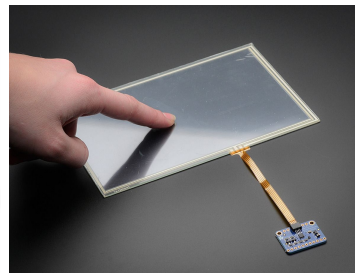
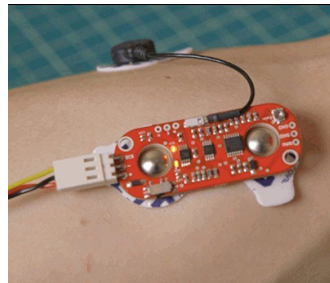
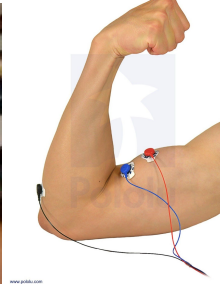


# Form Proposal

## Mood Board

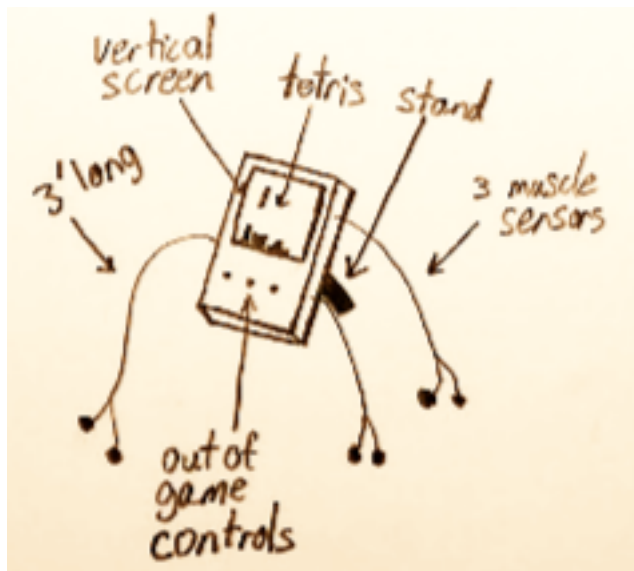
The important characteristics of this device include the ability to sense muscle contractions, the number, length, and arrangement of sensors utilized for a user/users, the way the system is controlled out of game, the way the device is held or set up for use.





### Concept 1

Handheld MGM - The handheld MGM allows users to hold the gaming machine while playing. This concept design includes a mario-like game and would allow for sensing up to 4 muscles, most likely in the arms, while holding the system.



### Concept 2

Desktop Single-User MGM - The desktop single-user MGM is designed for an individual to sit in front of to enjoy a 1-player game. This concept design includes the tetris game with 2 sensors for block movement, and 1 sensor for the block orientation.

### Concept 3

Desktop Multiplayer MGM - The desktop multiplayer MGM is designed for 2 individuals to stand or sit in front of the gaming machine while it is propped up by a stand. This concept design includes the snake game and would allow for each individual to use 2 muscle sensing controls for their snake direction.

## **Concept Summary**

After reviewing and studying the variations in designs, it seems that the Desktop Multiplayer MGM design may be able to fulfill the greatest range of functional requirements. It offers the possibility for 2 player gameplay, as well as more complex single player games. Potentially utilizing both a touch screen and on board controls will assist in the usability when navigating menus out of game and will allow for simple and easy to understand interaction. Potential issues to be aware of when designing may be durability, reach of the sensing cables, as well as memory to store one or more games.