Player sits in virtual environment displayed with the Oculus Rift

Player interacts with virtual cards

Leap Motion used to track hands and fingers

Additional Tablet used for haptic feedback and better gesture recognition

Explain Oculus Rift shortly!

Player positioned at virtual table:

 -coincide with the real-world table measures (defined in the config)

Room or environment can be used to build up the atmosphere

 -extreme poker (playing at cliffs)

 -backroom

 -change environment based on cards you play (magic, 3d model)

Display of hands and body

 -how to display hands? Connect hands with arms or show them flying in the air?

 -Body moves with you

 -Uncanny valley: Is it better not to have a body at all then to have a body that is not

 100% correct

Text on cards too small to read => Custom display system necessary

Outline

Selection of cards

Info box

Buttons

User studies!!!!