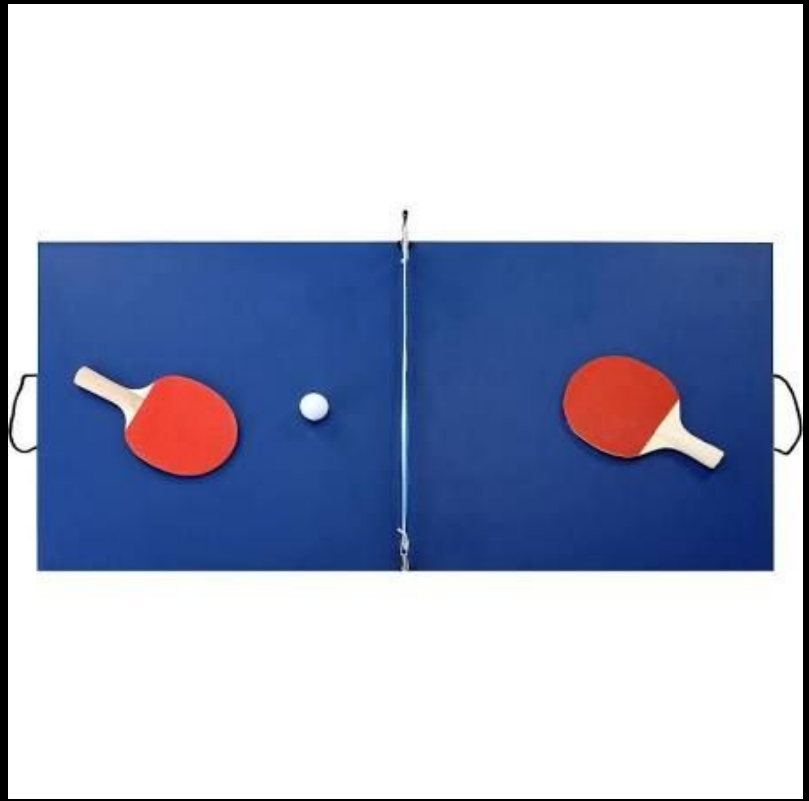
# Augmented Ping Pong

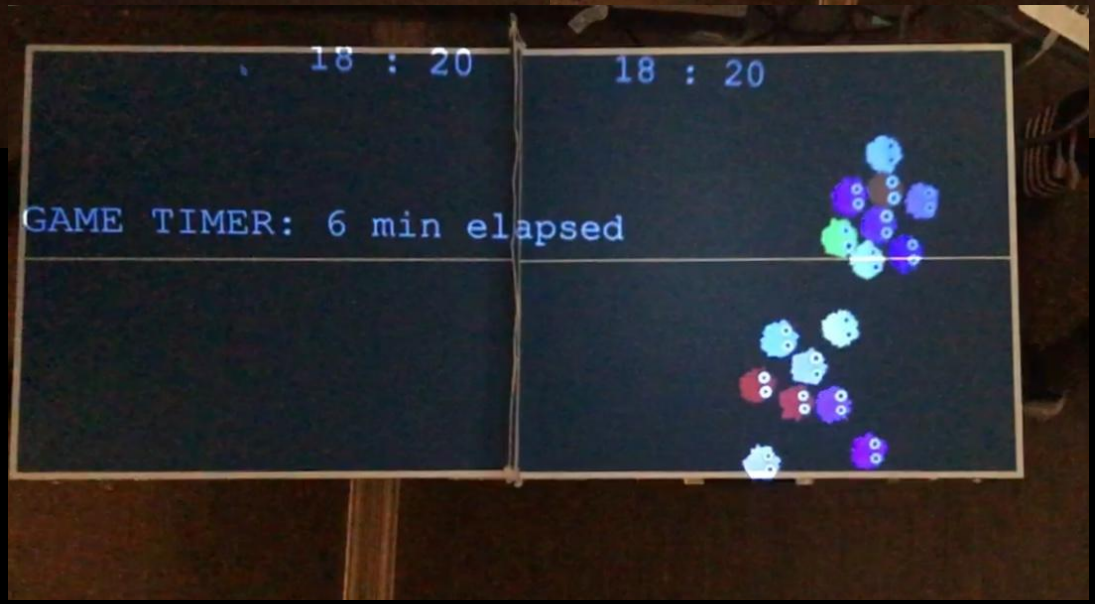
## -- Technology-mediated FUN



**Chun Wang**
***Augmented Ping Pong, 2017***
Portable table tennis table, pico projector, laptop, Arduino, Processing, LED strip, piezo discs, polyester fiberfill, ribbons, paper, and cardboards.


13 : 10
13 10


28 : 32
28 : 32

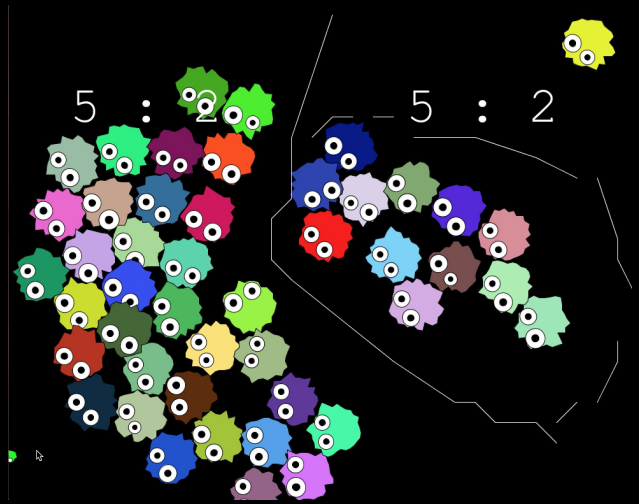

18 : 20
18 : 20
GAME TIMER: 6 min elapsed

**DEMO VIDEO**

# Augmented Ping Pong
## -- Technology-mediated FUN

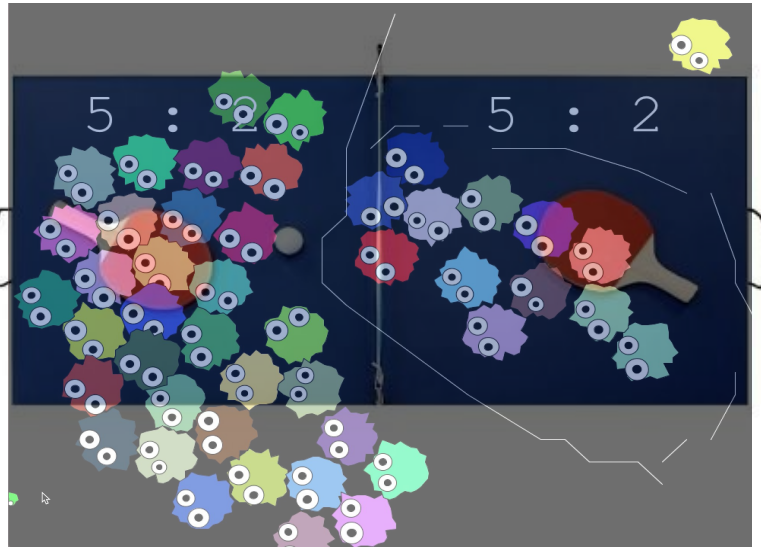
### Audiovisuals (projected)

Active mode




As the ping-pong ball hits the table, it places a small food that these little guys will chase for. The more actively you play, the faster they will move.

### Interactive ping pong table (piezo sensors + Arduino + Processing + projection)

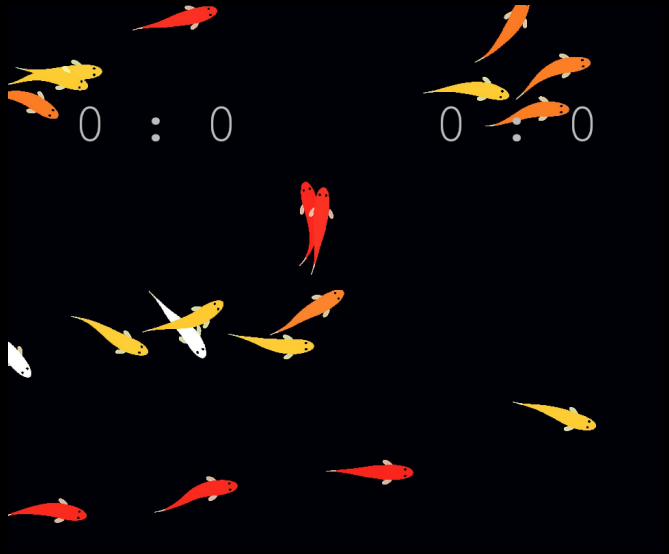


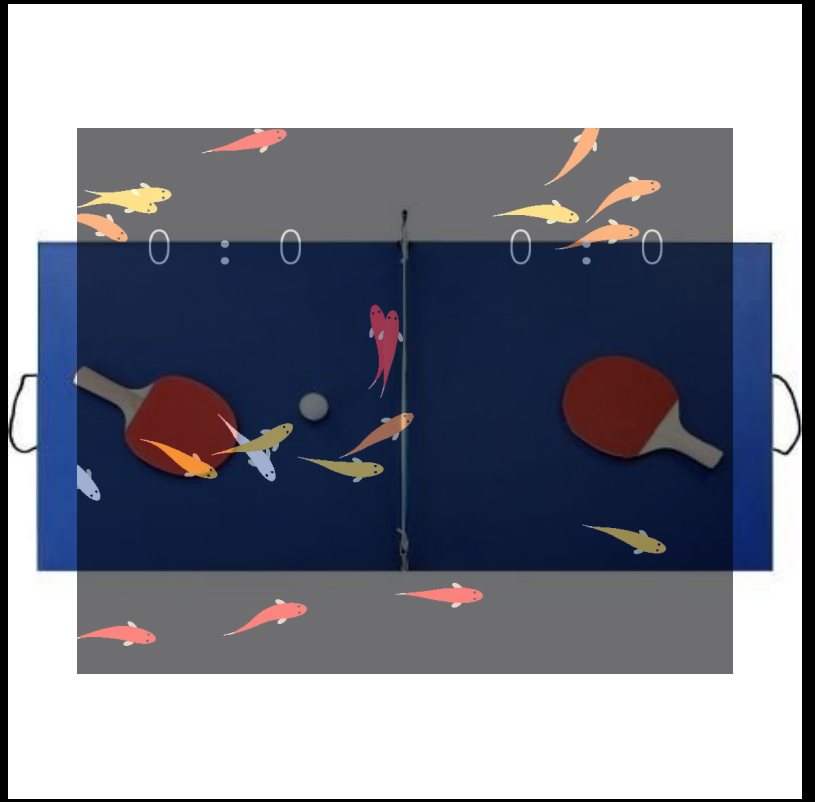
# Augmented Ping Pong

-- Technology-mediated FUN

## Audiovisuals (projected)

Calm mode

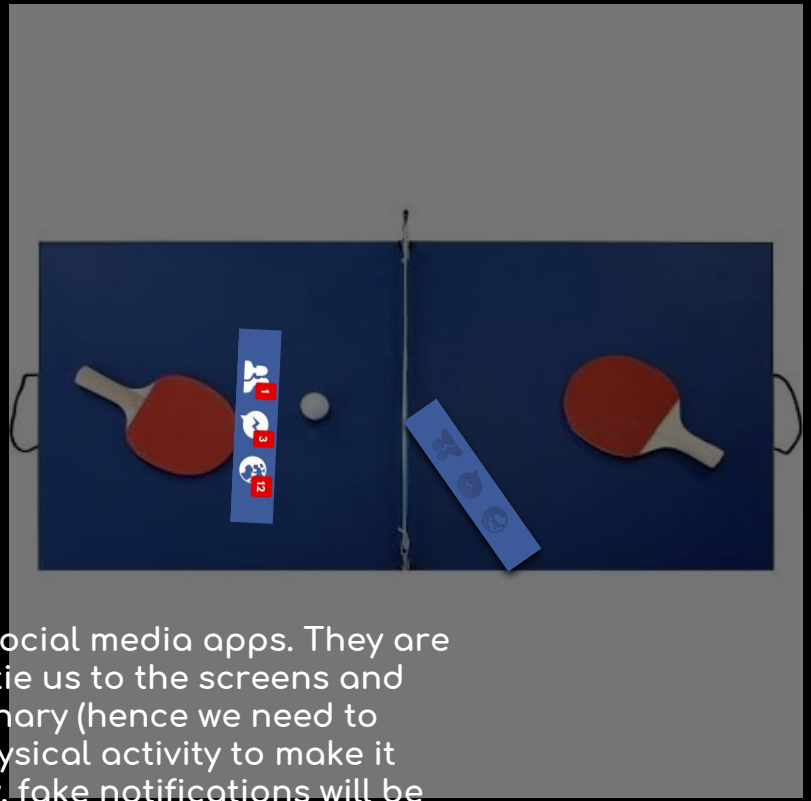


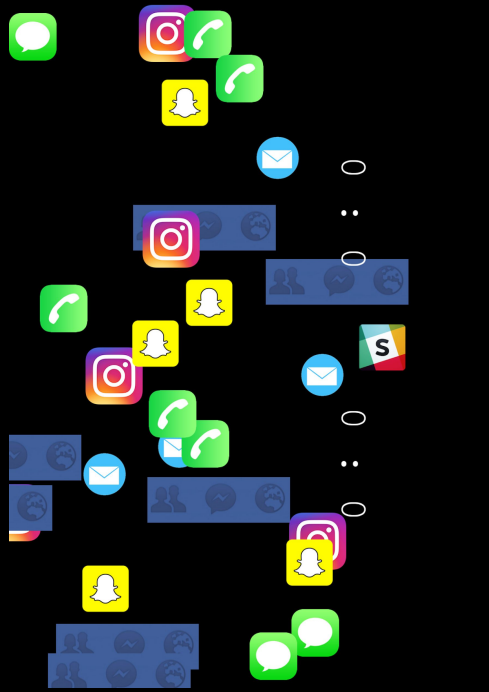




The table will be turned into a fish pond automatically if you don't play for 2 min. Take a break and relax in the Zen scene.

# Augmented Ping Pong

Distraction mode



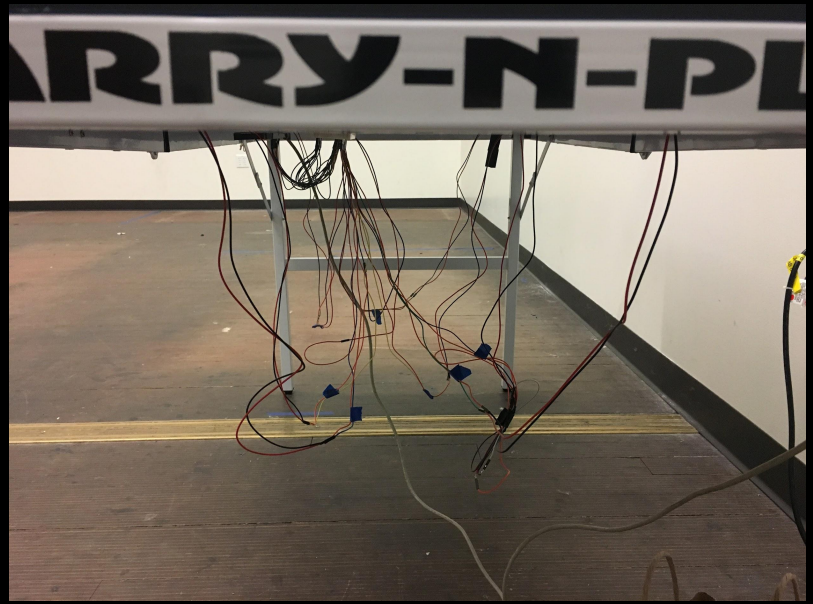
This mode is my critique for social media apps. They are perpetually distracting; they tie us to the screens and make most of our days stationary (hence we need to enhance the enjoyment of physical activity to make it more attractive!). As you play, fake notifications will be triggered from your fav apps, competing for your attention.

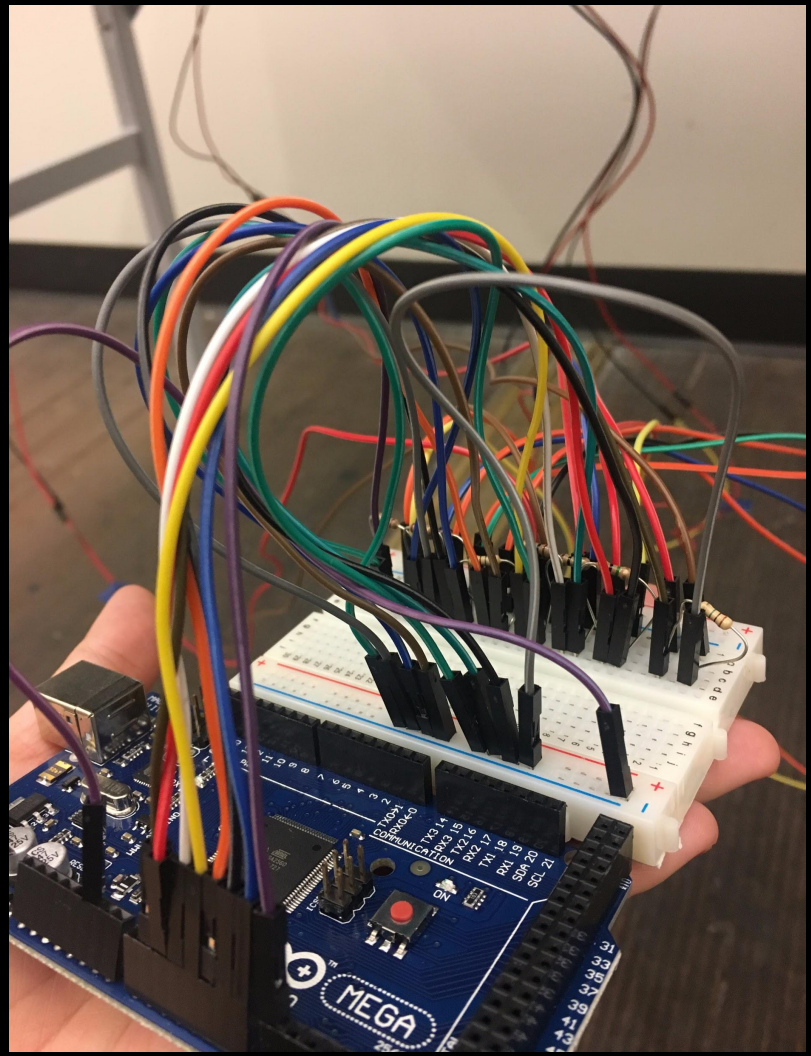
## Interactive clouds (Arduino-powered LED light)

### -- Cloud as in *Cloud* Apps

As an ambient decoration to the play room, this cloud will turn excited when the table is active and pale when no one is playing.

## The Circuit

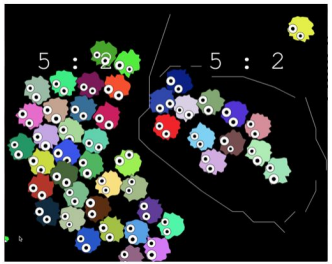


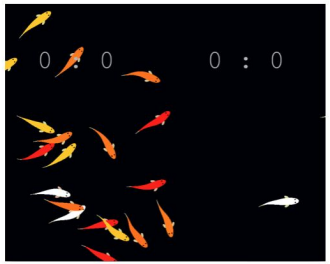
Instruction sheet

# *Augmented Ping Pong*

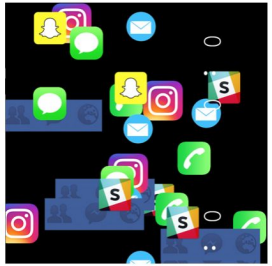
- Press "1" to set table to Active Mode
    - * Press "W" to draw walls
    - * Press "Q" to quit drawing
- Press "2" to set table to Calm Mode
- Press "3" to set table to Distraction Mode




(1)




(2)



(3)

- Press "O" to increase the counter for Player 1  5 : 2