WEEK2

Physical Computing

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Our body signals can be transformed into a data input to the processor through various sensors. Through the operation of the processor, our behavior will get a feedback, such as action, sound, pressure, motion frequency, etc. It depends on what kind of sensor and what achievement you want to achieve. So this possibility is huge, so I need to know a lot of sensor performance before I can decide what kind of work I can output. Recently, I have been studying the related fields of interactive games. One idea is to formulate their virtual action image according to the players' interactive actions. I understand the performance of tilt sensor. I can install tilt sensor on players to get their tilt angle, and give them different light composition through these data to complete the interaction. This is a concrete example. However, these tools make my creation more possible, such as using temperature sensors to make new crown warning machines and using force sensitive resistors to make interactive devices about force. I think it will take some research time.

These sensors are usually a combination of simple metals and conductive materials. They usually change their shape through environmental changes, so as to achieve the purpose of data transmission, which has an impact on all users and producers.

For the method of generating interface, for the project of interactive game, I have come up with two modes at this stage. One is through the interface of mobile phone and the link of sensor. This means that the screen of the mobile phone is the total control of the player. Any game related content and introduction are still transmitted to the player in a relatively traditional way, but sensors are added in the process of game experience. But I think this is still not a revolutionary change. The second way I prefer but need more exploration is to directly use sensors to complete the game, but the biggest problem in this process is how to make players fully understand the intention of the game. I think it may require more sensors or more requirements for the design of the game itself. This is what I am currently exploring.