AGI15 Calendar: [link](#)

- Mon 31 aug 15:00-17:00: Lecture 1 – Introduction
- Tue 1 sep 13:00-17:00: Lecture 2-3: Forming Groups and Brainstorming
- Mon 7 sep 15:00-17:00: Lecture 4: Proposals
- Thu 10 sep 10:00-12:00: Lecture 5: Discussion based on Proposals
- Mon 14 sep 15:00-17:00: Lecture 6: Hello World Demos
- Thu 17 sep 10:00-12:00: Lecture 7: Discussion based on the Hello World Demos
- Tue 22 sep 10:00-12:00: Lecture 8: Preparing ForskarFredag 2015 ForskarFredag
- Fri 25 sep 8:00-16:00: Lecture 9: Reflecting on ForskarFredag
- Mon 28 sep 15:00-17:00: Lecture 10: Agile Development 1 towards Comic Con - Gamex 2015
- Mon 5 oct 15:00-17:00: Lecture 11: Agile Development 2 towards Comic Con - Gamex 2015 Comic Con Gamex
- Mon 12 oct 15:00-17:00: Lecture 12: Reflecting on Comic Con Gamex
- Fri 30 oct 9:00 – Sun 1 Nov 17:00: Lecture 13-14: Forming new groups and brainstorming project 2
- Mon 2 nov 15:00-17:00: Lecture 14: Proposals Project 2
- Tue 10 nov 10:00-12:00: Lecture 15: Proposals Project 2
- Tue 17 nov 10:00-12:00: Lecture 16: Hello World Demos for Project 2
- Tue 24 nov 10:00-12:00: Lecture 17: Agile Development 1 for Open House
- Tue 1 dec 10:00-12:00: Lecture 18: Agile Development 2 for Open House
- Fri 4 dec 15:00-19:00: VIC AGI15 Open House

2015/11/03 AGI15 - L13-14 2
Agenda

1. Plan MMI on Thursday
2. Instructions Project 2
3. Form new groups
4. Brainstorm
Multimodal Interaction 2015

• Mixed-Reality Lectures
  – Spectrum from-to
    • Real Virtuality
    • Augmented Reality
    • Virtual Reality

• Wednesday 8:15 – 9:00
  – Talk about (60 seconds each):
    • AGI15
      – Blopper
      – BrARwl
      – Mad Sand
      – Padawan 101
      – Shmooning
      – Teamtris
    • AGI14
      – YA3
      – Thrust Yourself
      – 2 PACs
      – Pod Racer
      – Space InvadAR
    • AGI13
      – Face Up
      – DangeRoads

  – Solar Sense
  – Dispersion

• AGI12
  – Virtual Sculpting Milo
  – Base Jumper

• MMI14
  – Sound Asteroids

• IVIS13
  – Music Cube

• MS
  – Flying Colors

  – Wednesday 9:15 – 9:30
  – Uniview in 2D

  – Wednesday 9:30 – 10:00 - Demos
    • Milo
    • Oculus Roller Coaster
    • Dispersion
    • 2 PACs
    • Thrust Yourself

  – Thursday 8:15 – 10:00
    • Demos AGI15
    • YA3 replaces BrARwl on 4K at 9:15

2015/11/03

AGI15 - L13-14
Volunteers – setup Wed 15-17

- **Blopper**
  - Erik Johan - setup wed, present thu
- **BrARwl**
  - Johan, Daniel, Anton
- **Mad Sand**
  - Viktor, Mikael, Lennart, Huiting
- **Padawan 101**
  - Stefan
- **Shmooning**
  - Maxime, Max
- **Teamtris**
  - Victor
Project 2

1. Use existing interaction skills
   - Kinect
   - Phones
   - Wii motes
   - Leap Motion
   - Oculus
   - Cardboard

2. Focus on graphics

3. Focus on VIC rendering tech
   - Large graphics cards
   - 4K stereo
   - Pixel sense
   - Surface
   - Projectors
   - Oculus
   - Cardboard
   - Tablets
   - Phones
   - TVs

4. Target quality-of-life through technology
   - Body motion
   - Perception
     - Sight
       - Partial sight
       - Blindness
       - Situated blindness
     - Hearing
     - Touching
   - Mobility
   - Dexterity
   - Aging
   - Active bodies
   - Active minds
Remember?

- Working core with simple graphics
- Freedom to fail on individual elements
- Show work
  - Research
  - Paper reading and understanding
  - Development
  - Integration
- Write a short individual report – December 11
  - At most
    - 1000 words
    - 3 references
    - 3 figures
    - 1 video-figure
- If working, working code
- Group deliverables hold: web, video, text
Form new groups

• Exactly 3 people per group
• All new groups
• Mingle and talk about what you would like to build
Brainstorming

• Seed:
  – From DEPARTMENT OF GAME DESIGN
    CAMPUS GOTLAND
  – Ballistic Balloon Battle
  – Facebook
# Groups for Project 2

<table>
<thead>
<tr>
<th>Group 1</th>
<th>Group 2</th>
<th>Group 3</th>
<th>Group 4</th>
<th>Group 5</th>
<th>Group 6</th>
<th>Group 7</th>
<th>Group 8</th>
<th>Group 9</th>
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<tbody>
<tr>
<td>Anton E</td>
<td>Erik Dahlström</td>
<td>Peasanz</td>
<td>Niclas E</td>
<td>Guise</td>
<td>Simon</td>
<td>John Hauserman</td>
<td>Mikael</td>
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<tr>
<td>Victor</td>
<td>Vincent</td>
<td>Maxine</td>
<td>Rasmus A</td>
<td>Erik</td>
<td>Erik</td>
<td>Daniel Lindström</td>
<td>Lenart</td>
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<tr>
<td>Max</td>
<td>Adrian</td>
<td>Robert</td>
<td>Douglas</td>
<td>L V</td>
<td>Møstum</td>
<td>Anton Ehrlof</td>
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**Activities:**
- **VR cooking**
  - Reward for healthy
  - Mario: wheelbarrow
  - Sense: pouring
  - Experience: cooking
- **Tough runner**
  - Bike spinning
  - Switching legs
  - Go fast
- **Painting on 4K screen**
  - Multiplayer "Dance"
- **Paxel sense**
  - No idea
- **Digital painting**
  - Playing body
  - Pick up+throw
  - Kneel
  - Crazy stuff
- **Accelerometer**
  - Phone on head
- **Wheelchair balance**
  - Phone never
- **Meditative feeling**
  - Relaxing
  - Going to bed
  - Audio
Proposals next Tuesday at 10:15
Thank you!

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