

Sputnik Project Report

HCC Project Seminar

Simon Wallner

`me@simonwallner.at`

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Abstract

1 Introduction

1 page

2 Literature Review

2 pages

3 Results

7-10 pages

Description of the Implementation according to the learning goals:

1. Create a system that allows the user to interact with an virtual world through the wiimote. This syststem should be intuitive even for untrained users, and have a very low barrier of entry.
2. Explore the technical capabilities of the wiimote and nunchuck controller and put it to good use.
3. Create a meaningful mapping form the virtual world to the sound generation system.
4. Create a sound generation system that allows nuanced an rich musical expression.
 5. Develop an architecture streamlines the three stages input - processing - output.

4 Evaluation

3-5 pages

Describe the evaluation according to the research questions. Describe the process and the observed results.

5 Discussion

3-5 pages

Discuss the results from the evaluation and answer the research questions.

1. How can the arc of light/fishing rod metaphor be used for intuitive interaction. How does lag impact the system?
2. What meaningful mappings can be derived from the interaction with and the visualisation of the virtual scene.

6 Conclusion

0.5 pages

wrap up the project, summarise findings, and outline future work