

MIT MEDIA LABS  
2015

Track: Networked Playscapes

Project: DigiCal

MIT MEDIA LABS DI WORKSHOP 2015 | NETWORKED PLAYSCAPES

SOCIAL INTERACTION + FUN + PHYSICAL ACTIVITY + CHALLENGE =

# DIGI-CAL

WHY PLAY IN ONE REALM WHEN YOU CAN PLAY IN TWO!

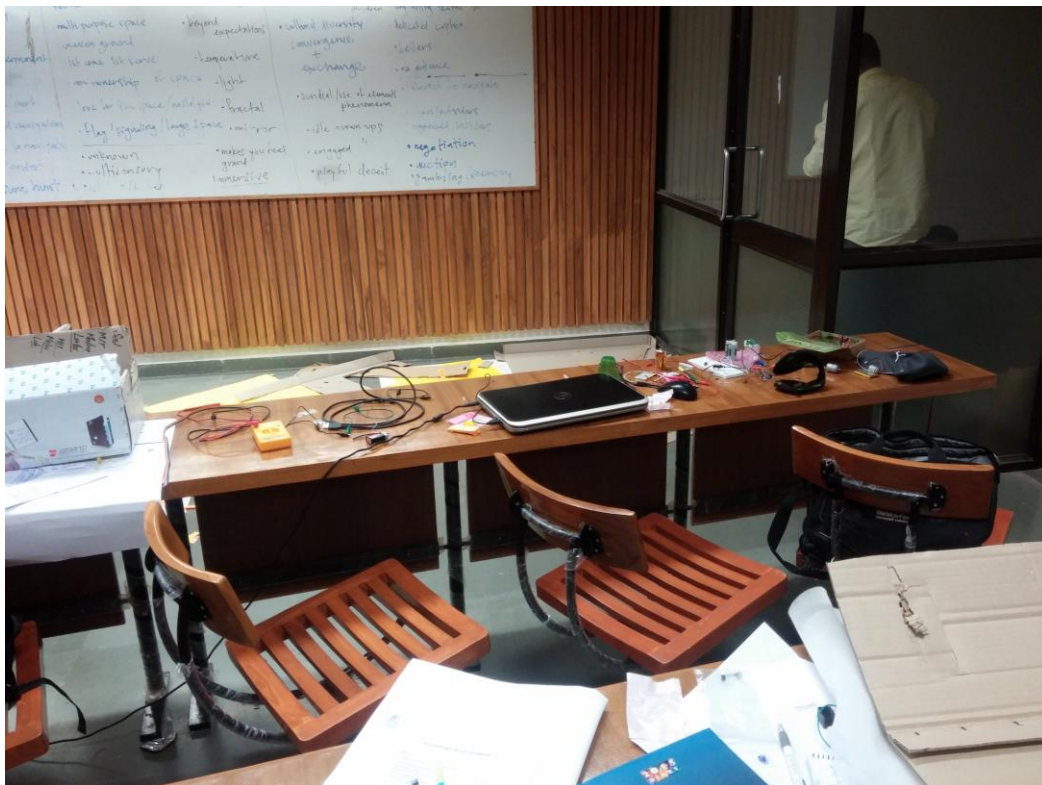


CREATING ENGAGING PLAYSCAPES BY MAPPING  
PHYSICAL INTERACTIONS TO THE DIGITAL WORLD

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The project was named Digi-Cal which is a portmanteau of Digital and Physical. It beautifully merged the hot and trending games of the digital marketplace with our very own, traditional and heart-warming games of the physical world. It aimed at hacking anything around us to be potential playscapes of the future. It made, our simple gaming and toying around with daily objects and interacting with people become an integral part of today's complex gaming environment. Games as simple as trampolines were made to control hi-graphic games like doodle jump. People interacting with swivel chairs controlled the motion of the guy in immersive games like Agent Dash and Subway Surfers. The common gesture of giving a hi-fi was also given a digital meaning. The project simply asked Why play in one realm, while you can play in two!

Let the Hacking begin ;-)



## The Idea Board





## The TEAM

