

HUMINTERFACE



# Humans as Interface

Human Machine Continuum

Full Body Interactions

Group Interactions:  $1 + 1 > 2$

Kinesthesia

Design for creativity

Open-ended Applications

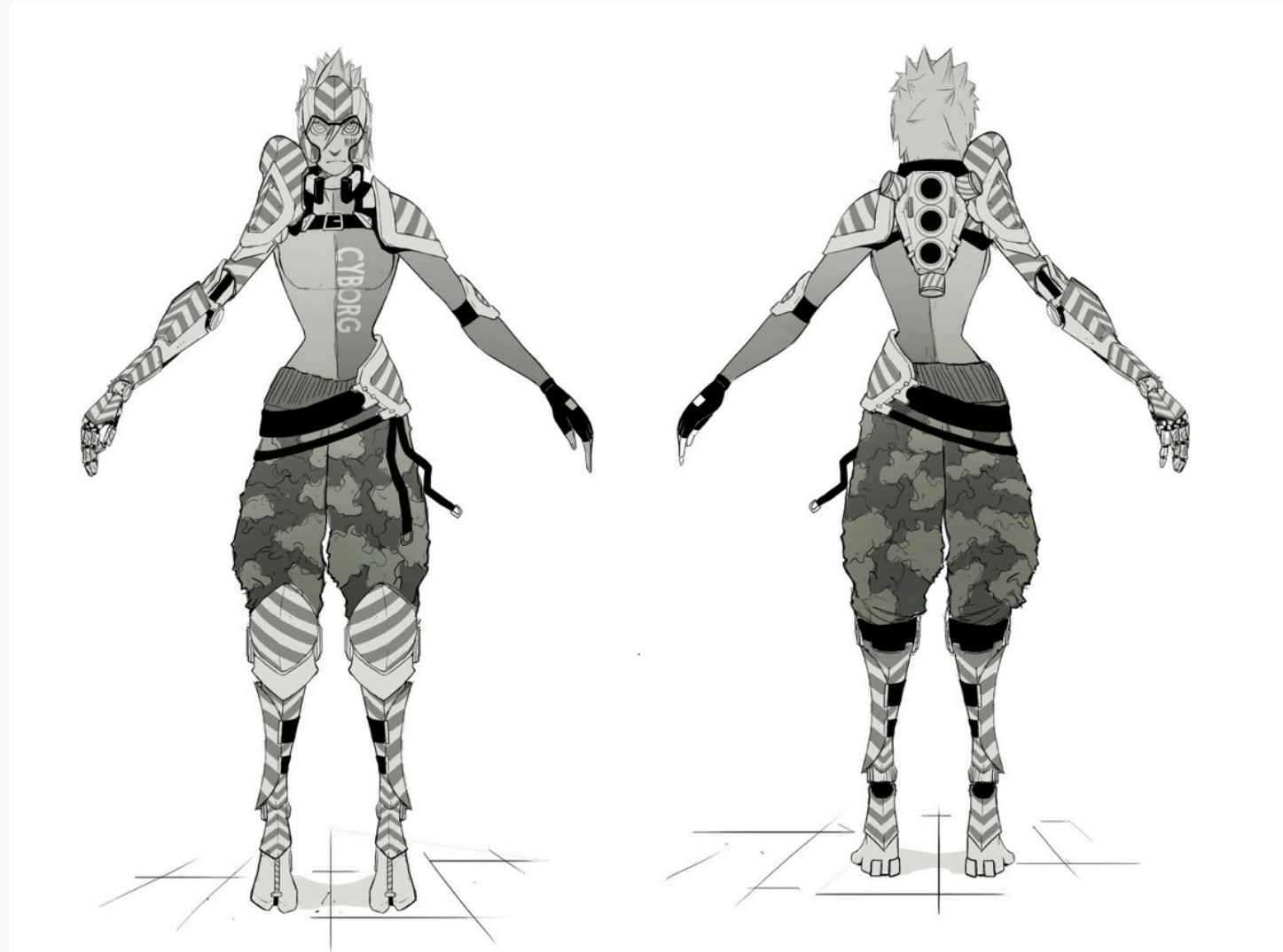
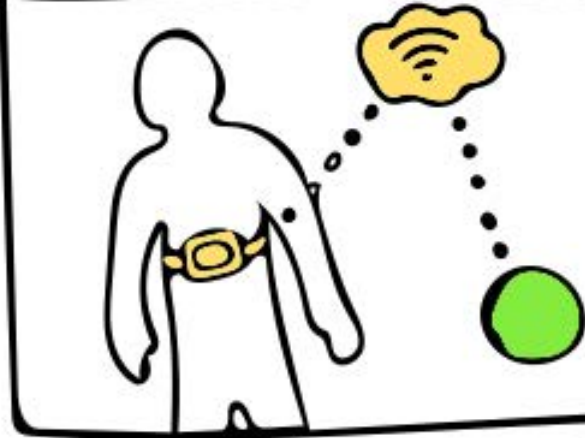


Image Source: Sarlah, DeviantArt

We explore presence,  
alone and together.

Using our bodies as controllers  
In everyday objects.

1. Connect phone to body
2. Phone connects to server, Sphero (WiFi)
3. User manipulates Sphero with body



Tilting the body changes the ball's movements (speed and direction)

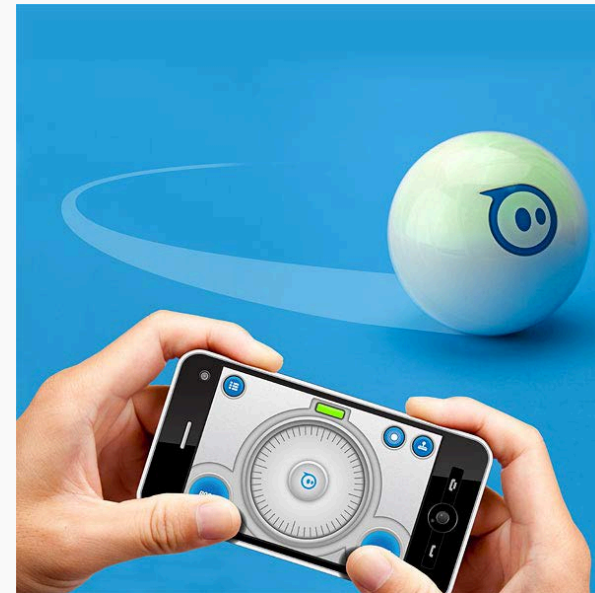


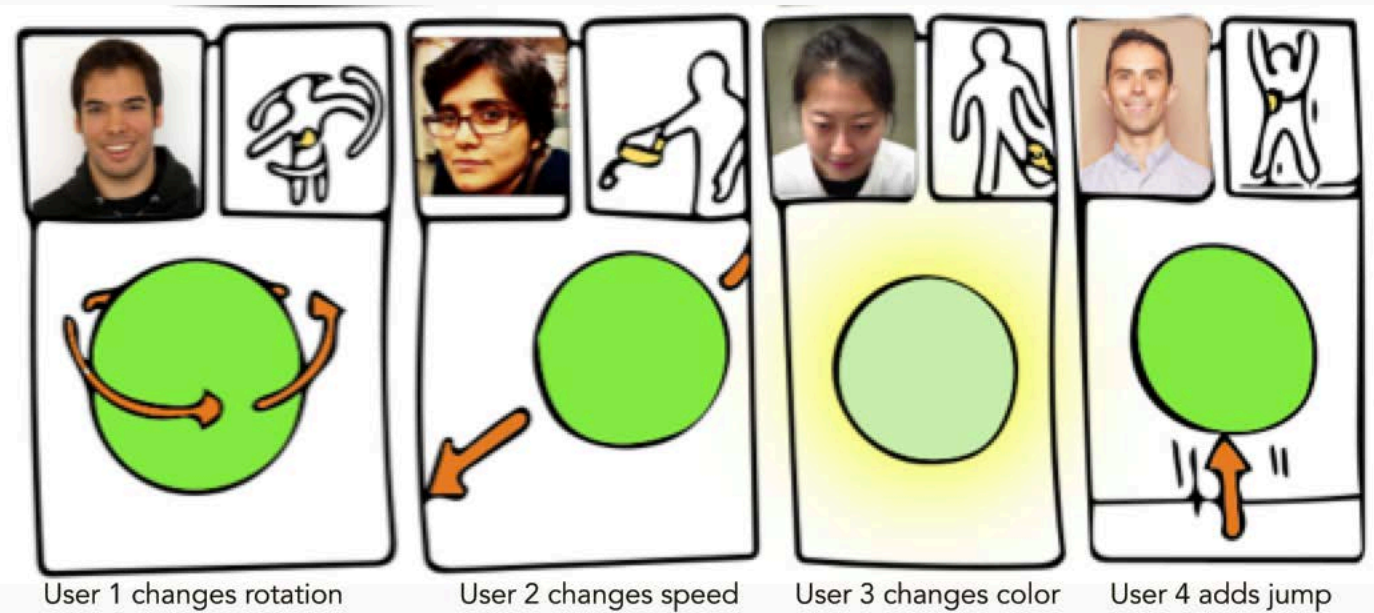
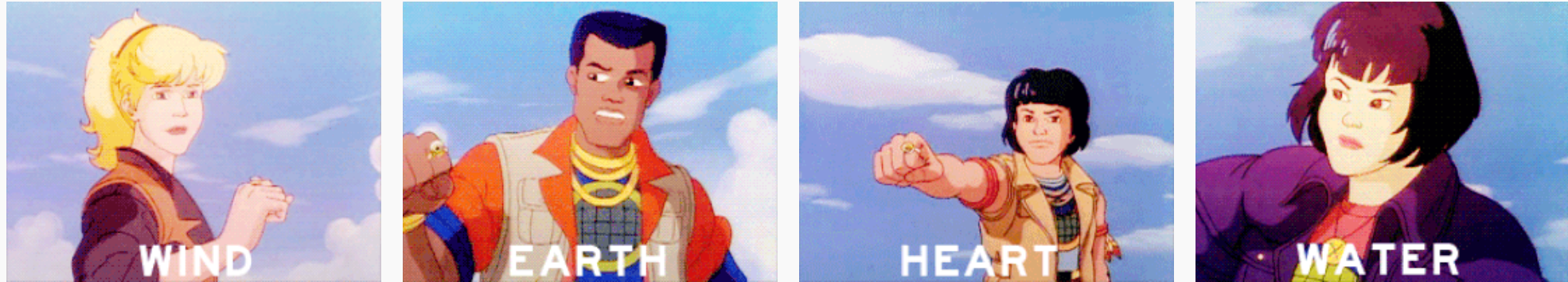
Sphero makes a similar "force band"



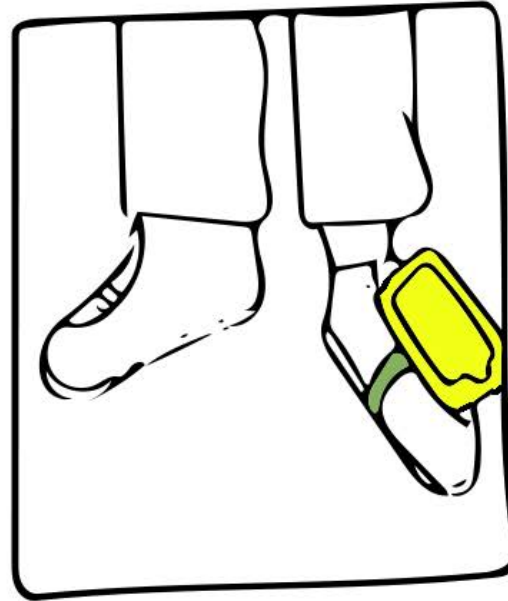
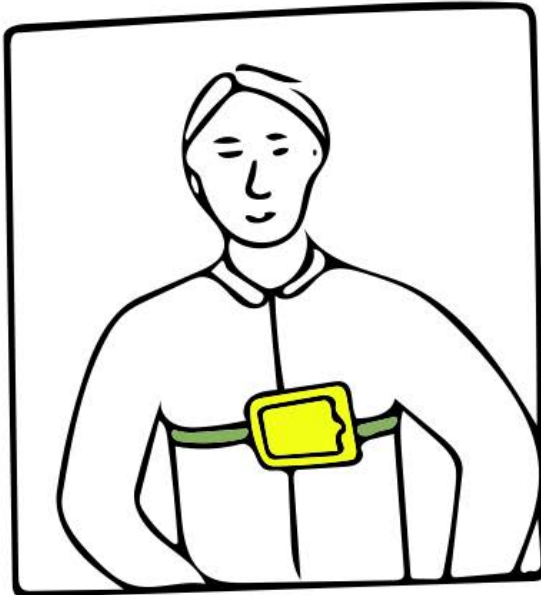
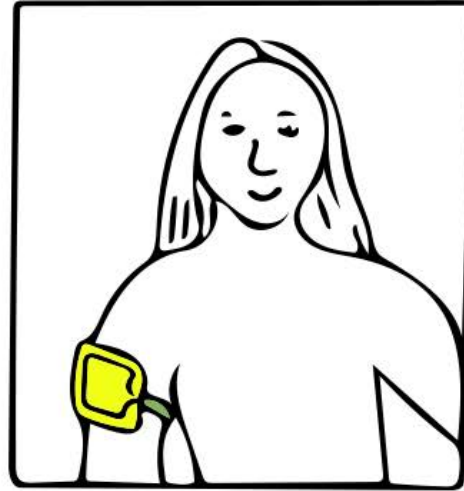
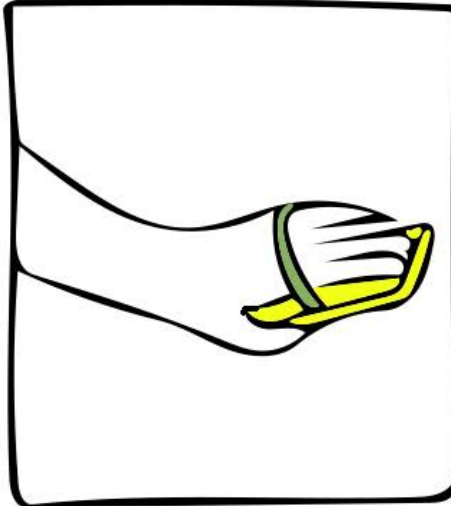
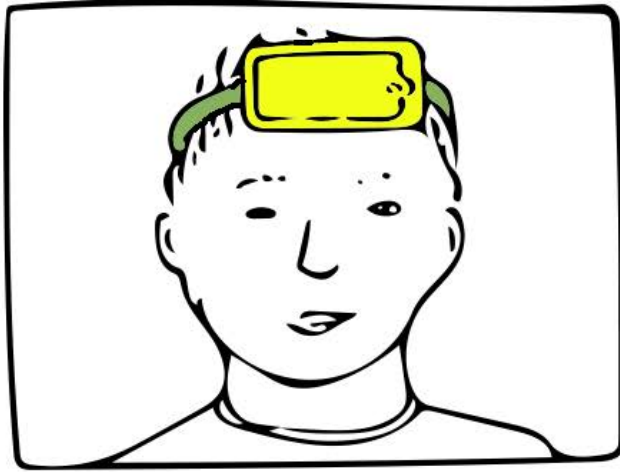
We're making this interaction more physical

... by attaching the phone to different parts of the body, so you literally have to move if you want the ball to move.

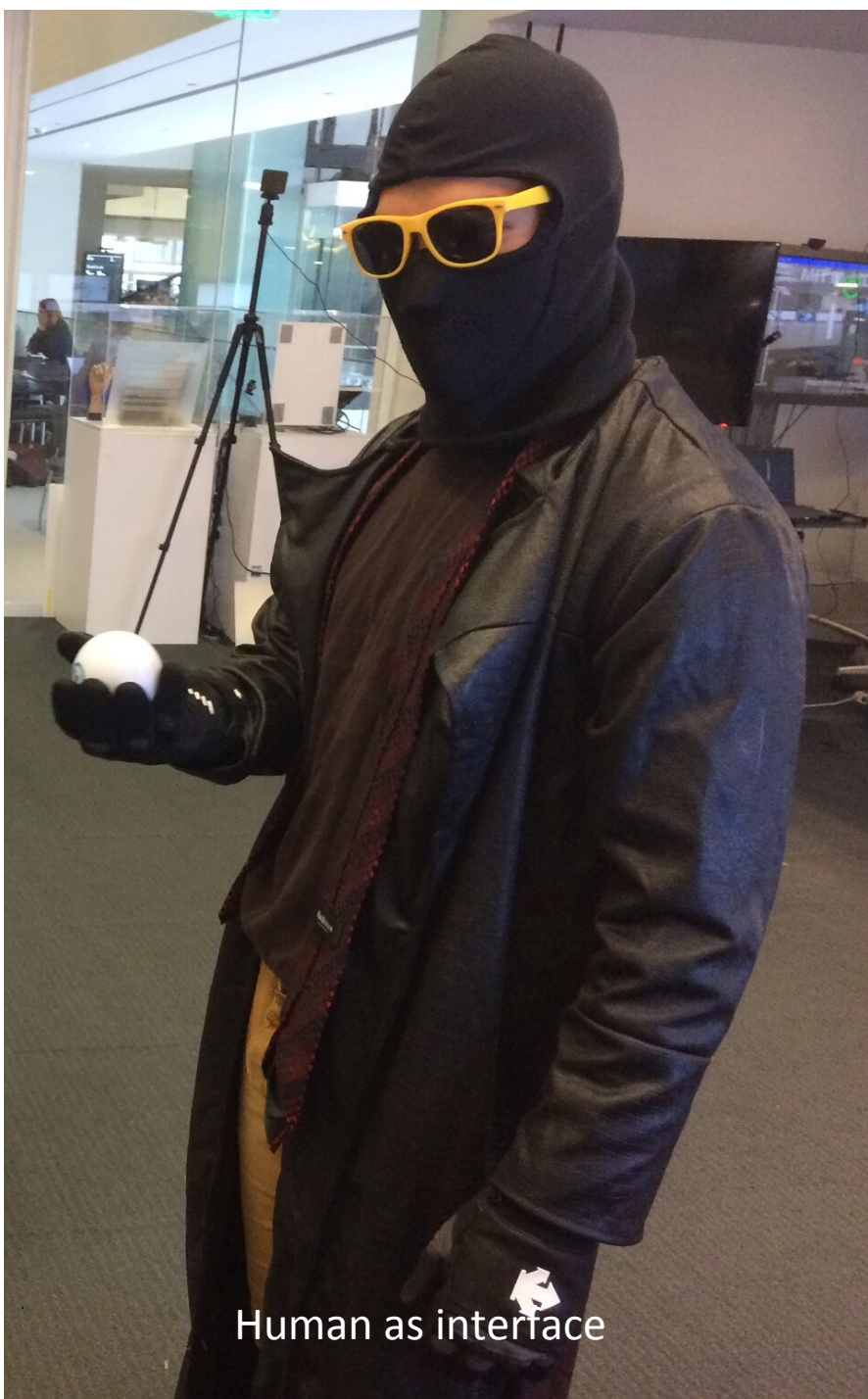




- And adding additional players could unlock new Sphero functionality (“Captain Planet Mode”)



- How (where) do we want to attach the phones to the body?



Human as interface



Life to everyday objects



Universal Sensor





**HUMINTERFACE / Orange Fight Scene**



**HUMINTERFACE**

# HUMINTERFACE / Body Tilting Scene

