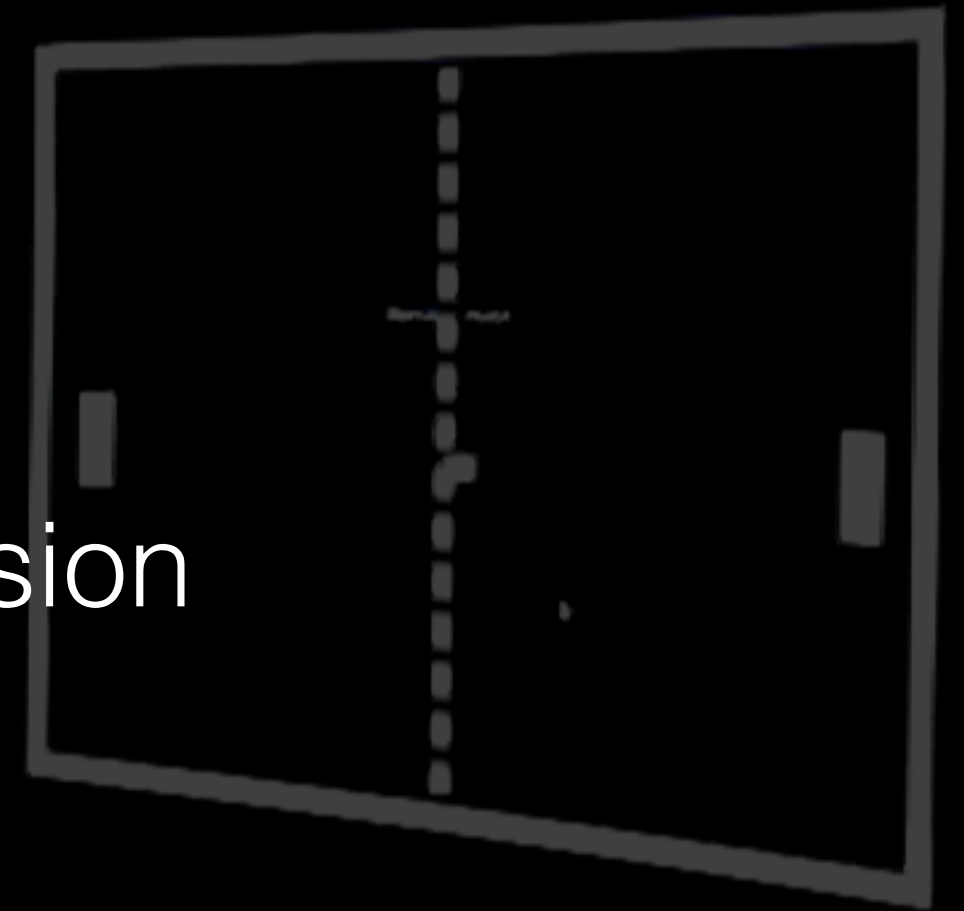


Beyond the TV

Integrating the Living Room for a Deeper Immersion





RESEARCHING GAMES ...?

Mario Schreiner
PhD Student, Computer Science
University of Konstanz



Group for Human-Computer-Interaction

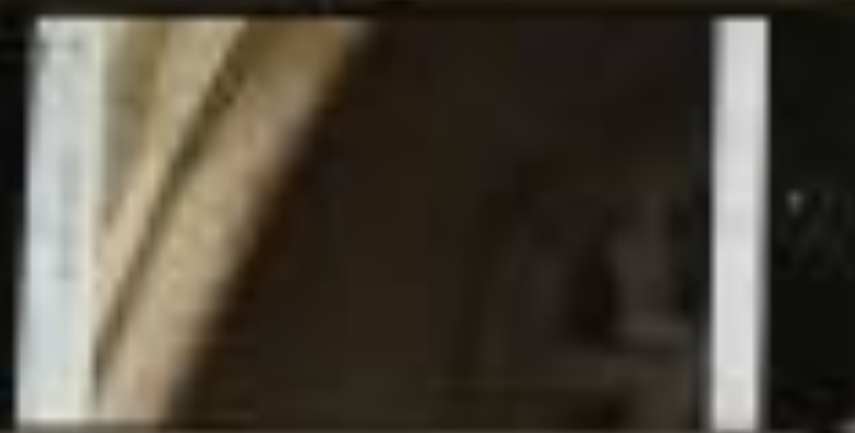
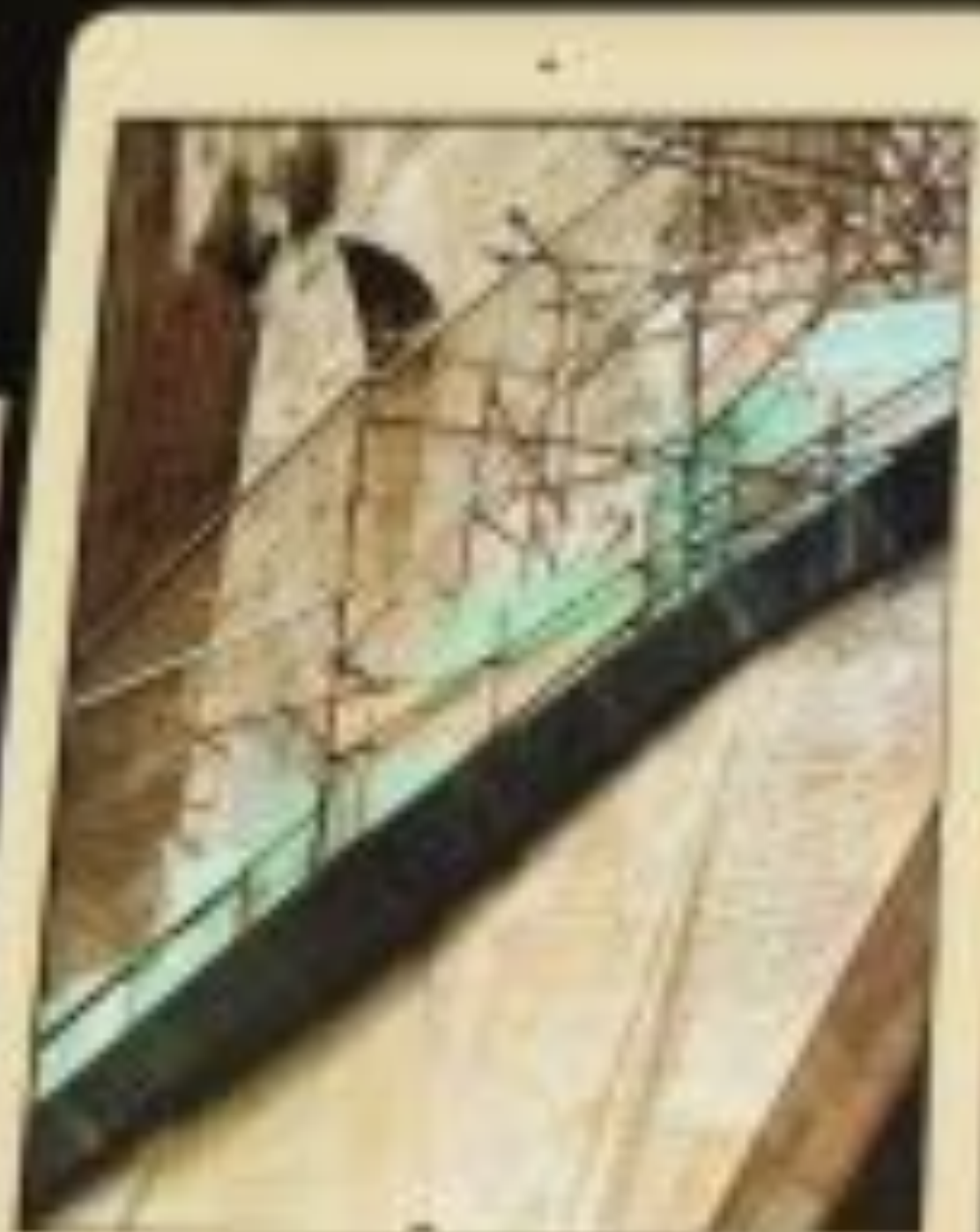




causality

Seite 114	2 Treffer
Seite 115	4 Treffer
Seite 116	9 Treffer
Seite 117	3 Treffer
Seite 118	0 Treffer
Seite 119	1 Treffer





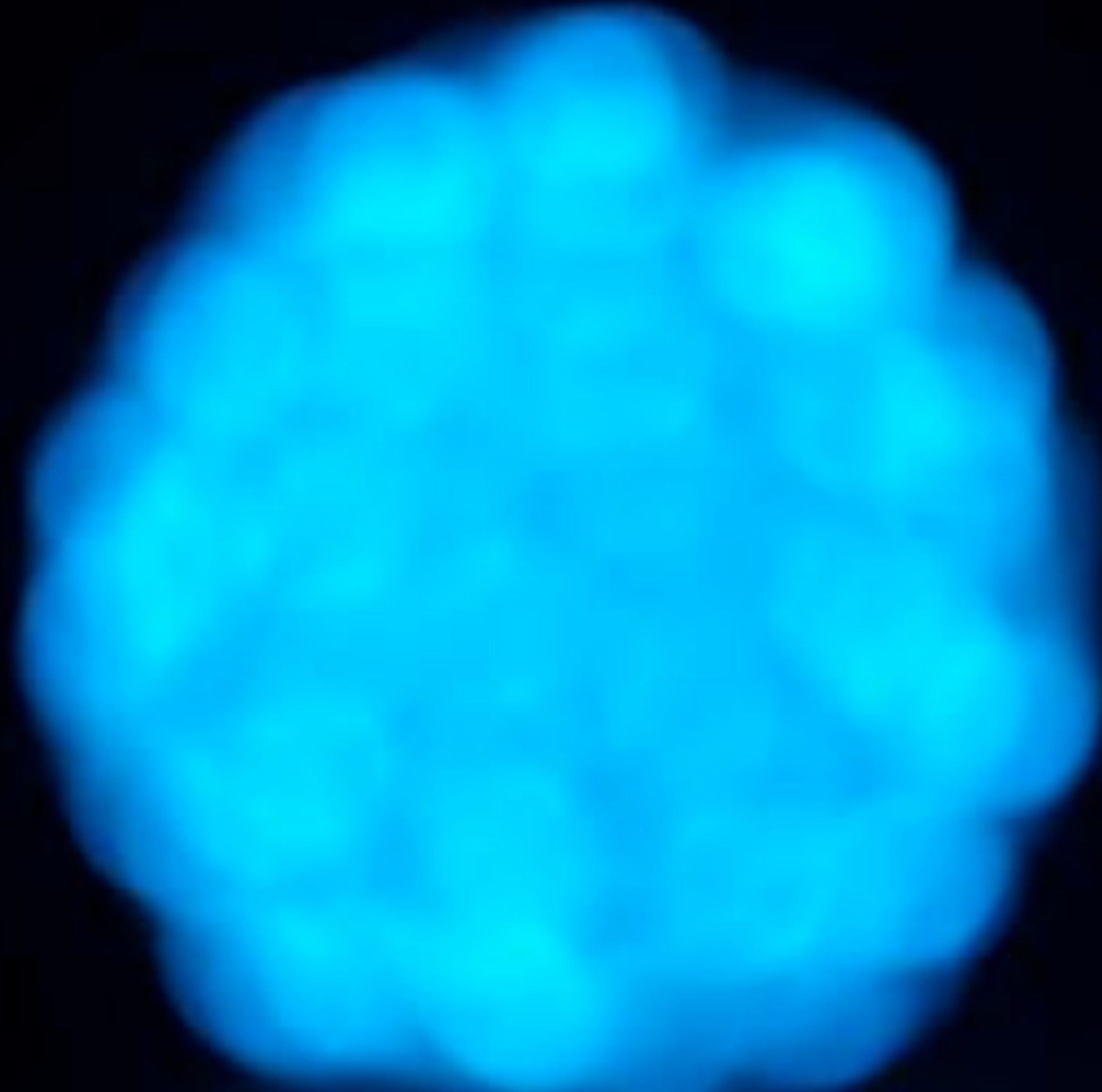












Beyond the TV

Integrating the Living Room for a Deeper Immersion

Lighting *outside* in Games









1 | Light is emotion







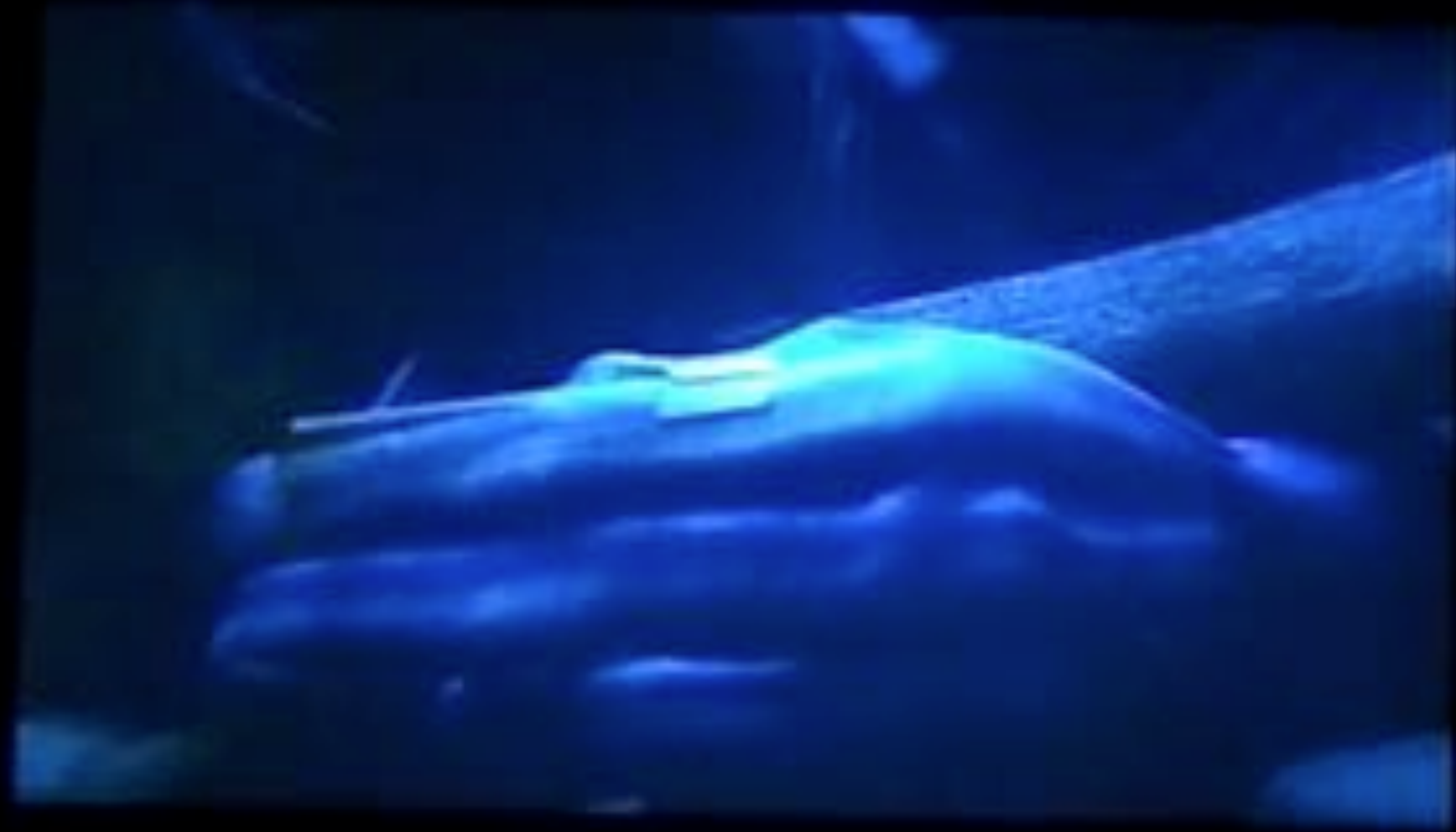


Source: <http://cdn.decoist.com/wp-content/uploads/2014/10/Getting-the-Halloween-lighting-for-front-yard-spot-on.jpg>



2 | Merging physical and virtual world is fascinating





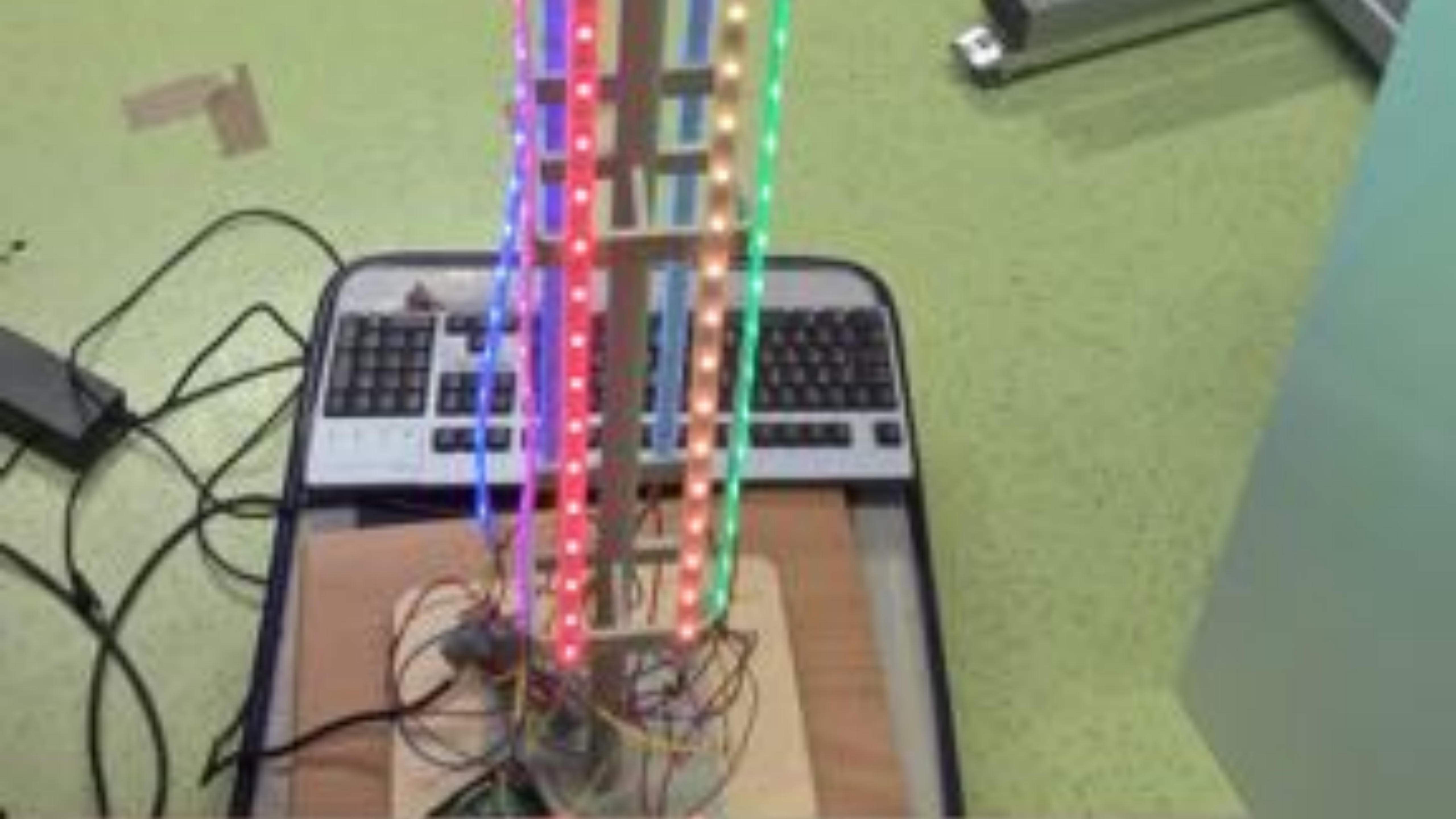
Yeah, light is awesome, we get it... what's your point?

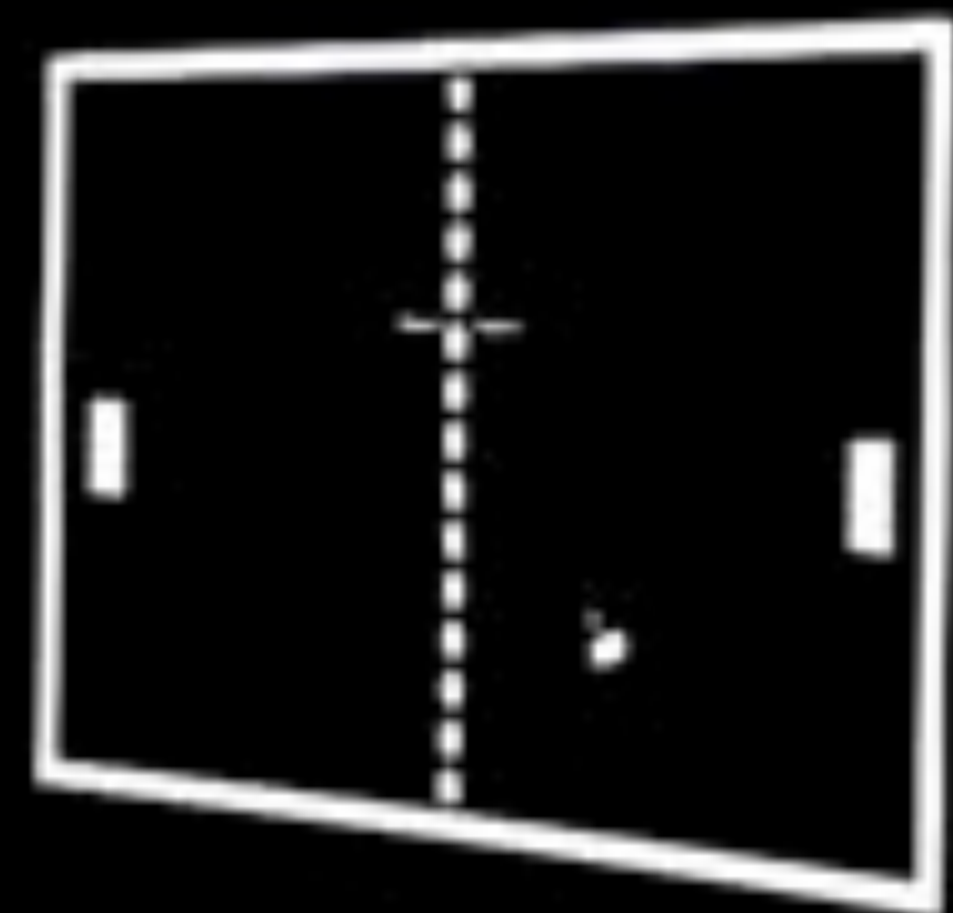
Current Limitations

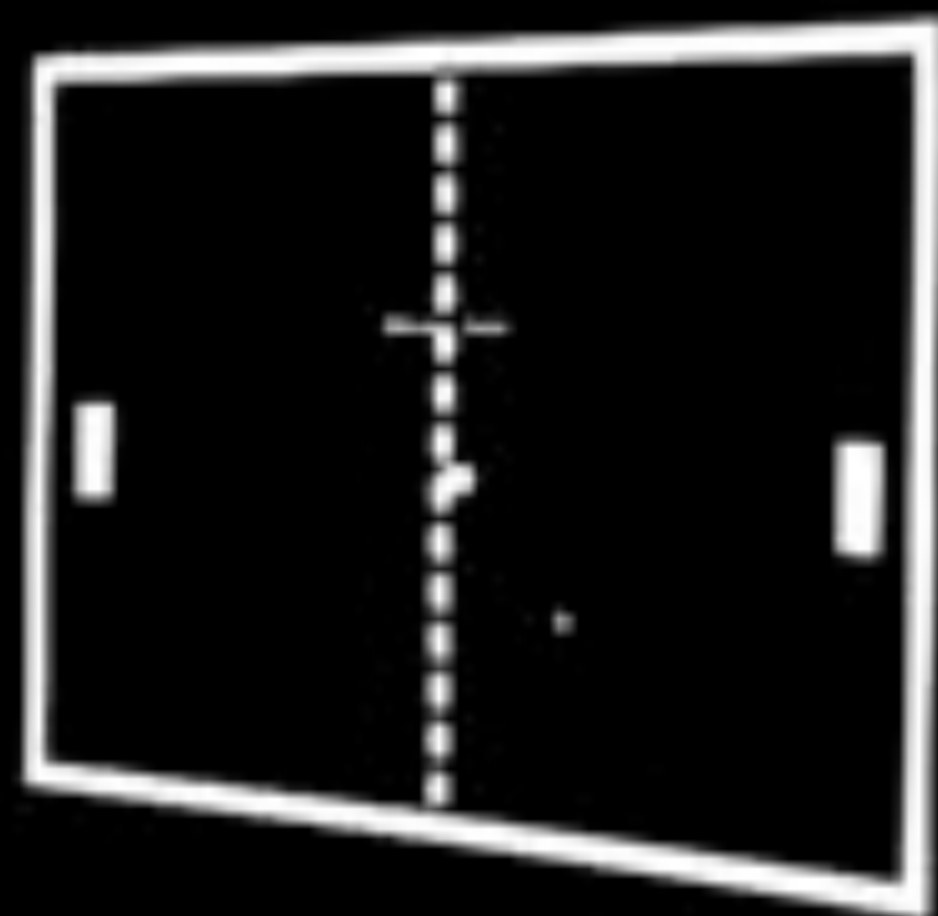
Ambilight cannot be manipulated directly

Lightbar is limited due to position, size and unicolor

There isn't much else beyond that!











So Much Possibilities

Physical UI: health bar, exhaustion, ...

Current Environment: Desert, Ocean, ...

Environmental Effects: Toxic, Fire, Day/Night, ...

Location-based light: Bonfire/item/enemy/player/... in relation to camera

Dynamic location-based light: Magic wave passing the camera, ...

Remaining Questions

What can we do with light?

What should we do with light?

Can this get annoying?

Where does immersion end and intrusion start?

...

That's all folks!

