CookiesWay
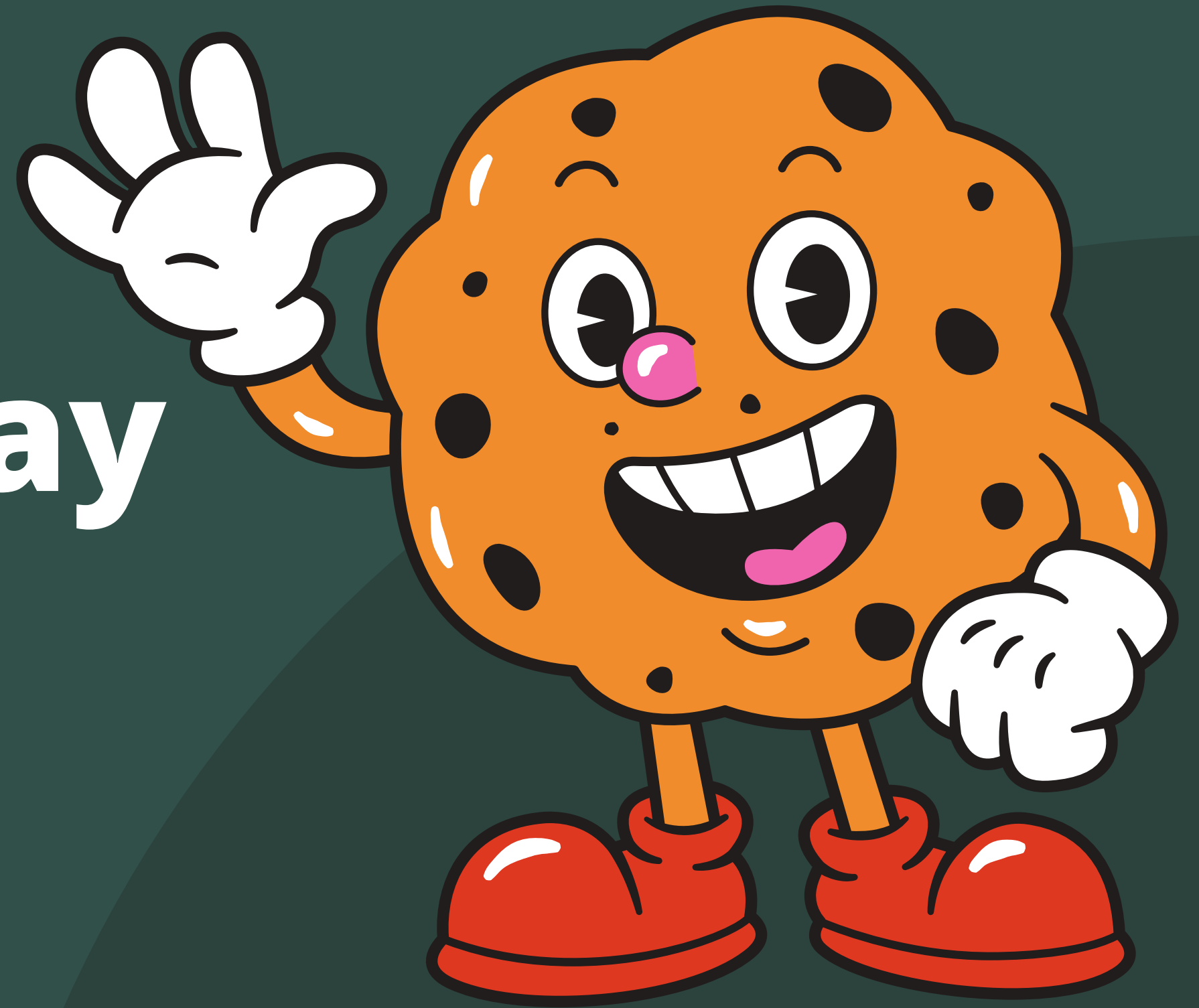
RELEASE THE STRESS

Cross Device Interaction

Conception : Hermione NGUEYEP
Design : Baudouin KEUNNE
Code : Boris DOVONON

◗ COOKIESWAY

THE CONCEPT

Fun in it's simplest form
Eating cookies and dodging Infected cookies

AIM OF THE CONCEPT

- Have FUN
- Concerntration
- Reflection and Strategy
- Eating many cookies as fast as possible

Technologies

- EMOTIV Headset
- EMOTIV Brain computer Interface
- Python Tkinter/PyAutoGUI/Pygame
- JSON-RPC, Web SOCKET

User Journey Map

Rechteckiges Ausschneiden

Stages of Journey	Awareness	Conditions	Movement Test	Rules	Play	Records	Feedback
Persona 1	PlaySoftware Engineer liking simple games						
Customer Goals	1. After programming all day, the player wants to relax while playing a game which does not requires his fingers and hand	1. -Emotiv Headset 2. -PC 3. -game 4. -Internet	1. If headset is connected - 2. Test the showed facial expressions	1. Eat maximum cookies as possible before the time finishes.	1. Eat all the cookies ,while dodging the infected cookies	1. Sum of Total number of points	1. Customer gives impressions about the game

Customer Experience

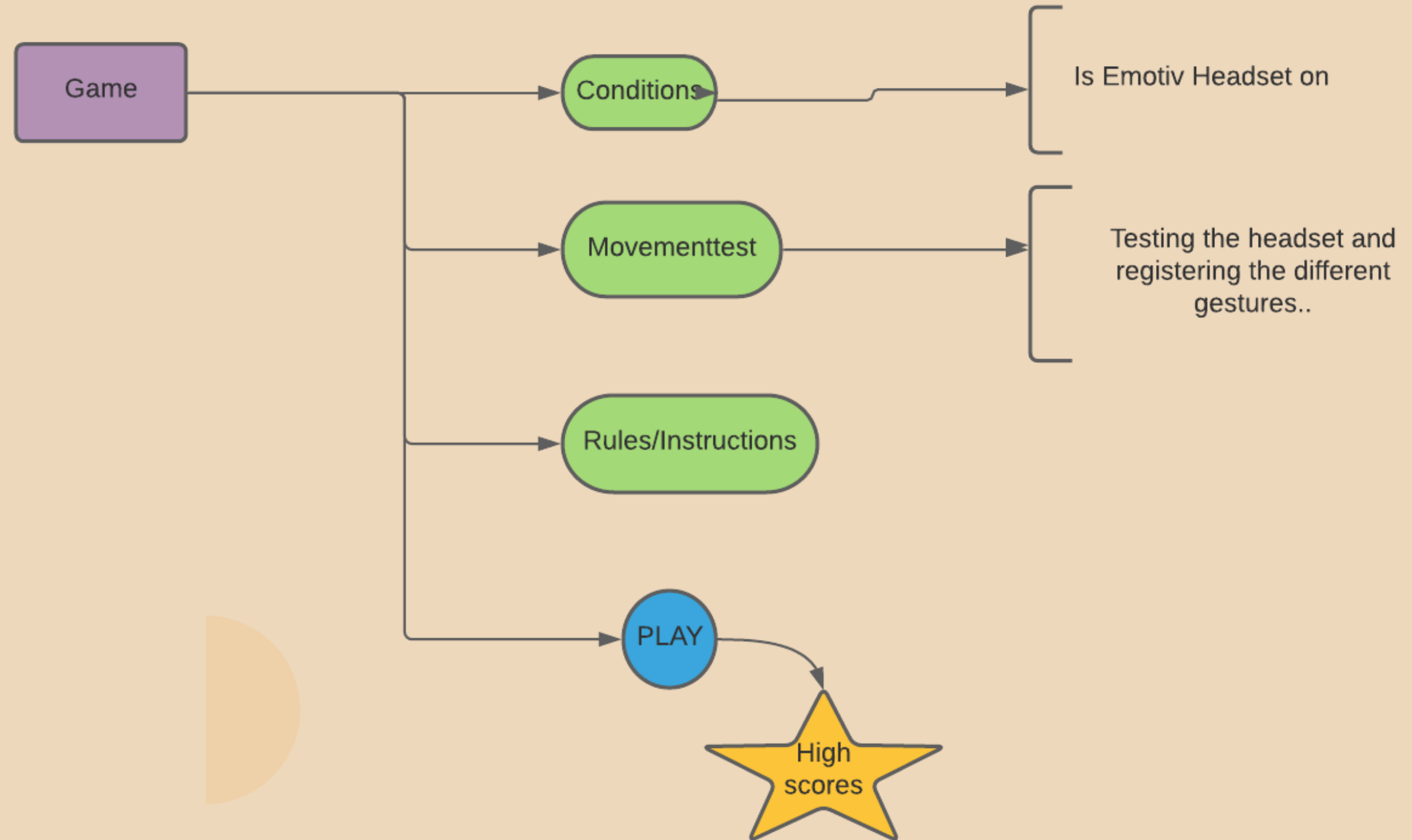| Touchpoints	1. Touchpoint 1 2. Touchpoint 2 3. Touchpoint 3	4. Touchpoint 4	5. Touchpoint 5	6. Touchpoint 6	7. Touchpoint 7	8. Touchpoint 8	9. Touchpoint 9

Satisfaction

Value
100
50
0
-50
-100

1 2 3 4 5 6 7 8 9

Recommendations

Ideas for Improvement							

Game : CookiesWay

Game

Conditions → Is Emotiv Headset on

Movementtest → Testing the headset and registering the different gestures..

Rules/Instructions

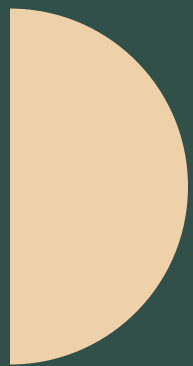PLAY → High scores

Lets Watch a movie

CONCLUSION

- Cross Device Interaction -our objectives were met.
- You have to train the headset .
- The player needs concentration.
- The game can be played with a the Keyboard,a virtual Brainwear and the physical EMOTIV EPOC X

Thanks for your Attention

Questions