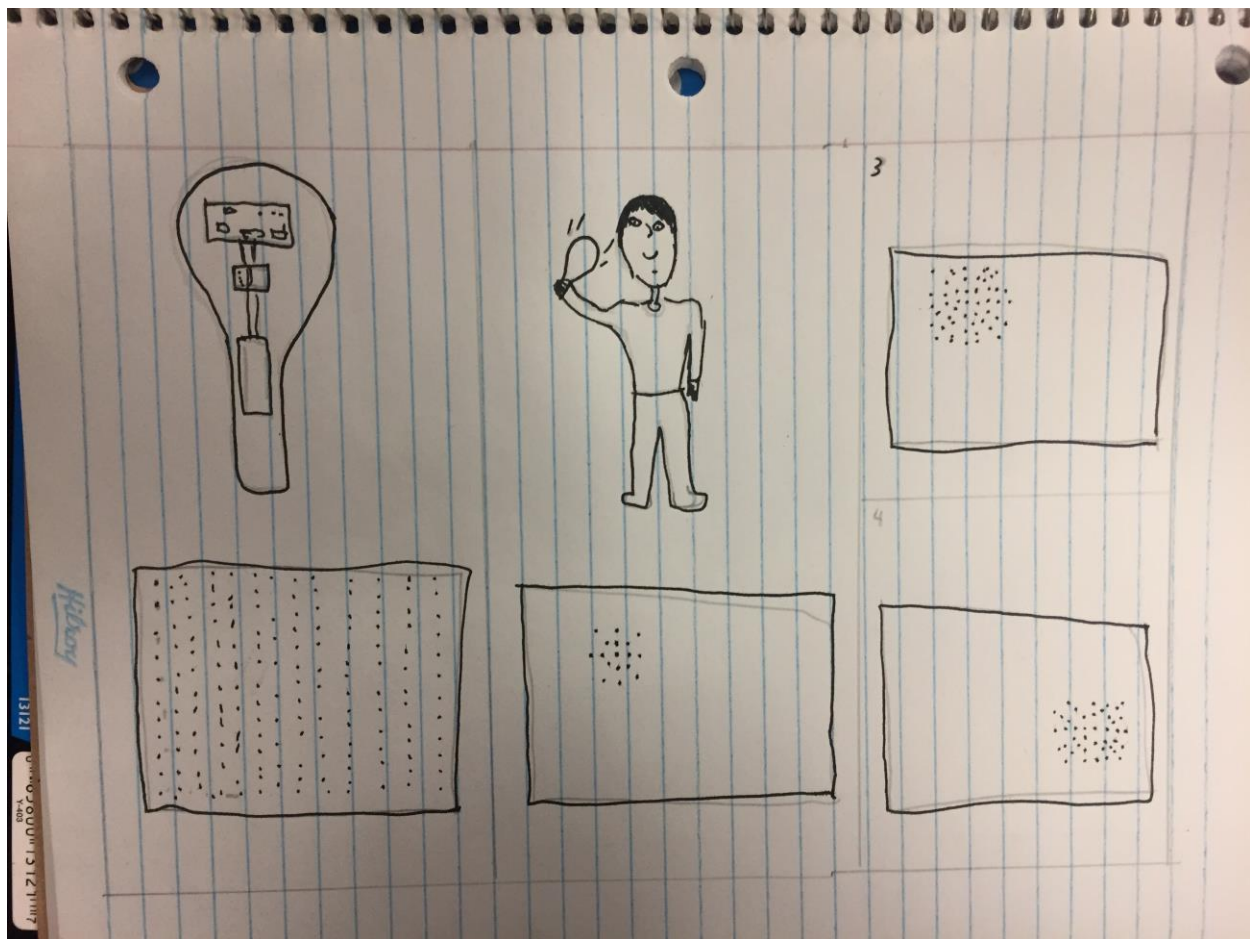




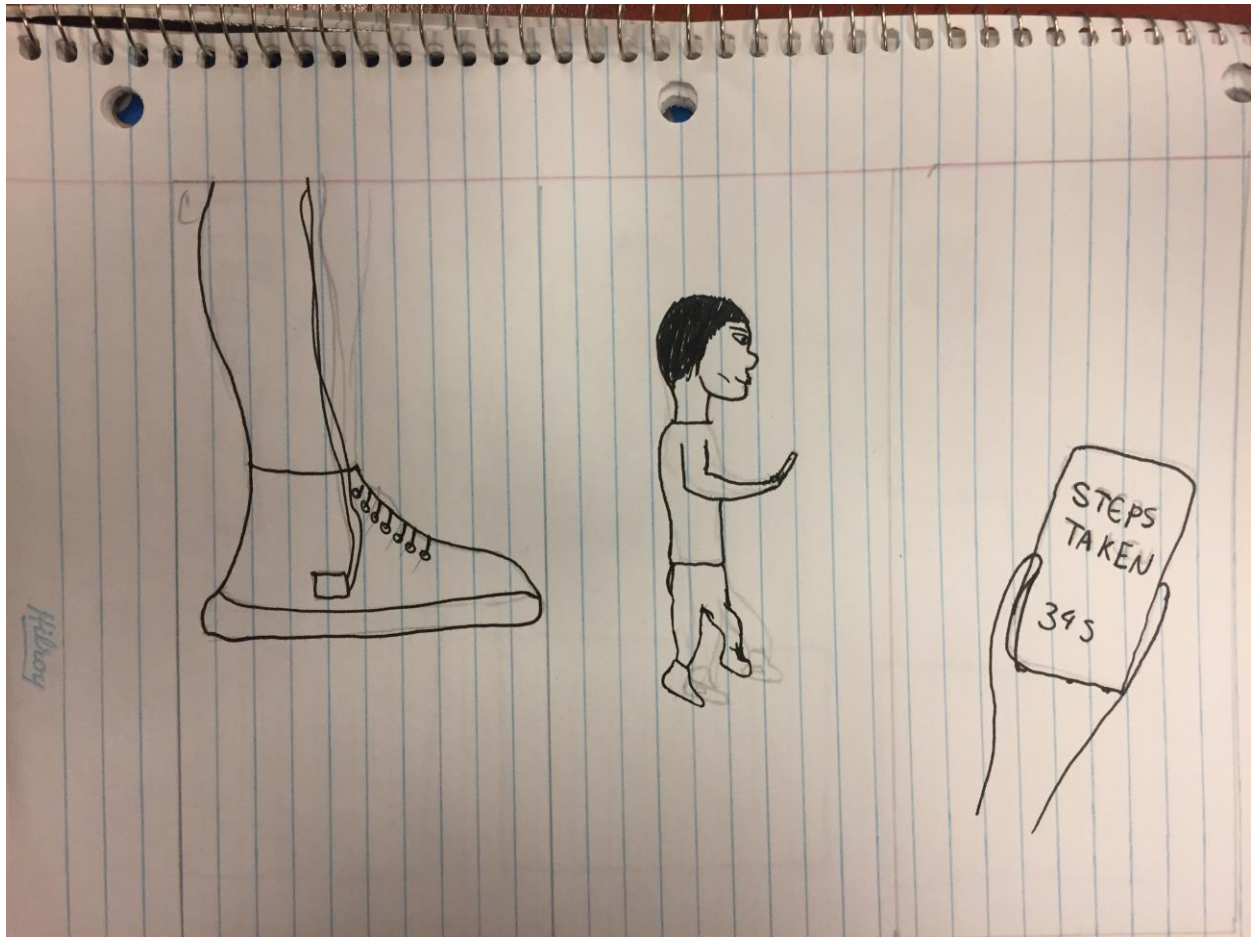
Storyboard One: Sound Baton

The user picks up the baton, realizes it makes sound and starts waving it around composing different melodies.



Storyboard Two: Virtual Tennis

The user swings the paddle with the accelerometer attached, the accelerometer then factors the speed and location which maps to a space on a LED board.



Storyboard Three: Pedometer

The accelerometer is attached to the shoe, which tracks the vibration of the shoe, which adds a step to the counter.