

Spatial Mouse

Combination of a VR Controller and a Computer Mouse

Concept Presentation

Physical Computing

Who we are

Robin Erb

- 6. Semester
- Computer Science
- Hiwi at HCI

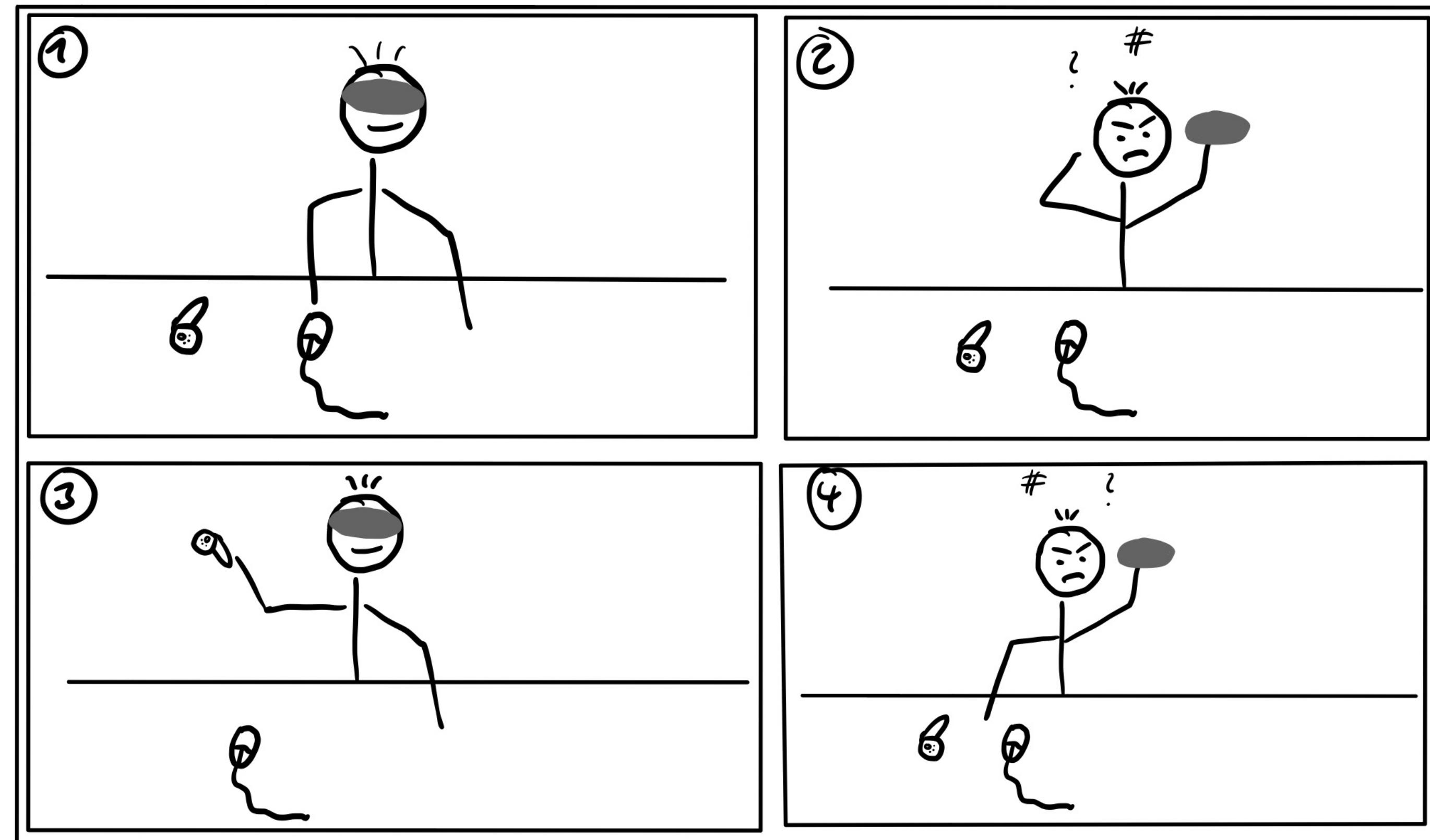


Cedric Wiese

- 7. Semester
- Computer Science
- Hiwi at HCI

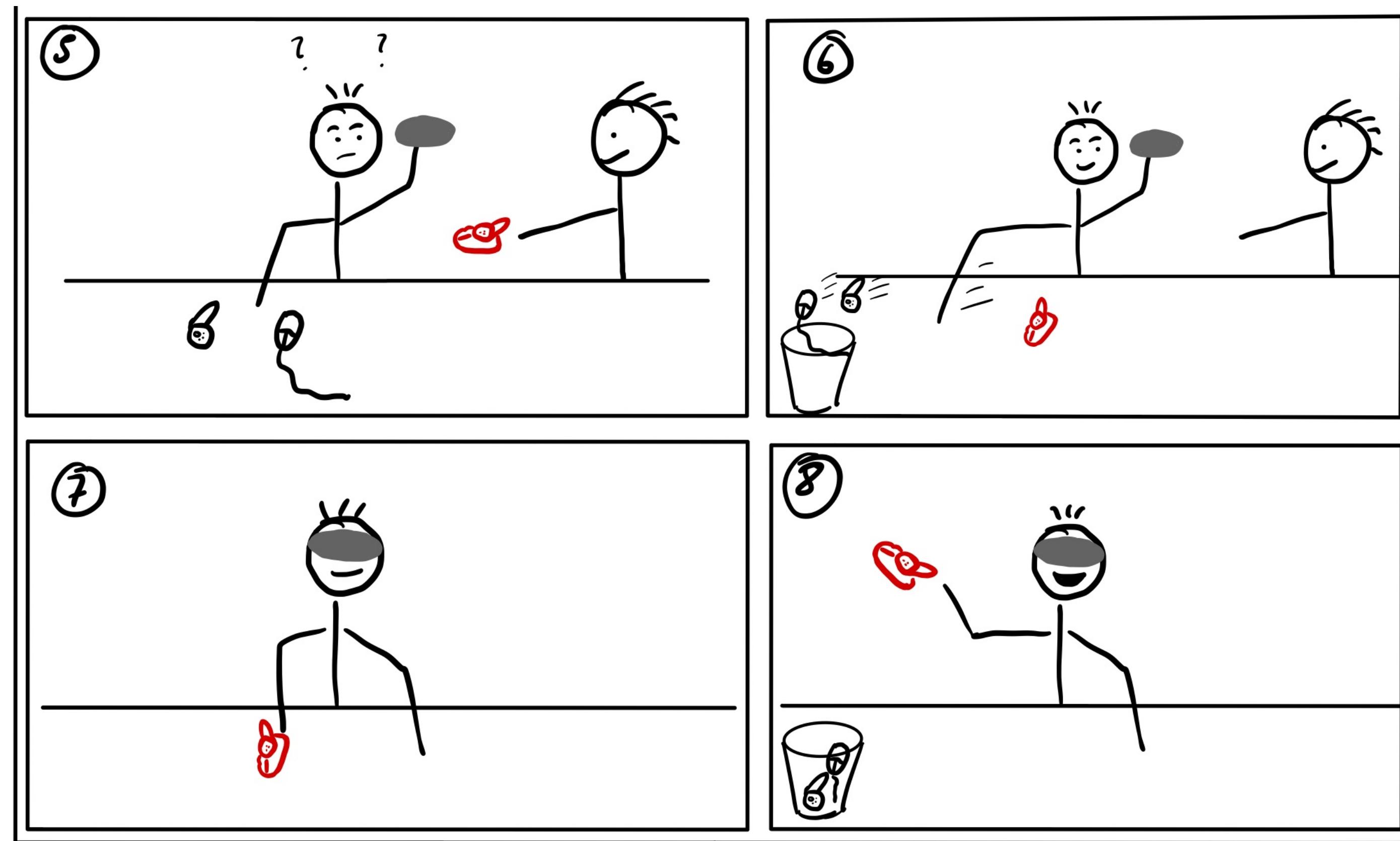
Motivation

Storyboard



Motivation

Storyboard



Target Group

Who is the Model for?



Design

Hand Position

Weight

Buttons



Detachable

Use Case

Grabability

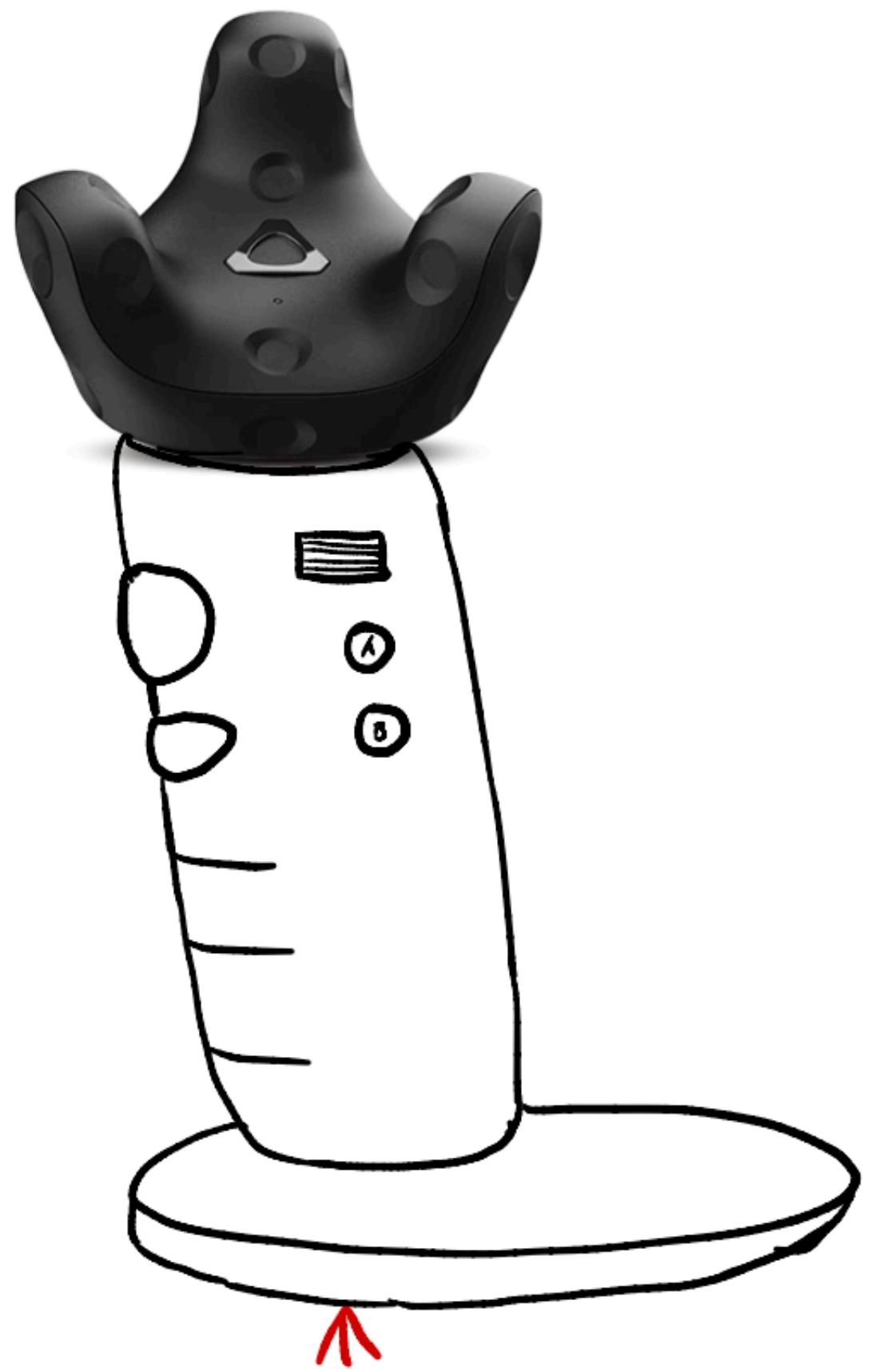
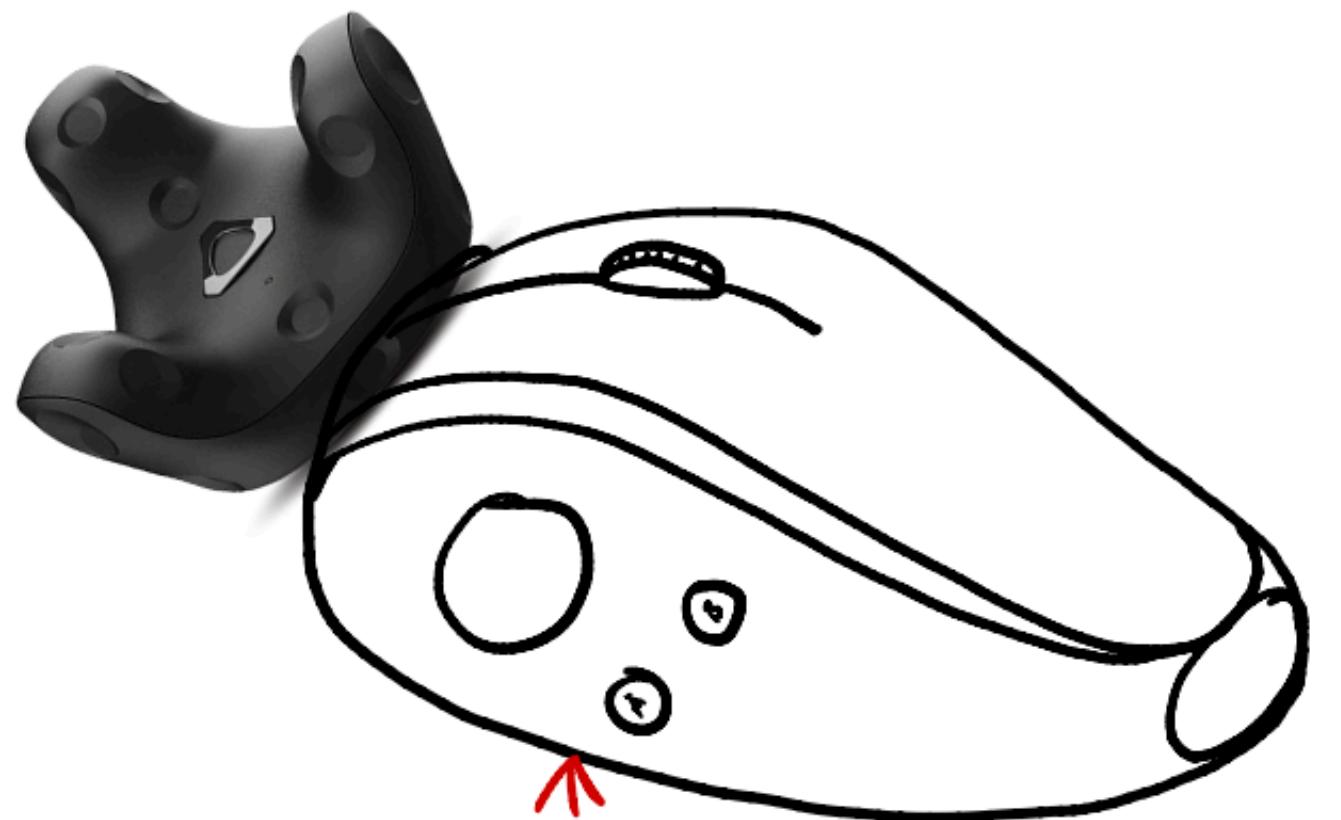
1. Design

VR Controller + Mouse



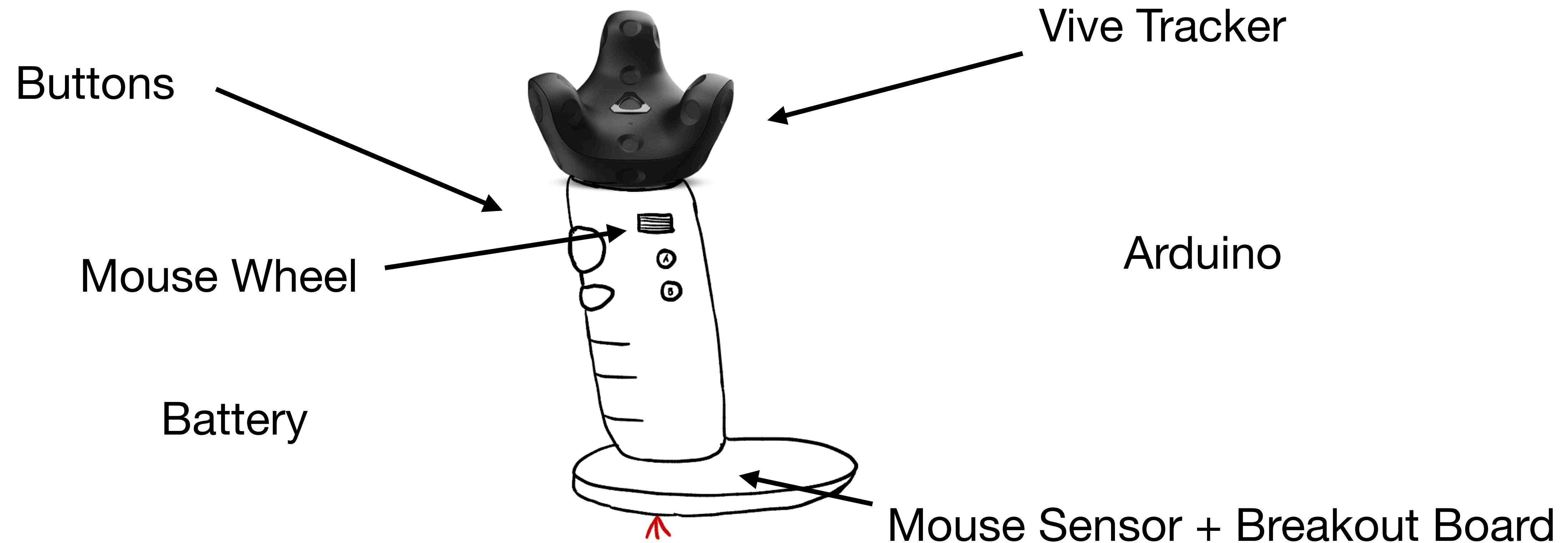
2. Design

Own Design



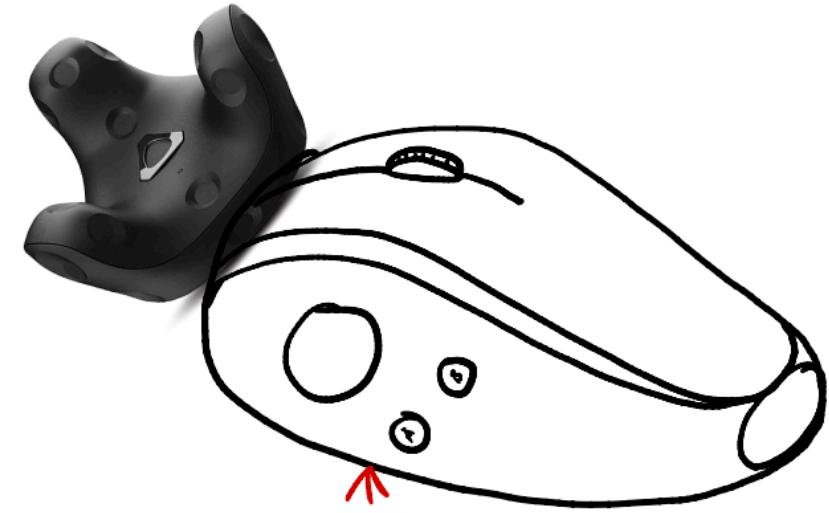
Components

What is needed for the Spatial Mouse?



Next Steps

1. Decide on a design
2. Combine the components
3. Test everything
4. Build the components into a body
5. Work on the body (buttons, shape)
6. 3D print body



Questions or Ideas?

