

Weekly Report

Team Physion

Week 5 (02-08-2010)

Things we did

1. Prepare presentation

We prepared for quarter walkaround, and finished. We got many useful advices from faculties.

2. Item Research

Besides using Wiimote, laser or arcade gun can be considered. As ETC didn't have controller, we found several gun controller on internet. In addition, we would research on Beyond VR and Thought Technology.

Attached – Physion CIS device report

Things we will do

1. Research based on quarter walkaround feedback

We would look into the advices from faculty.

- Reference to former ETC project
Augmented Cognition F2004 Pittsburgh
Advisor: Jesse

According to Jesse, they used EEG and motion capture. They didn't know what they are doing and very unsatisfied as well as their client. He suggested proving that it is fun to play with biofeedback.

-> We would make prototype and check it from next week. EEG provides extremely complicated and 'motion caputre' as well.

Mike informed us that there is some CMU Project in Computer Science in CMU using brainwave checking device.

- Game design suggestion Zen master: game that try to control and calm yourself

When disaster came, player feel embarrassing then player should try to calm.

- Suggestion to use eye tracking device
- > It is not biofeedback and Neurosky is already on the head. In addition, the product is still in prototype stage. It's not reliable yet.

Biofeedback was big boom a few years ago. However, most of them are gone.

- Institute of Creative Technology in University of Southern California does many military related projects. It is worth to searching.

2. Research on former ETC projects

Faculties suggested to research on former ETC projects. Yantong would make the list of former ETC project research related on our project. We would research on those and talk the advisors of them.

Augmented Cognition (Spring 2004, advised by Jesse)

<http://www.etc.cmu.edu/projects/biofeedback/>

Night of the Living Dead (2006)

<http://www.etc.cmu.edu/projects/livingdead/>

There are some projects related to motion control, might be useful:

Table Topia

<http://www.etc.cmu.edu/projects/tabletopia/>

Mo'Jox (Sprint 2006)

<http://www.etc.cmu.edu/projects/mojox/top.html>

Master Motion

<http://www.etc.cmu.edu/projects/mastermotion/>

Wizards & Lizards

<http://www.etc.cmu.edu/projects/wizliz/intro.html>

3. Making prototype

We would star make prototype.

Setup system, game design