

Interactive Projection Motion Tracking Game

Baris Ertufan

project name:

The Textersize

project definition:

In this project I will make a simple interactive projection motion tracking game where a person will try to mimic the letters on the screen with their body gestures and complete series of words. This way while they are playing game they will also be doing exercise.

background information

The reason why I come up with this idea for this project is my interest in typography and enthusiasm at microaesthetics of letter structures. In addition to that I wanted to make this as a game where people can actually interact and even more to that people can make exercise. Lately with the extreme development in technology made people stay in front of the computer all day long, this game will make people have fun while they are exercising.

My challenge in this project is that I am new to the coding and I have no idea about neither motion tracking nor coding a game. I have to learn these stuff from zero.

This project will teach me to create a gaming code and learn to use motion tracking system but most importantly I will strengthen my typography skills as a designer. Learning about microaesthetics will be hard yet fun. Also another challenge will be creating a real good interface that can make people want to move and play the game.

I will be able to learn to create an interactive motion tracking game. Also I will be proving the theory that fun may change the way people act.

target audience / user

My target audience is all the people in every age. There will be levels so that everyone can play.

examples:

<http://www.youtube.com/watch?v=0L34HsXXU00>

<http://www.youtube.com/watch?v=5rBK6QpXKfU>

<http://www.youtube.com/watch?v=qo2iIsBoUwM>

<http://vimeo.com/8370292>

<http://vimeo.com/30931616>

<http://vimeo.com/31815812>

<http://vimeo.com/31923916>

<http://vimeo.com/29152613>