Home + Olymic with Kinect

Team 4:

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BACKGROUND & OBJECTIVE

Background:

Using the characteristic of the Kinect, we wanted to create a content that uses entire body. So, we decided to make one of the themes of the sports.

Target:

To the people who don't want to go out of their house, but want to do something active and who are not familiar with Kinect.

Objective:

The user can experience various activity (sports game) at home, and they can have a special experience.
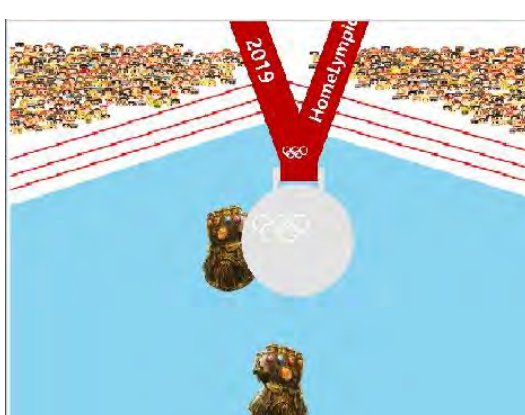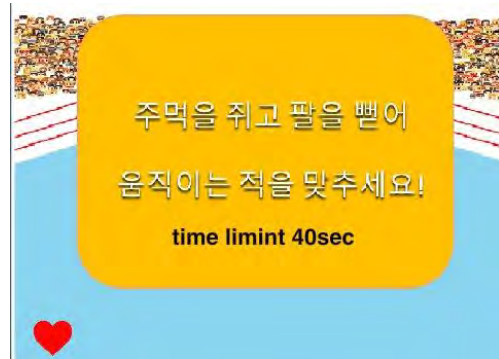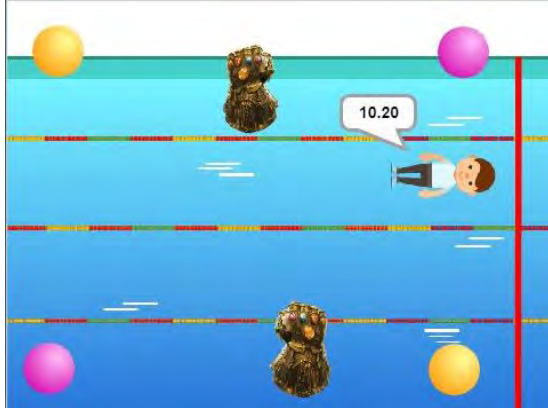
FINAL OUTPUT

Opening   **Choosing Character**   **Final Goal**

Moving Torch Game

Boxing Game
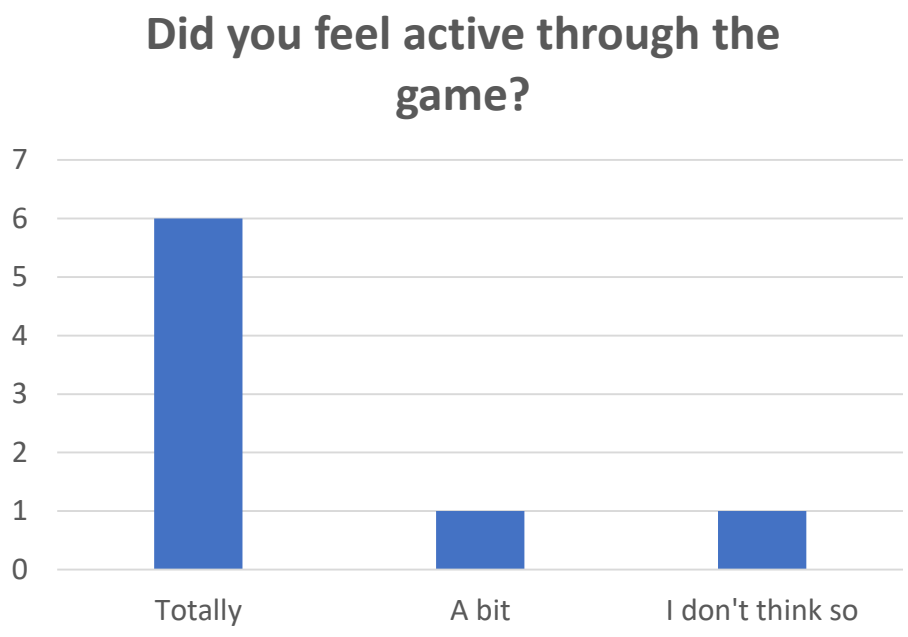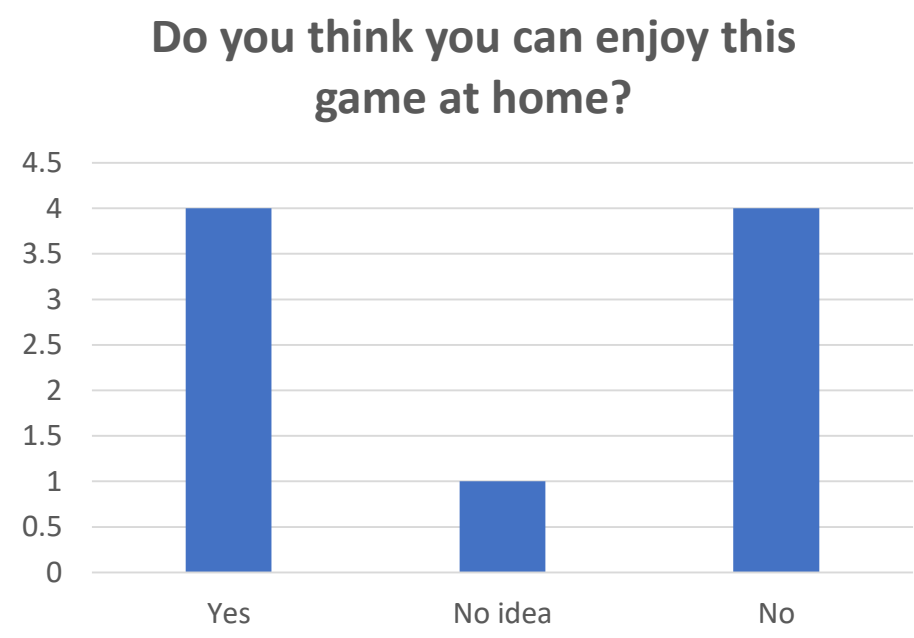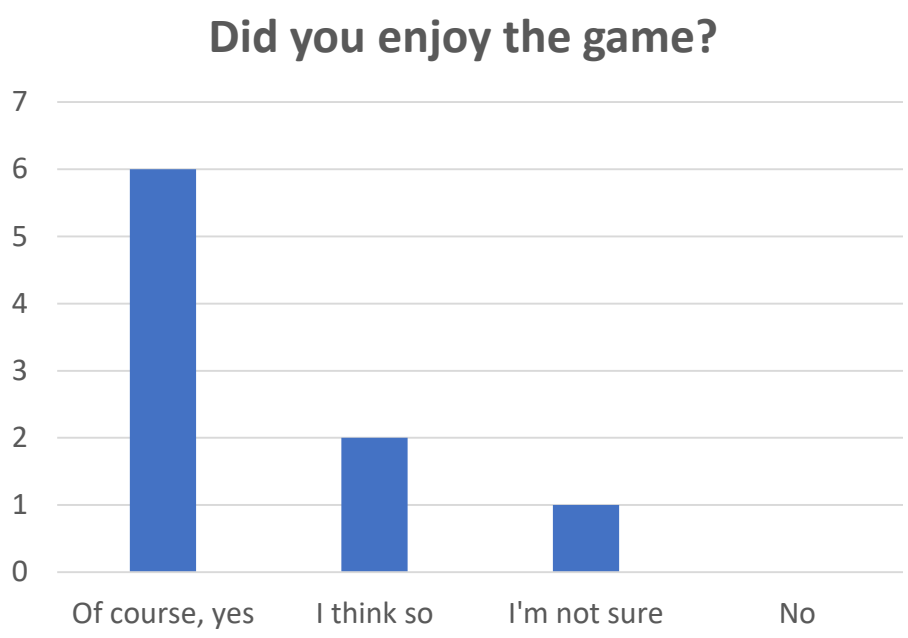

Swimming Game

Running Game
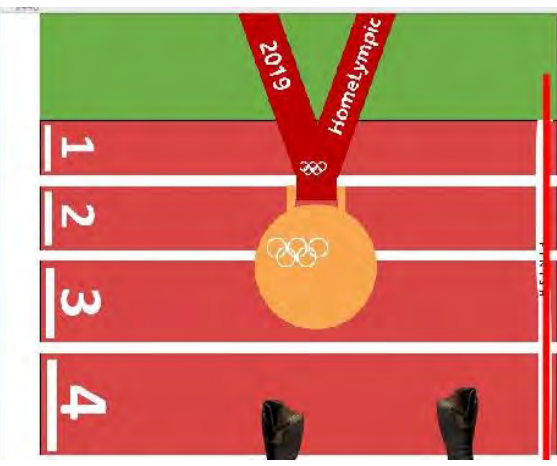
Award Ceremony
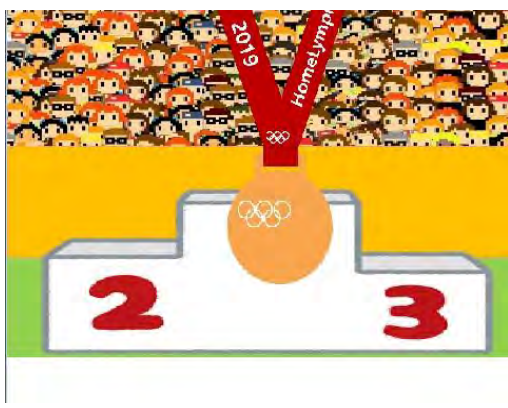
USER TEST RESULT
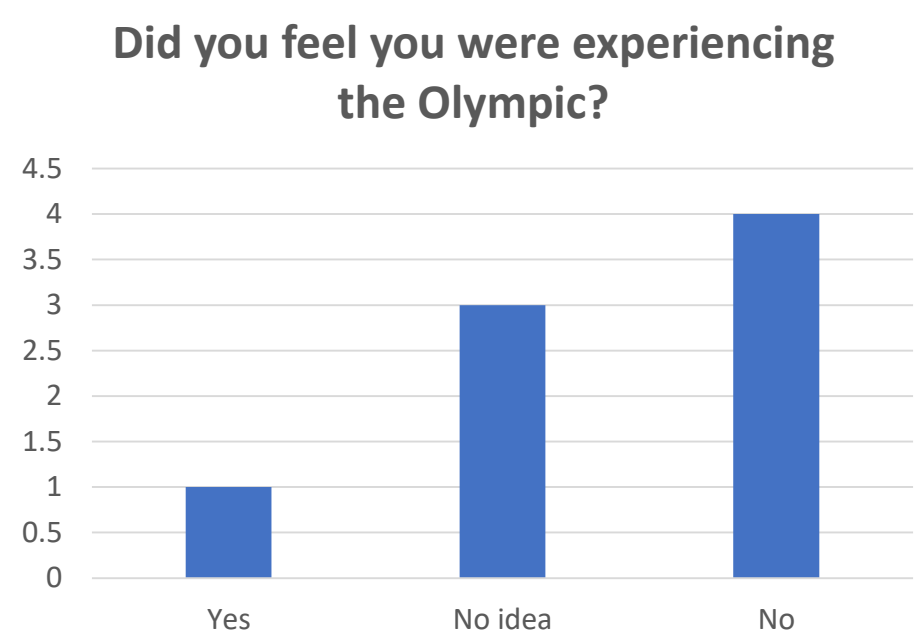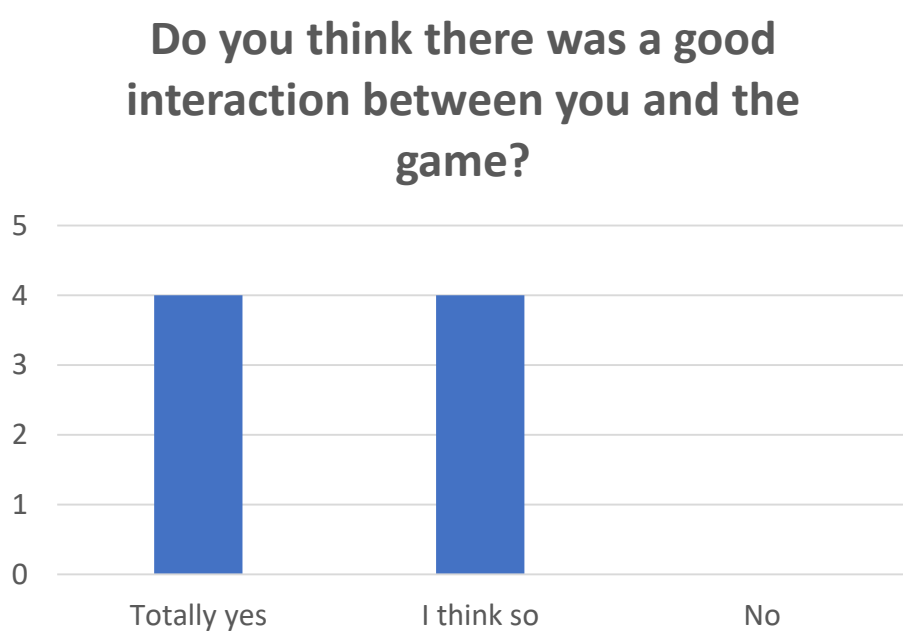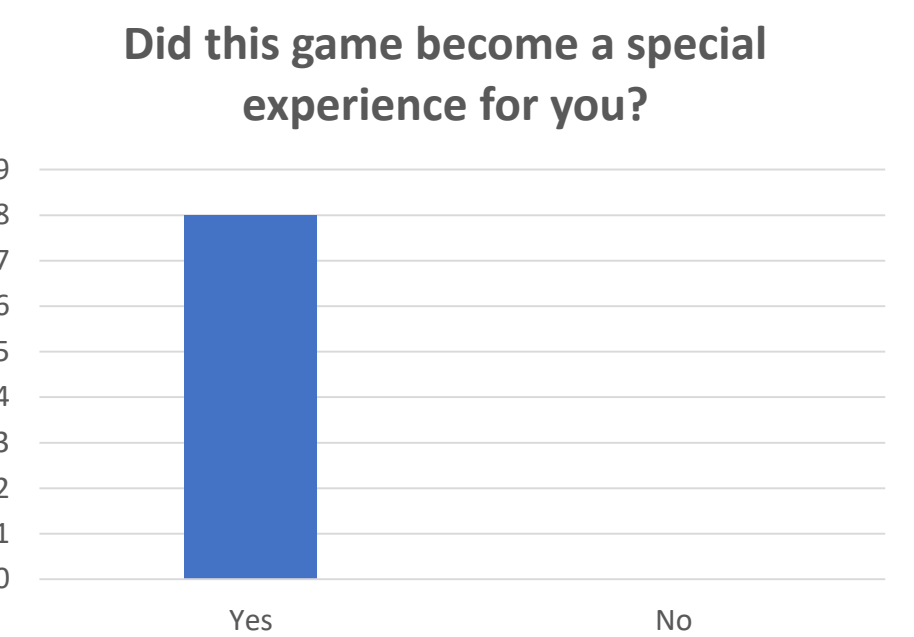
LIMITATION & FUTURE PLAN

Limitation

1. It was difficult to fix the part where the timer started before the pop-up window
2. In case of tall people, it was not well recognized by the Kinect.

Future plan

1. We will create competitors other than the main character, creating competition for users and creating the realistic Olympic game.
2. The 2D graphics of current game will be reinforced and corrected to 3D graphics to enhance the reality of the game.
3. We will add the game using whole body such as rhythmic gymnastics for using Kinect's advantages.
4. By inserting a song into the game, we will make players to become more interested in the game.

CONCLUSION

Success Point

- Providing active content to those who like to be active
- Providing new experiences by getting access to Kinect.

Weakness

- This is too active so it's hard to enjoy at home.
- There is no enough space for enjoying this contents

CONTRIBUTION OF RESEARCH

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Contents Development

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Contents Planning

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