Microsoft Surface Ribbons Demonstration Script

Use this script as a learning guide when you demonstrate the Microsoft Surface™ Ribbons game.

Steps	Talking Points
Start the Game	
1) Launch the Ribbons game from the Launcher menu.	We're going to show a very casual paint-like experience for multiple users that can only be realized by Microsoft Surface technology with multiuser, multitouch, and object recognition. We created a simple Microsoft® XNA®-based application called Ribbons.
Draw Ribbons	
2) Make a single stroke. *(Press one finger on the screen and slide your finger across the screen.)*	There are no rules, no set framework, and no UI controls–just a simple application that lets users play; it promotes social interactions by inviting others to join in a safe and non-intimidating way. As you see, I can draw a ribbon using direct manipulation with my finger. The system simply redraws the stroke at the same speed over and over again across the screen.
3) Sign your name with one single stroke. *(Press one finger on the screen and sign your name without lifting your finger.)*	I can place a few more strokes down; this time I'll sign my name. I could draw a flower, a car, or whatever and watch the system respond. As you can see, this can get pretty fun all by its self, but of course, we're not done yet.
4) Make multiple strokes at the same time. *(Press multiple fingers down with both hands and create several strokes.)*	There is also "massive multitouch" allowing multiple people and multiple hands, fingers, or objects.
Object Tracing	
5) Place your left hand (or an object) on the Microsoft Surface screen and leave it.	That's right I said "objects." Utilizing the unique Microsoft Surface Vision System, we enable some interesting interactions with most standard objects. I can place a cup, mug, keys, business card, or most other objects but for now let's just put my other hand on the Microsoft Surface screen.
6) Make additional strokes while your hand or object is still on the Microsoft Surface screen.	Now you'll see the ribbons interact with objects that are simply sitting on the screen. Notice how the ribbons trace the contour of the object.
7) Remove the object from the screen (or pick it up and move it to a different location).	As I pick up the object, the ribbons will still trace the contour for some period of time before following their original path.
8) Invite spectators to join.	As you can see, there's fun to be had with multiple people and objects reacting to the

ribbons. So please join in; draw some ribbons or play with different objects on the screen.

Microsoft Surface created a simple ribbon-painting application that promotes social interactions that are only possible with Microsoft Surface technology.