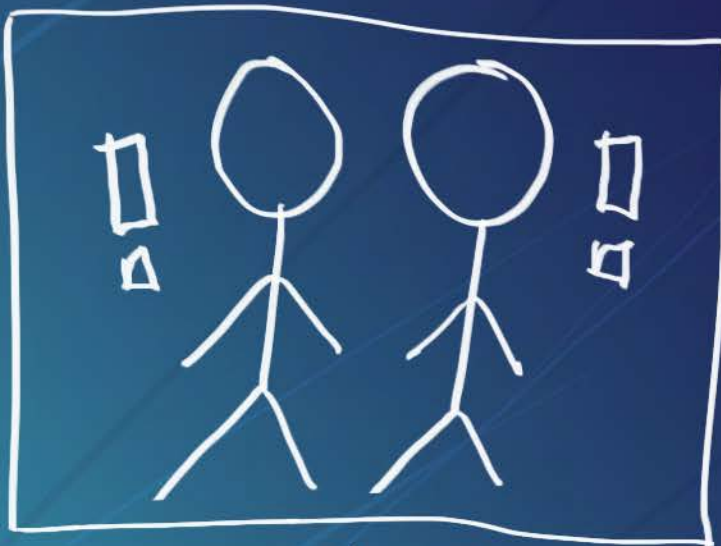
DynacTiV
Ideas

+ interest

− interest

Idle Movement

Engaged people will tend to fidget less. When people are bored, they shift uncomfortably and seek other things to do.

Care has to be taken, however, since certain things can naturally cause audiences to move e.g. laughter. Reading the data within context will be important.

+ interest

- interest

Background Noise

Typically, more noise -> less interest. Engaged Audiences tend to be quiet.

Care has to be taken as the context of the situation can change the meaning of background noise. An example is cheering or laughter as opposed to small talk or murmurs.
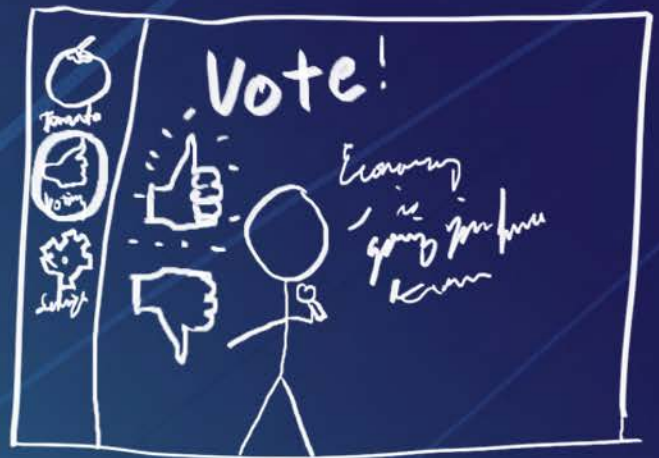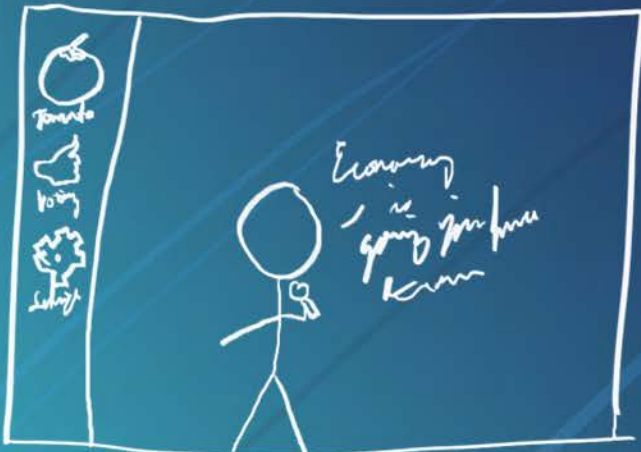
DynacTiV
Ideas

Simulated Audience

Composites of cutouts and audio of a sample size of the viewers at home to simulate a "live" audience for the performer.

The use of Microsoft Avatars to simulate an audience is possible.

Voting inside a Buried Interface

Burying the UI makes it take some effort to access. This makes the vote much more meaningful. Hopefully it will filter out throwaway votes and only the people who really want to vote will do so.

"Throwing Tomatoes"

Visual/Audio gimmicks that can also feed back useful data or used as a hidden voting mechanism, e.g. throwing a tomato means disapproval and throwing flowers is approval.