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GameBlocks

GameBlocks is an interface system that makes use of the pre-existing augmented reality technology Goblin XNA and repurposes it to create a tangible interface system for the consumer market. By avoiding the high cost, required technical expertise, and environmental restrictions of other tangible and intuitive interfaces GameBlocks can be adopted and set up much more easily by the typical household. Since the camera feed is only used to receive the positional information from the fiducial markers it is possible to create experiences much more abstract than on devices where the interface and display share the same space.

Containment is a game that demonstrates one of the possible types of interaction with a system like GameBlocks. The point of Containment is to capture the dots that are the same color as your handles within the range of the triangle that your handles create. The game is turn based and active player is the one whose color is in the background and on the edges of the board. Each dot you take that is your color gains you one point. Each dot of your opponents' gains them one point and causes you to lose one. The winner is the first to reach the goal score.

