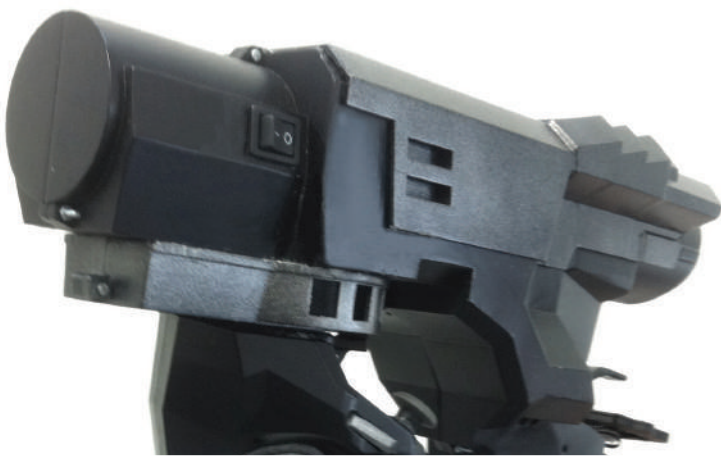


warlord.



An advanced controller for hardcore FPS gaming on the PC in a living room setting. It enables high performance gaming through a novel double-aiming system and an ergonomic mapping of all game functions. Physical and ambient feedback create a level of realism never before experienced in a mainstream game controller.

immersive controller.



This intermediate prototype, with its farfetched intentions, inspired and led to the immersive features of the Warlord. The gun features cheek button for aiming-down scope, accelerometer for meleeing, magazine button for reloading, trigger for shooting and IR sensor for aiming; walking pad is used for player movement; IR sensors on pole are for proning, crouching and jumping.



WARLORD

A RUTHLESS REVOLUTION



PC game control has been left behind in the evolution of gaming. The lack of progress and innovation in PC game control has kept it restricted to a solitary gaming environment and prevented PC gaming from reaching its full potential.

Historically, there has been an unsatisfied desire to play first person shooter (FPS) games with a gun. Current mainstream FPS guns are not suitable for serious gaming; they have poor ergonomics and do not incorporate all gameplay functions.

Developed for the game series Call of Duty by Activision, Warlord is an advanced controller for hardcore FPS gaming on the PC in a living room setting. It enables high performance gaming through a novel double-aiming system and an ergonomic mapping of all game functions. Physical and ambient feedback create a level of realism never before experienced in a mainstream game controller.

Tiia Suomalainen
Esa Nummijoki
Henrik Amberla

team.warlord@gmail.com

Rafat Mehdi
Jack Ng
Yukino Jodai
Benjamin Shapero
James Overton



Aiming

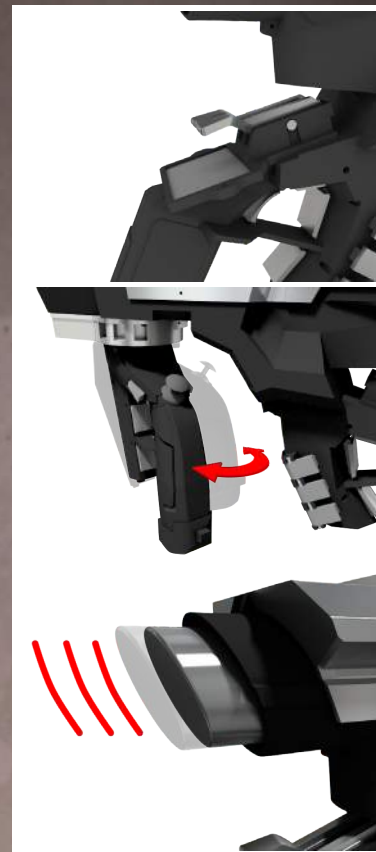
Aiming with the gun moves the crosshair on the screen. Swiping the touchpad changes the direction you are facing.

Adjustability

Any function can be mapped to any button, the sensitivities of both aiming inputs are adjustable and the front grip turns to accommodate left- and right-handed gamers alike.

Recoil

Rapid and heavy, the recoil function imitates feedback tailored to each weapon.



Reload

Pump action for reloading

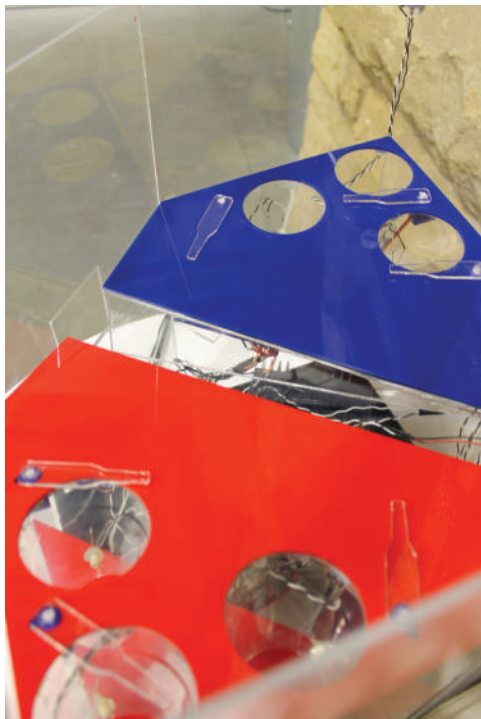
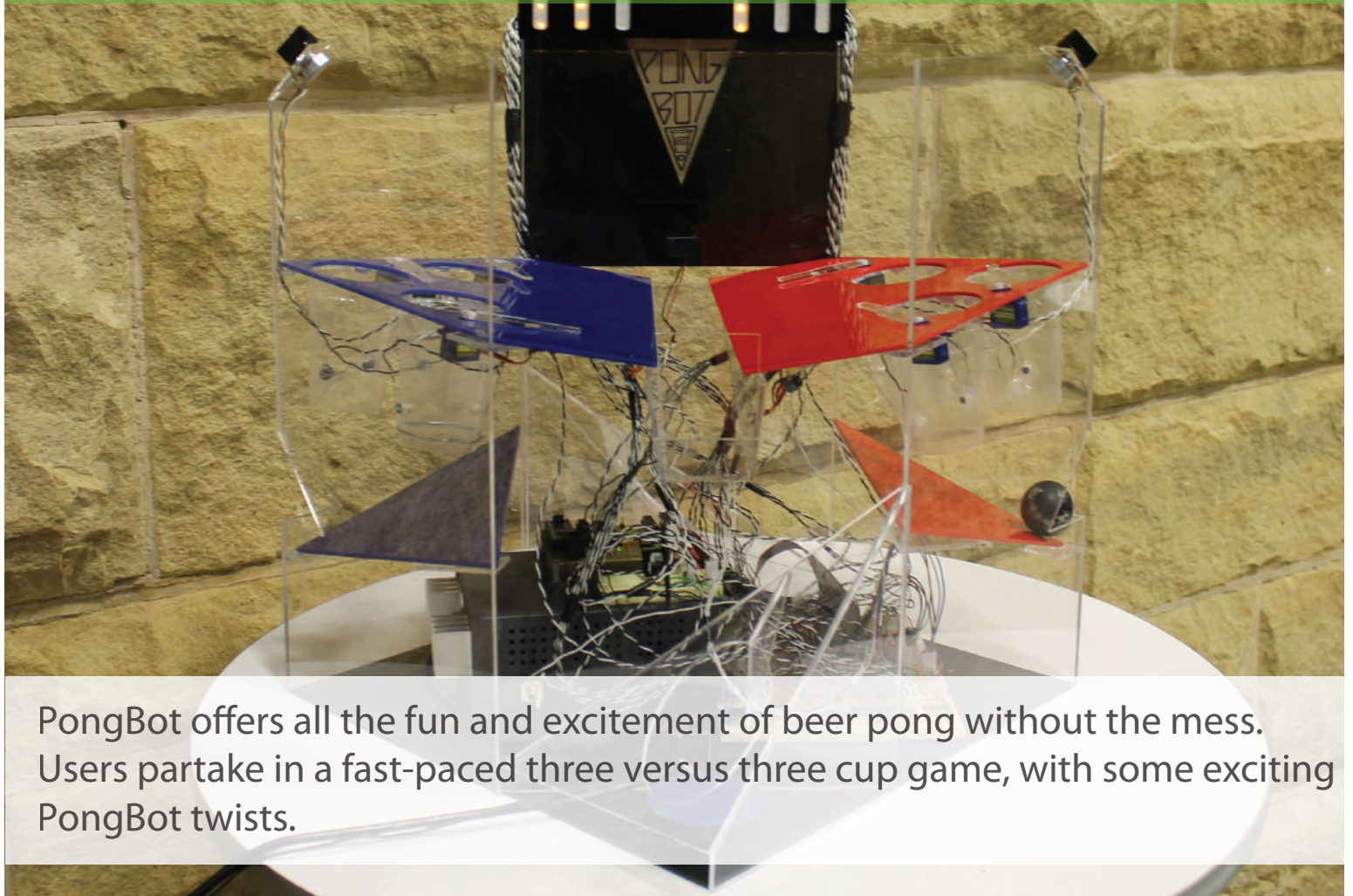
Scent

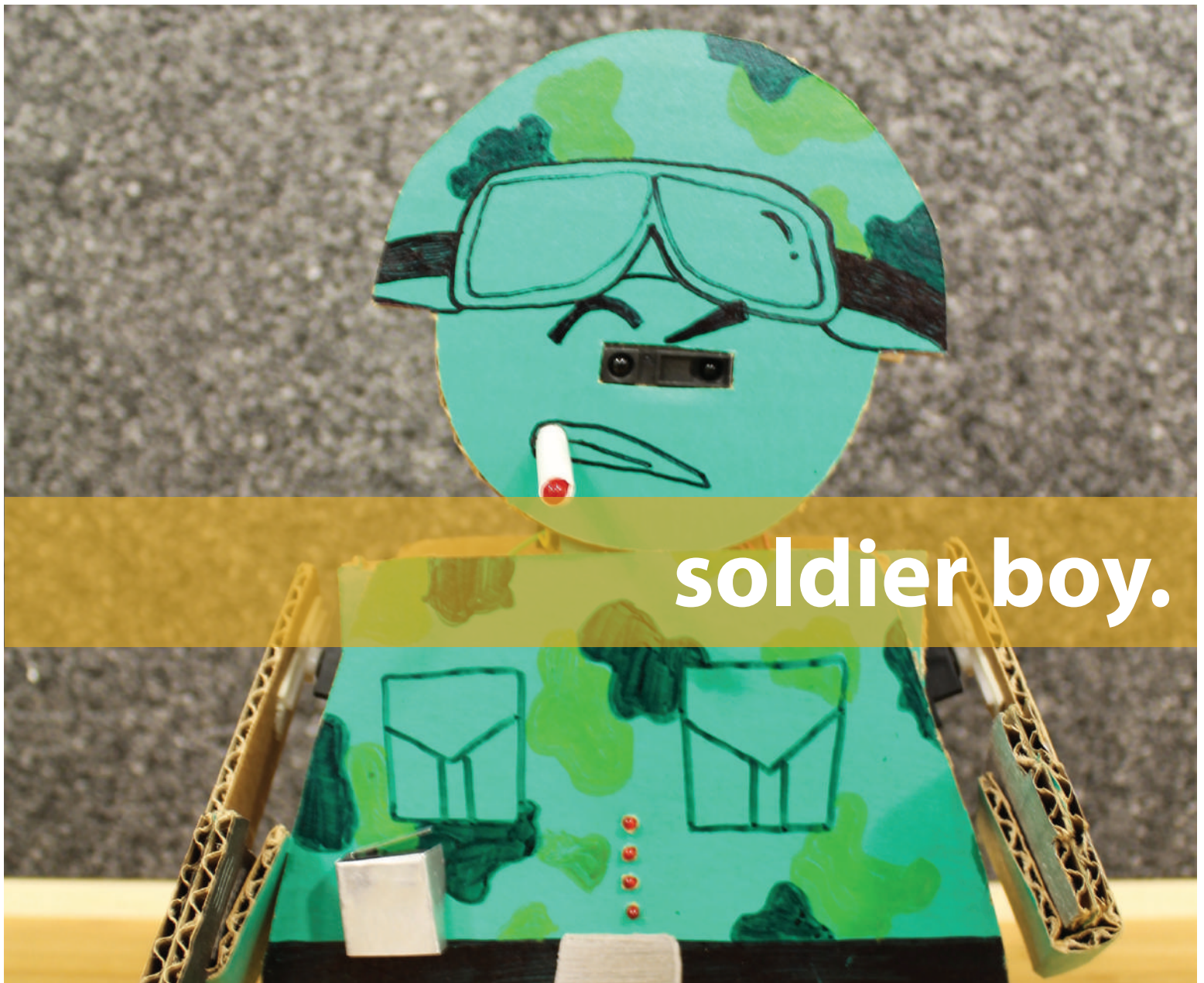
The scent feature provides an added dimension to the game and a unique ambiance to each level

Smartphone App

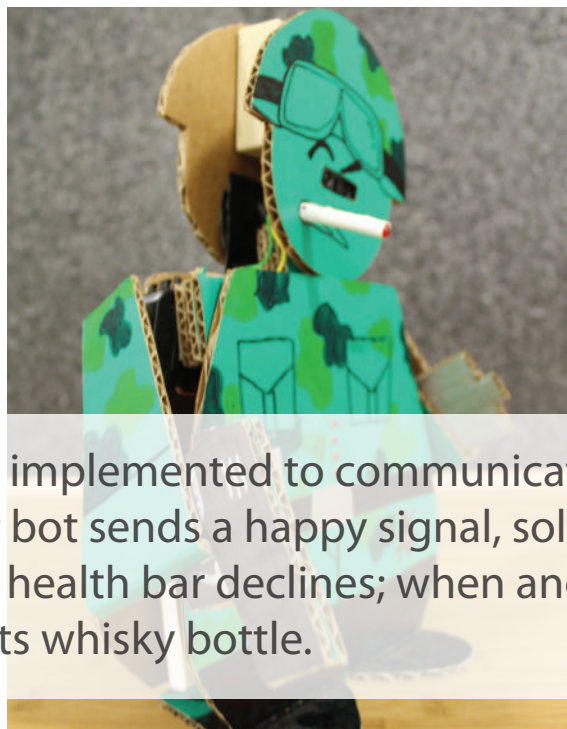
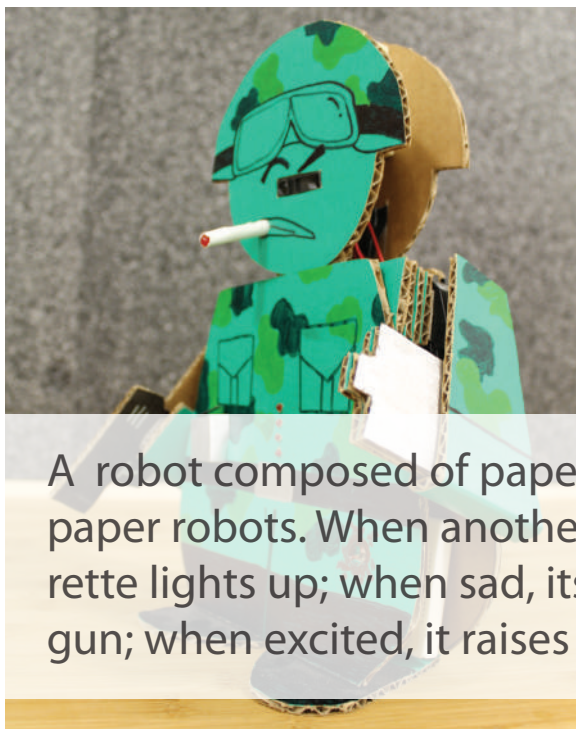
Quick launch the game on your PC-TV using our smartphone application and monitor statistics during combat.

pongbot.





soldier boy.



A robot composed of paper implemented to communicate with other paper robots. When another bot sends a happy signal, soldier boy's cigarette lights up; when sad, its health bar declines; when angry, it points its gun; when excited, it raises its whisky bottle.

roboto.

A robot implemented to autonomously find, collect, transfer and shoot Peeps at targets in a controlled environment.

