

6.835 Intelligent Multi-Modal Interfaces

Prototype Studio Feedback

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April 2022

1 Prototype Studio: April 5th

1.1 G.A.M.E.R - Eli Villa

A program that uses emotion detection to alter video game experience.

What I like:

1. Background change is cool.
2. There is a somewhat working game.
3. Gaming is an emotional experience. There is great potential in approaching gamers' emotions as an input channel.

What could be better:

1. Voice, or tone of voice could be utilized.
2. Force intensity from controllers (bashing the gamepad) can be useful.
3. Emotions may effect game play, taking into account intentional fooling of the system. The project could even be the basis for an acting game.

1.2 IMMERSCAPE: Multimodal Escape Room - Karen Gao and Hizami Anuar

The project is an escape room experience based on gesture and speech interfaces.

Things I like:

1. The inventory bar is familiar from many other games.
2. There is a nice twist with the ending where the mouse's grandma appears.
3. Picking objects feels like a Jedi trick.

Things that can be improved:

1. Voice commands could be more responsive.
2. Expected voice commands could be hinted at in the game.
3. I do not understand why the mouse needs to die.

1.3 Moody Music - Violetta Jusiega

NO SUBMISSION

1.4 Virtual Rifle Coach - Jose A. Muguira

A skeet shooting simulator based on hand gestures

Things I like:

1. Pivoting to Iron Man style is a good idea.
2. Mediapipe will make it more accessible for users who do not own a Kinect.
3. The project has potential as an exercise app

Things that can improve:

1. The interaction does not feel like shooting anymore, the arm skeleton could be utilized to extrapolate where the user is pointing at.
2. Multiple cameras placed at sides may improve skeleton tracking.
3. Feedback based on hits and misses would improve immersion.