

CHI-PLAY Paper

Group 5

Team Members

Liam Clark	4303423
Mitchell Hoppenbrouwer	4243889
Martin Koole	4217500
Jorai Rijsdijk	4282264

Abstract

Human Pencils is a game that gives players a unique experience when it comes to creating art. The game allows participants to paint on a virtual canvas by making use of their own physical interaction. Collaborating, sharing idea's and working together with others is the key to enjoy *Human Pencils* to its maximum.

Introduction

Merely waiting can be a boring thing. We stroll around the airport for another time, we interact with whatever device we are carrying, if only just to kill some minutes of the hours we have left on our hands. A form of amusement that requires no prior knowledge, has no time restraint and gives no pressure in any sort of way, wouldn't that be one of the best solutions? Collaboration will be the main aspect of such a solution.

A game that encourages just that will be more inviting to a broader public (*) than a competitive one, because sometimes, using your own imagination is all you need.

Combining all these aspects, we introduce *Human Pencils*, a painting game that is only limited by your own creativity. Draw with your friends, parents or children, share idea's with strangers and create your own piece of art with anybody around you.

Human Pencils gives players a unique drawing experience.

Gameplay

In *Human Pencils*, players are able to draw on a canvas by using movement and gestures. Participants are able to freely roam the playing field, turning themselves into a colouring brush at will.

To join the game, players can simply walk onto the canvas, which's bounds are defined by the view of an above camera.

Upon joining, the new players gets one of the three defined colours assigned to him or her, let it be red, yellow or blue. In order to apply the colour to the field, players should increase their own span by stretching out their arms. The width of the painting brush increases the greater the span becomes, but will become nothing when players keep their arms close to their body.

In order to switch between colours, a player can move on top of one of the four prior coloured areas, each of them located at the corners of the canvas. Besides the three primary colours, the player can also select the eraser option; the colour white.

There are more colours to achieve however. Players can blend colours by painting over an

existing trail, creating either green, orange, purple or black. The latter will appear when blending all three primary colours at the same spot.

Players have a clear view of their creation on both the playing field and an adjacent wall. The projection on the floor enables players to draw and erase with higher accuracy, as well as giving an indication of the players' position on the canvas. On the wall, players can easily judge the quality of their work, and determine if they are satisfied with it.

Playtesting & Userexperience

Defined constraints to explain some feedback

Where did we test

How did we test? Ourselves / strangers

What feedback did we get?

What did we change because of that?

In what way did this enhance the gameplay?

Why play *Human Pencils*?

As stated earlier, *Human Pencils* puts emphasis on the collaboration aspect, so players will not experience the pressure to perform as they would with a competitive game. To complement this aspect even further, the game also lacks a high learning curve. The presence of both these factors makes it easier for different types of people to step in and play along.

Once they step onto the canvas, these players will have to communicate in order to achieve a

satisfying result. They can share their ideas, adapt to each other and continuously look at the projections to judge the progress of their work. *Human Pencils* really allows players to be artistic, enabling them to paint in a unique way.

The overall goal was to design a game that was meant to be played in a busy place, a location where lots of people had some spare time. To this problem, *Human Pencils* forms a perfect solution; it is an obvious time-killer. Completing an entire painting definitely requires some time, and since the game does not have a limit in any sort of way, it will be an inviting solution for bystanders to get rid of their boredom.

Acknowledgement

We would like to thank

References

[1].