

Body-Centric Interactive Play @eNTERFACE 2013

Participants:

- Robby van Delden
- Alejandro Moreno
- Carlos Ramos
- Gonçalo Carrasco

Senior Advisors /part-time participant

- dr. Ronald Poppe
- dr. Dennis Reidsma



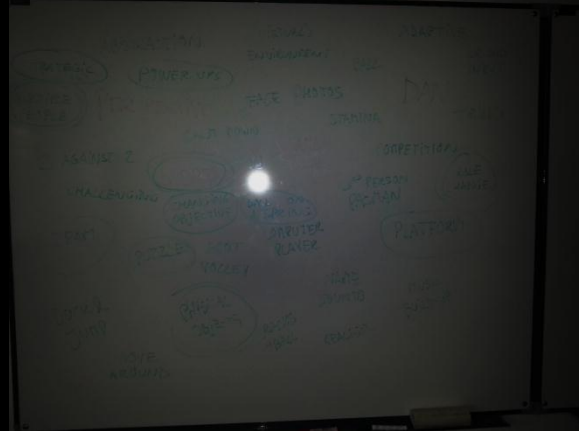
Body-Centric Interactive Play- brainstorm..... prototypes

Inspiring playgrounds etc.



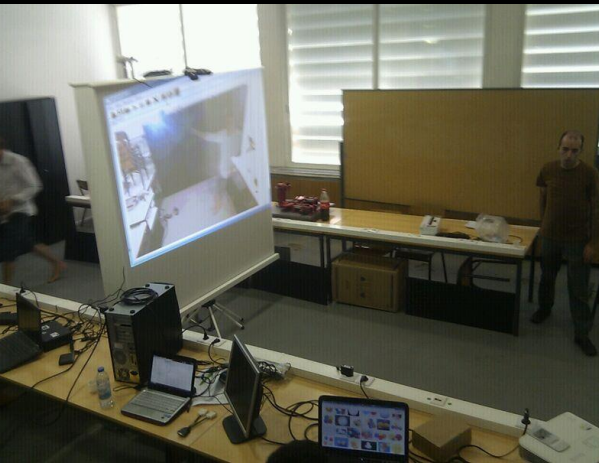
Boundary Functions, 1998
Kitakyushu Innovation Gallery 2007, Japan

Interesting elements of games

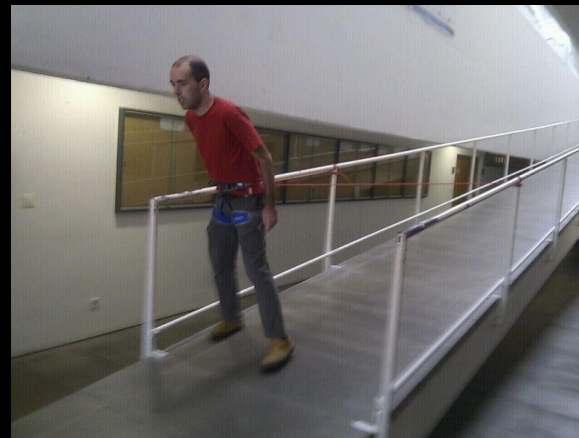


Ideas, element separation and
change, based on SIT

+, -, <>, X



concept testing & choice



Testing, sharing and materials



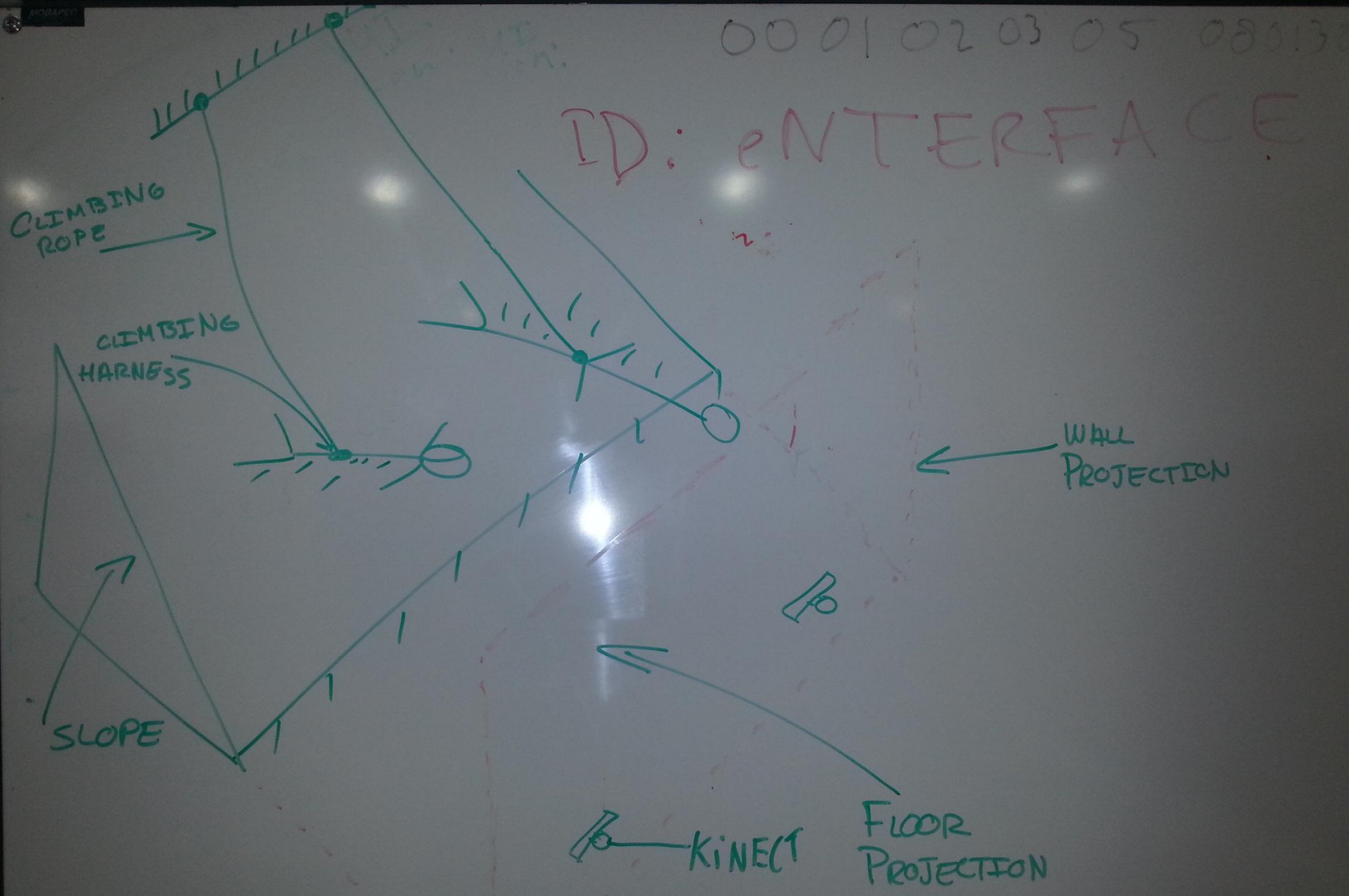
WooZ



Prototypes....and testing and testing....



Prototypes....and concept improvement



Recent set-up

Projector

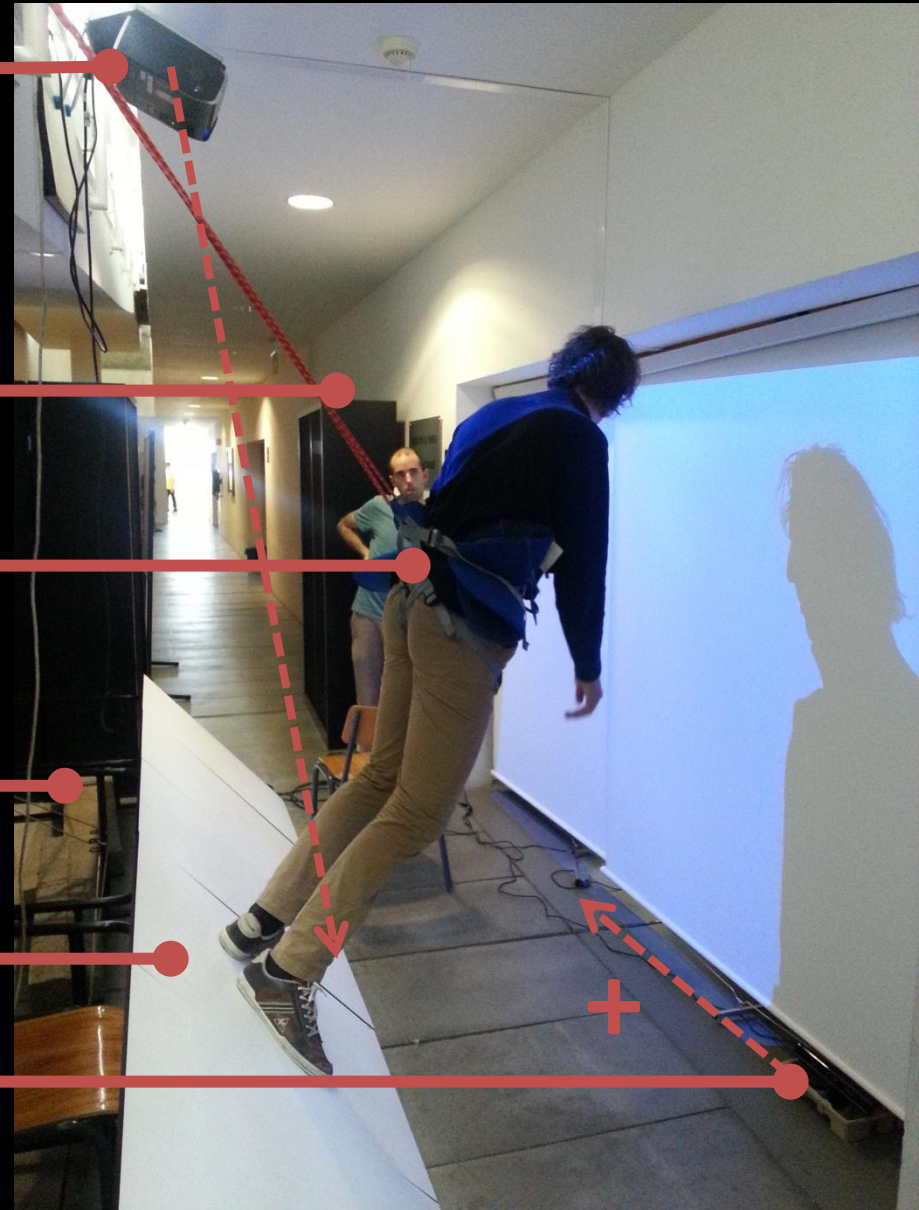
Climbing rope

Climbing harness

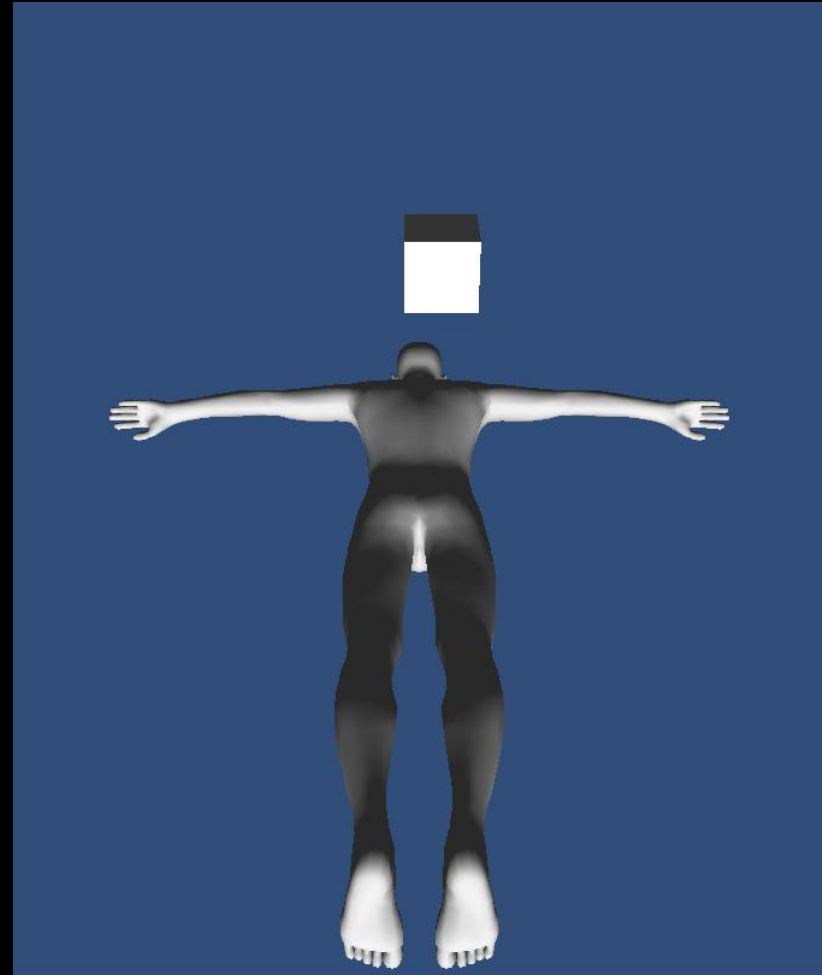
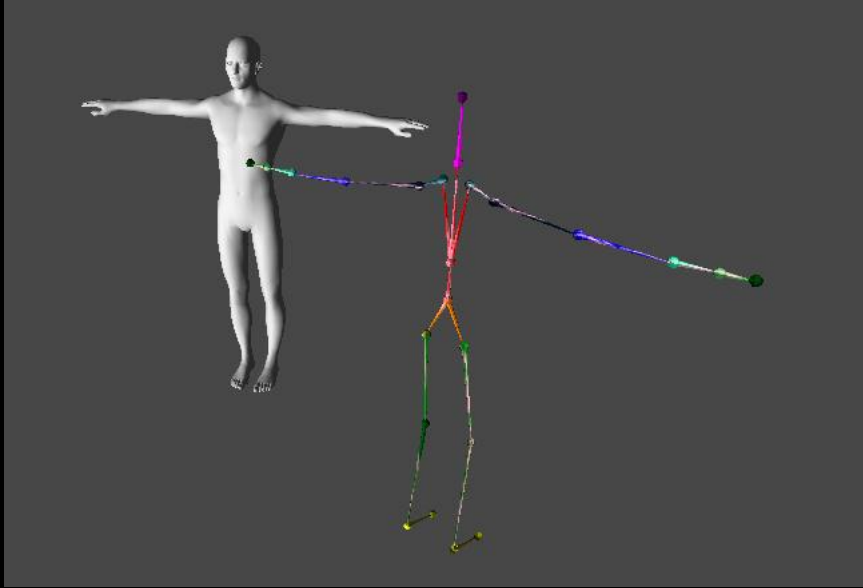
Counter weights

Steep slope

Kinect



Game prototype



Game prototype



Game prototype

