# Full-Body Interaction Experience Script: Pose Up!

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**The experience**

*Pose Up!* is a game for all ages whose aim is to provide educational recreation. The game consists on a split screen where the user sees himself / herself next to a famous painting or sculpture. The goal is simple: posing as the highlighted person in the second half of the screen.

The idea is very similar to that of the popular game Just Dance but instead of mimicking dance-like motions, the user is asked to pose like a particular painting. Then, the software tracks the user's joints and rates how similar the pose is to the original.



The game could have different game modes and difficulties: showing half of a painting and asking the user to mimic the whole thing or showing only the title of a piece of art would be a far bigger challenge for those with experience.

**The interaction rules**

The game measures the position of a joint with respect to the others and in relation to the original figure / picture. An indicator in the screen should show the rating of a pose according to the difficulty of the stance and the performance of the user. To ensure the fun for all the players, we need the game to change fast enough so that it's not too easy and that it's funny to see other people playing, at the same time.

**Content of the experience**

As we can see in the image above, the split screen shows Kinect's colour input and the picture the user is asked to mimic. We'd like to create a SingStar-like interface where remaining time is highlighted and each pose is rated in a discrete scale: X, OK, GOOD, or PERFECT.
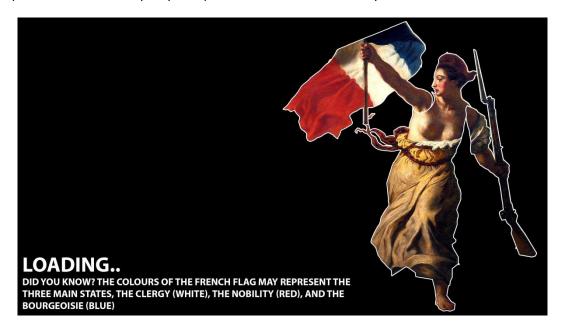
**Full-body interaction justification**

The key points of a full-body interaction for us are: creating a game that is fun, upgrading the art-learning experience, and following the current market-trend.

First, the fun: who has never taken a picture of someone next to a statue posing like it? From the enigmatic smile of La Gioconda[1] to the static movement of the Discobolus[2], through the solemn gesture of God in The Creation of Adam[3], we love imitating the world's most famous works of art.

Then, the learning: we have already mentioned similar games like Just Dance or SingStar. We think that because of the game being so fun, users keep playing and end up memorizing all the lyrics of a song and/or all the steps of a dance. Why not using the same strategy to create an interactive art book?

Also, we think that this would be a good idea to use in a museum: every day we can find touch screens and interactive content on all sorts of museums, especially focused on children. A full-body interaction experience would be really easy to implement on a museum with only a small investment.



**LOADING..**
DID YOU KNOW? THE COLOURS OF THE FRENCH FLAG MAY REPRESENT THE THREE MAIN STATES, THE CLERGY (WHITE), THE NOBILITY (RED), AND THE BOURGEOISIE (BLUE)

Last, the selling: for the last several years, we have witnessed the diversification of game standards. A variety of new ways of interaction have appeared recently, some of them are becoming extremely popular: PlayStation's SingStar made us sing until our throat was sore while Ubisoft's Just Dance 3 was the world's second most selling game of 2011 led only by the Call of Duty: Modern Warfare 3 [1]. We believe it is safe to say that using a full-body interaction game has a large potential market and we think that it is growing day after day.

Our *Pose Up!* game is a matching exercise whose aim is to create a fun and educative experience using the latest interaction models. Therefore, the best approach is to use a full-body interaction game.

**Bibliography**

1. Gamespot Staff. GameSpot. US retail sales fall 8% in 2011. [Online] 12 January 2012. [Cited: 23 May 2015.] http://www.gamespot.com/articles/us-retail-sales-fall-8-in-2011-npd/1100-6348573/.

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[1] La Gioconda or Monna Lisa is a portrait by the Italian artist Leonardo da Vinci
[2] The Discobolus is a Greek sculpture that shows a discus thrower about to release his throw
[3] The Creation of Adam is a painting by Michelangelo in the ceiling of the Sistine Chapel