Curl Clash: Experience Curling with XR and Interactive Systems

- Floor Plan & Logistic Plan -

1. **Required venue area (length * width * height) with units**

   4m * 4m * 4m

2. **Hardware list**

   - Vive XR Elite * 1
   - Vive XR Elite battery backup * 1
   - Vive Ultimate Tracker * 3
   - Curling stone prop * 1
   - Curling broom prop * 1
   - Sliding pad * 4 (0.5m * 1.8m each)
   - iPad * 2
   - Laptop * 3

3. **Time required for a user to complete one experience**

   Estimated under 5 minutes.

4. **Lighting requirements**

   □ Sensitive to light, requires a completely dark environment

   □ Needs a slightly dark environment due to projection issues

   □ Can be bright or dark

   ■ Must be in a well-lit area.

   Because Vive Ultimate tracker needs light to track its world position.

5. **Sound requirements**

   □ Technology sensitive to sound, requires a quiet space

   □ Best viewed in a quiet place

   ■ Can be in either noisy or quiet areas

6. **Network requirements**

   Our VR headset needs Wi-Fi to connect to the laptop for streaming the game.

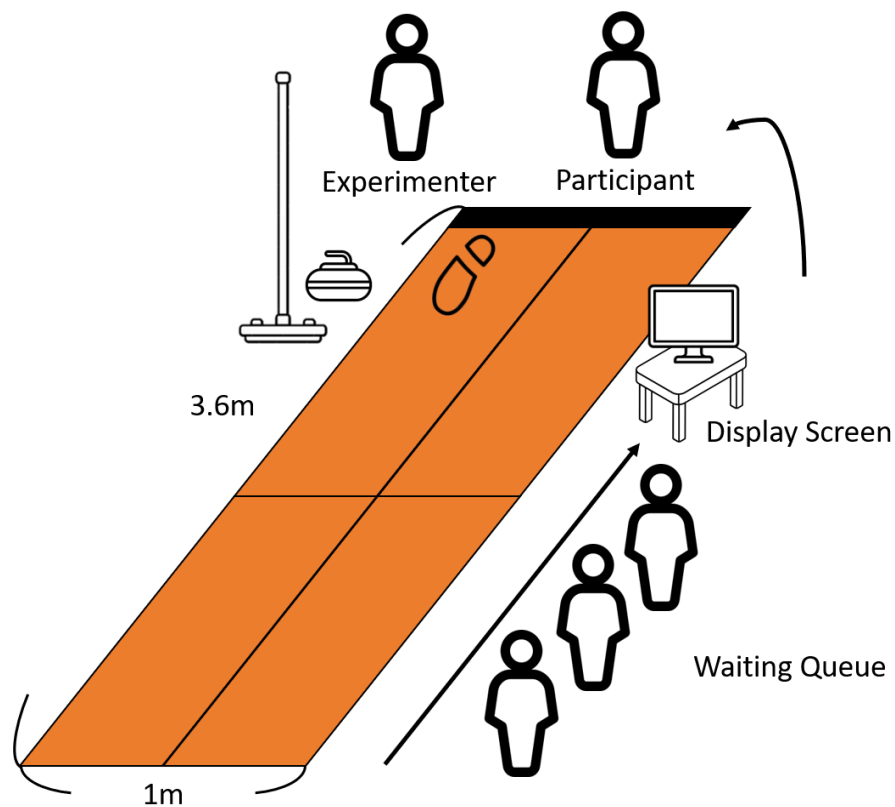7. **Power requirements**

Our system needs 3 power sources:

1. Vive VR charger (40w)
2. Vive tracker charger (40w)

All equipment uses 110v standard power.

8.   Other installation requirements

None

Figure of your floor Plan:

Other potential impacts on others

1. **Project lighting level**

   ■ Does not give off any light whatsoever

   □ May slightly brighten up a darkened area

   □ Emits a LOT of light and may cause problems with nearby light-sensitive projects

2. **Project noise level**

   □ Does not produce any sound whatsoever

   ■ Produces some sound, but only within the confines of the piece

   □ Produces a LOT of sound and may cause problems with nearby sound-sensitive projects

3. **Are there any other issues that might affect nearby groups? (e.g., interference between VR trackers, wireless transmission, odors, steam, etc.)**

   None

4. **Describe any safety concerns or issues related to the experience**

   The experience may involve physical contact and may lead to potential injury, e.g. slipping.