

The possibilities of portable screens.



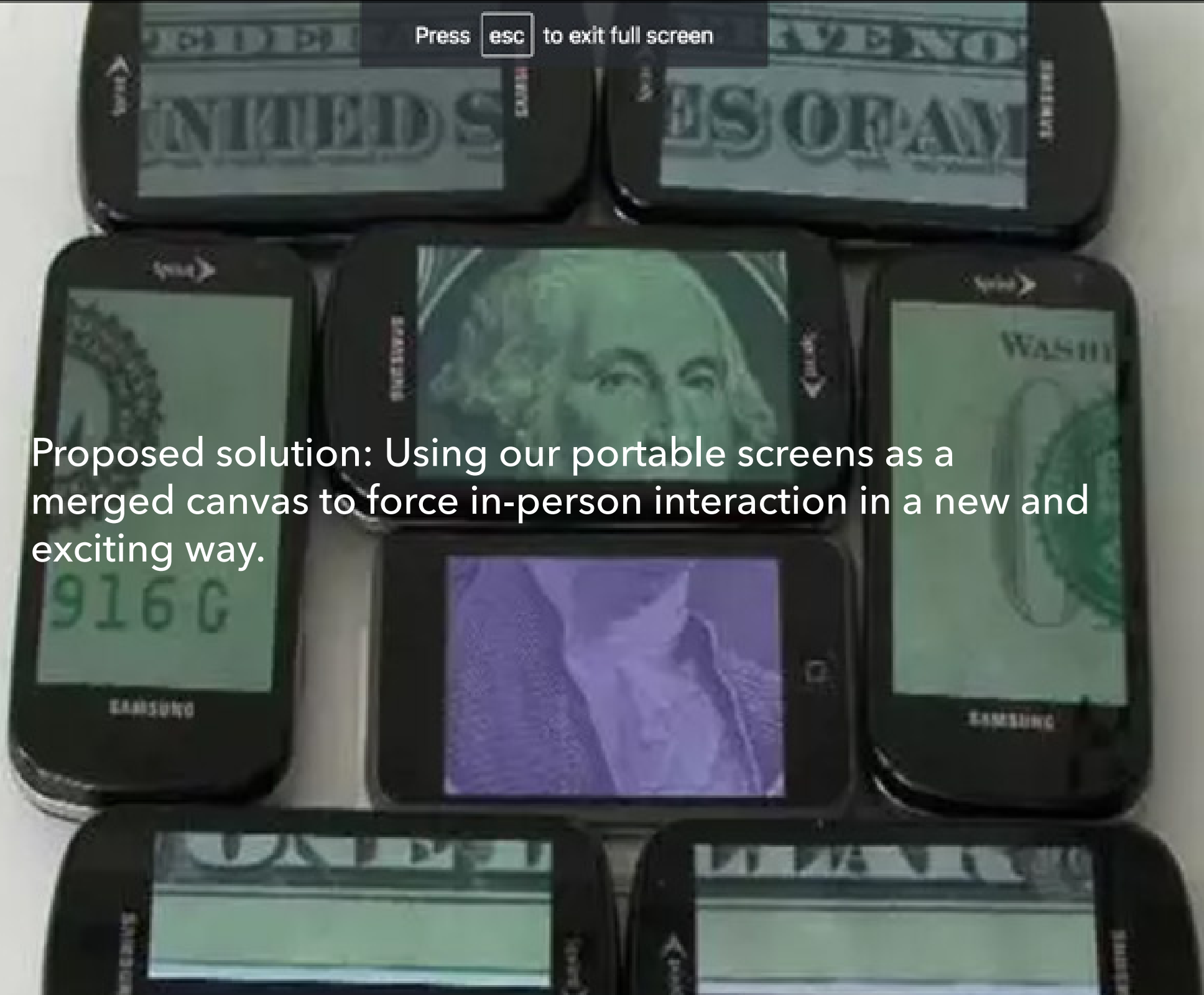
Problem: Increased social interactions through social media and multiplayer gaming. But less in-person interactions.

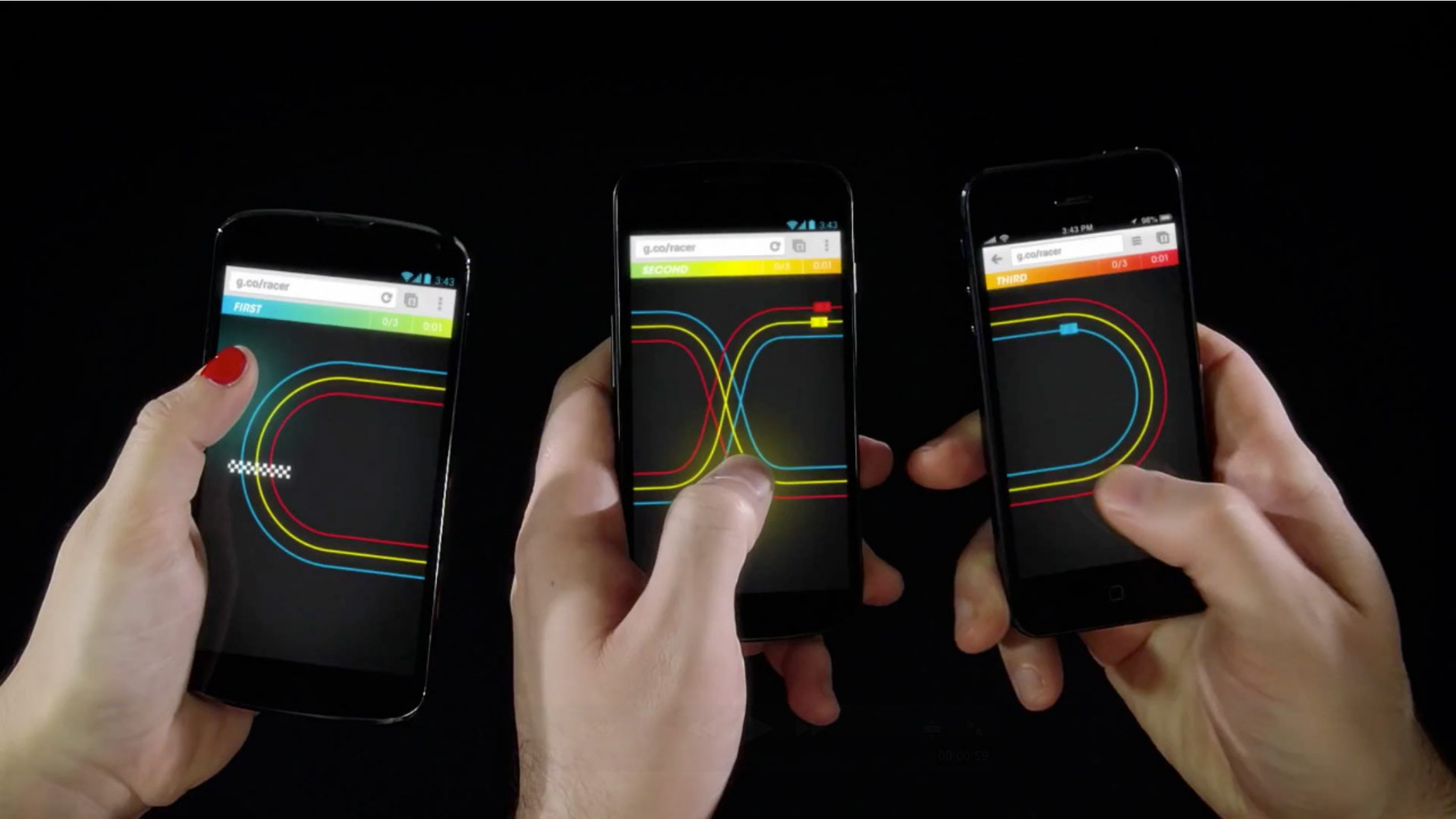
Research show indications of the importance of in-person interaction vs. electronic communication in the fields of happiness, feelings of being a part of something, effectiveness and idea creation.*

*<http://www.businessnewsdaily.com/4243-personal-communication-necessary.html>

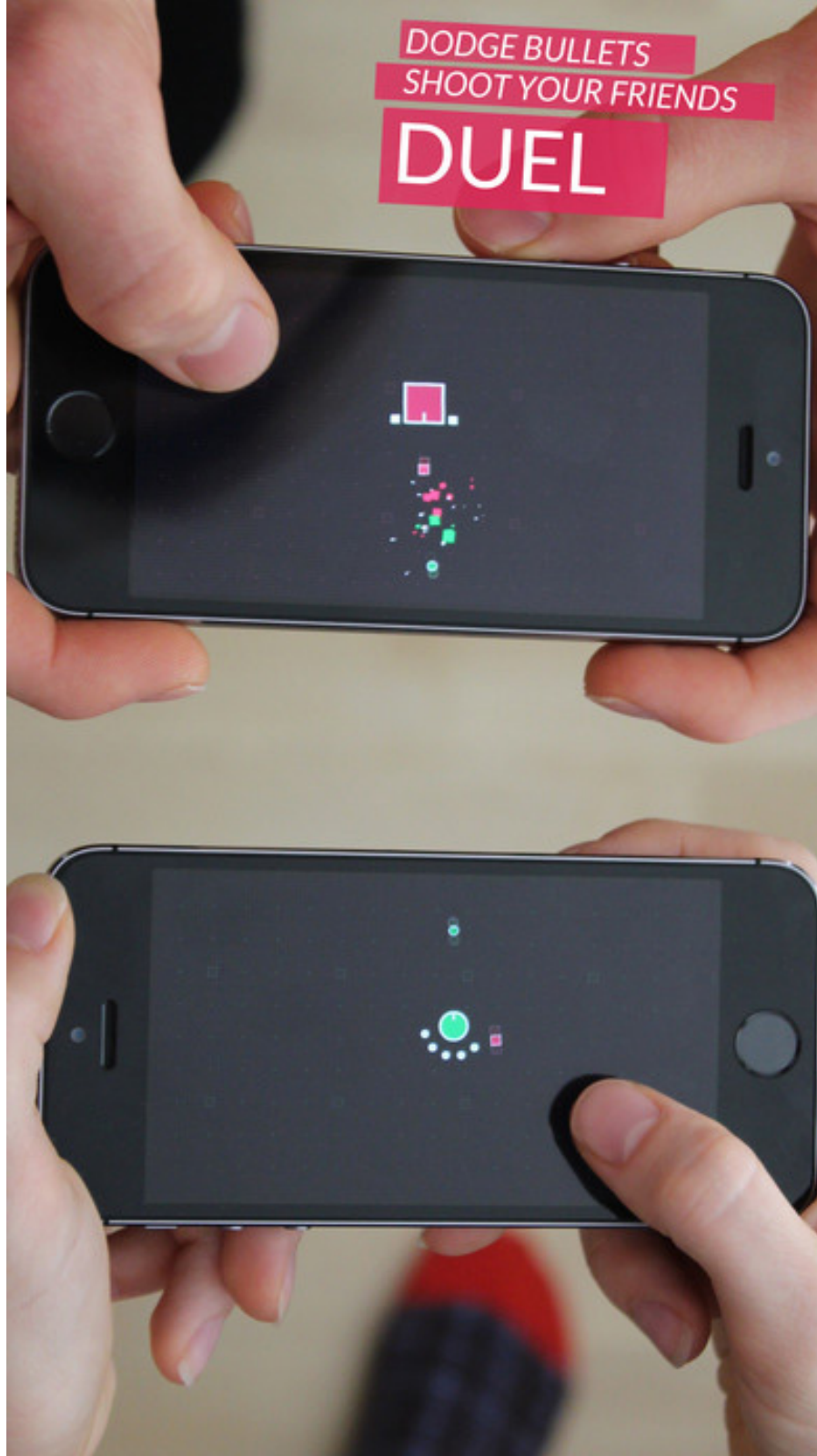
Press **esc** to exit full screen

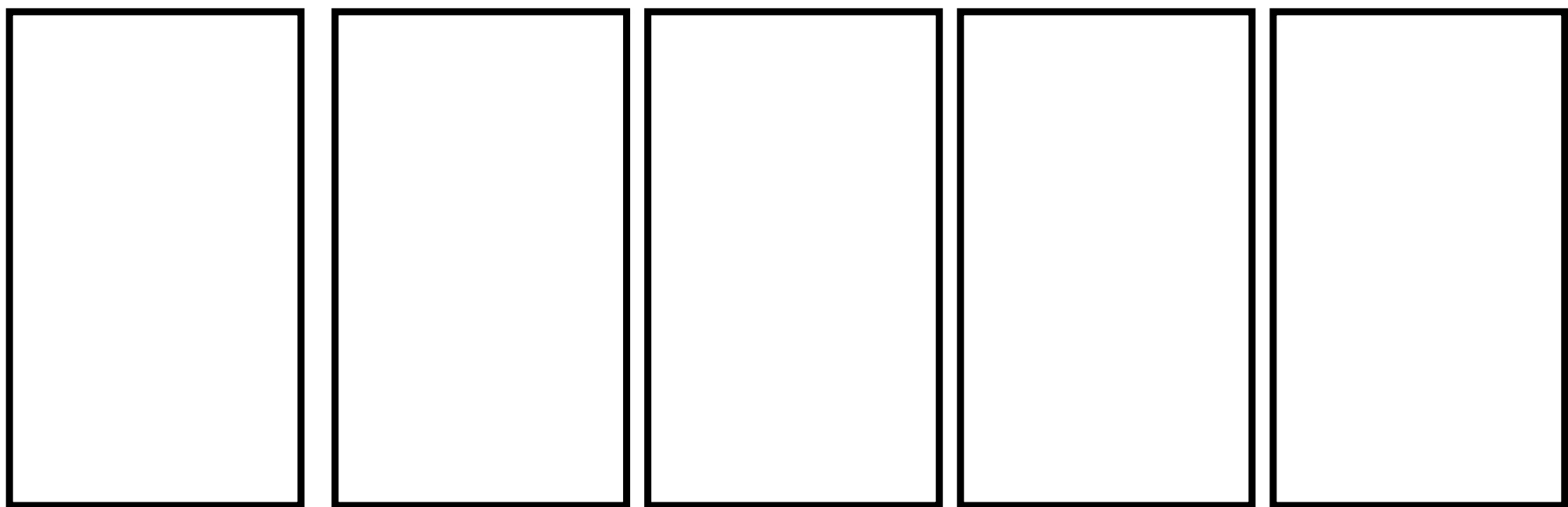
Proposed solution: Using our portable screens as a merged canvas to force in-person interaction in a new and exciting way.

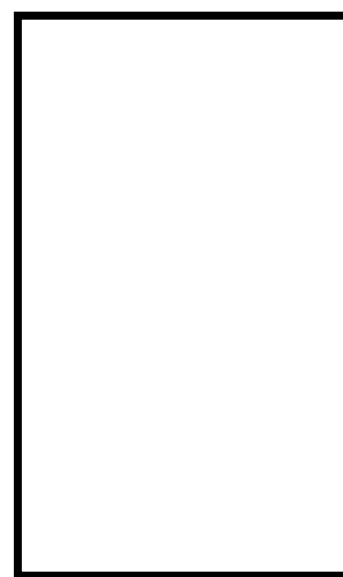
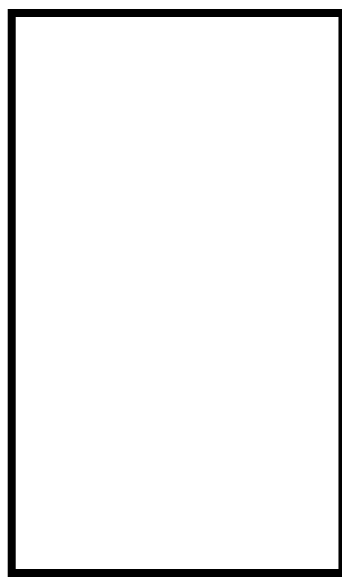
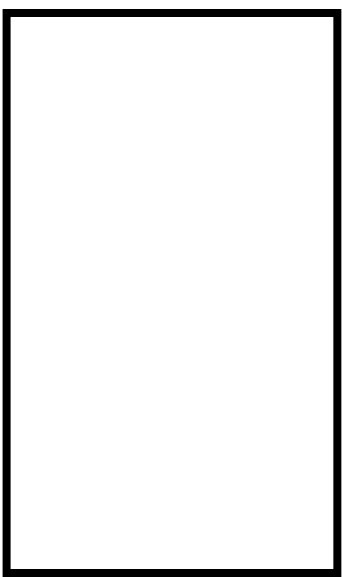
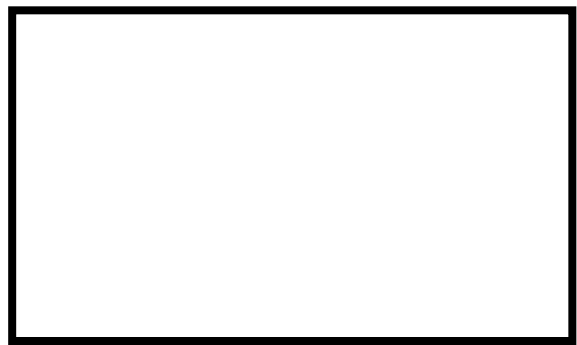
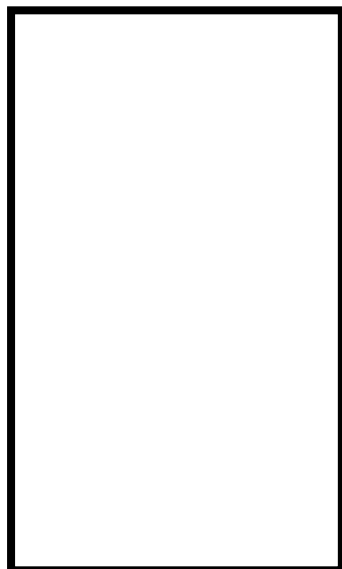




DODGE BULLETS
SHOOT YOUR FRIENDS
DUEL







Process.
(Run code..)

Canvas HTML5
WebSockets
p5->paper.js

A candybag(library) of tools and iterations.

- A way to widen perspective.
- Create opportunity to explore.

A set of tools aswell as a couple of simple examples in the form of coherent games & collaboration tools, created to incubate freedom to explore the use of portable screens.

- Userfriendly & adaptable for explorations.
- Techninchal exploration to push the technical frameworks and possibilities out there. In the field of merged canvases from device to device using web browsers.

