

## Quarter

Team DynacTiV presented to three groups of faculties and visitors on Friday afternoon. We talked about project's background, early stage of brainstorm and research about previous experiments. By giving the scenario, we expressed how our dynacTiV experience will be, and how we can take advantage of the technology by using Kinect to explore a new way for interactive TV. In addition, we showed them the 4 demos, which are motion/presence, thumbs up/down, throwing tomatoes and audio analysis, to give them a better view.

## Feedback

- "Revolutionary": "*Passive interactivity is an interesting design challenge.*"  
Most faculties think we have a good start, and the fact that we are providing feedback for live performers or politicians is both an advantage and a challenge.

- "Intuitive": They like thumbs up/down demo, and feel there are a lot of potential in it.
- "Interesting": Throwing tomatoes demo is intriguing to them, there is one concern that it might be distracting when you are watching the show.

### Concerns&Suggestions:

- Identify who's been influenced by this? Is it really useful for them?
- Need good user interface to display data.
- How do you capture a poll with valuable themes?
- Play testing with different scale of groups, because people tend to have different watching experiences with others than alone.
- Play testing with live performance using our resources, like comedy club, or debate high school.

## Tech-Demo

### - Thumb-up/down

By processing the depth image of Kinect captured pictures, we build the thumb-up/down demo. But we also found the limitation of the capture region (approx. 4-6 feet), that after certain distance away Kinect's capture region, the pixel of thumb becomes too small to be distinguished. We are thinking of finding other intuitive approval gestures for a substitute.

### - Throwing Tomatoes

We also build this demo that you can throw tomatoes directionally. This is just one the gimmicks that we'll use in the buried interface. It reflects how much people want to engage in the show, and directly shows their opinions.

## Design

### Scenario 1&2

We have two basic scenario scripts describing how our system is used in certain circumstances. The scenario scripts give us a whole impression of our high concept, and provide enough details in a design perspective.

## Next Week

- Integrate all the demos in Unity.
- Try to read time stream data real time, and also for later use of simulation data.
- Get video capture data into Unity.
- Concrete designs.
- UI design.
- Talk to faculties and visitors personally for more feedback.
- Seek for local resources of comedians or politicians, and plan for play testing.



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