

Funny Rabbit

Game Testbed V2

Exploring Multimodality Mobile for Core Gaming Interactions

Motivation

Supported by the OpenInterface Bluetooth component we can explore multimodality on mobile phones. In order to get an insight on multimodality in games, this application features elements that almost any game uses: The user moves his virtual character and explores a basic world by selecting objects and choosing options from menu lists. Starting from this application we want to build more complex games.



Modalities

In this demo we combine three modalities: A speech recognition engine, the SHAKE device and the ARToolKit. AR-toolkit is an OpenInterface component that allows using a standard webcam with a marker that is printed out on a piece of paper. The webcam detects the marker and calculates the relative position. Moving the webcam or the marker allows choosing an item from a menu list, moving the character and exploring the objects hidden in the chests.



Using the Demo

After launching the application you can move the character using one of the modalities and explore the virtual world. Your task is to look inside chests to find the funny rabbit.

Once you have found a chest you can open it by pressing the button on the SHAKE, explore the item and rotate it along 2 axes. In the menu options you can also choose from a list of actions. Using speech recognition you can perform the voice commands: “select, “up”, “down”.

