

CHI-PLAY Paper Outline

Group 5

Team Members

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1. Problem description

Characteristics

- Light projections
- Interaction with virtual space
- Busy public place

Constraints

- Indoors due to lighting
- Casual game
- Engagement in a physical space

Challenges

- Instinctive gameplay
- Inviting to people not playing
- Image processing for the physical interaction with virtual space

2. Solution description

Main idea

- Painting with movement
- Collaboration
- Artistic creativity

Why it works

- No pressure
- Satisfaction by creating art
- Collaborating with friends and even strangers
- Easy to play

Type of player interaction

- Walk to draw

- Go to certain spot to change colour
- Erase mistakes
- Technology required: camera and beamer

Limitations and issues

- No gestures
- Limited amount of players
- Painting only shown on wall, not on floor

3. Abstract overview

The goal is to create an inviting game which makes use of light projections.

This will give players a unique experience with physical interaction in virtual space.

“Human Pencils” allows players to virtually paint by moving through the canvas space.

Players are enabled to release their creativity in a whole new way of painting.