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Target

TARget is a ball throwing exertion game made by me for the research group healthy lifestyle in a stimulating environment with the goal of helping children develop aiming and throwing skills. This project was made using Processing, which is a Java library.

Secret Motion

Secret Motion is a VR project developed for the Oculus Rift where the player can interact with the virtual environment using their own hands using a Leap Motion controller mounted on the front of the Oculus Rift. This project was realised using Unity.

Digital assistant Hendrik

Digital assistant Hendrik is a digital companion and guide users can access on their mobile phone to assist them during their visit at the Gemeentemuseum Den Haag. Hendrik gives handy tips and information whilst being minimally obtrusive using AR technology.

TomTom Curfer

TomTom Curfer is a project in which I redesigned the currently existing TomTom Curfer, a car driving statistics app, in order to add to the experience of its user. For this a communal element was added into the Curfer to make people compete and compare their scores.