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 Media-Sensitive Glasses | Main | Camera sees behind objects

May 31, 2005

HIT ME!

08:42 AM art + games

HIT ME! is a 2-player game designed to promote face to face, "real world" interaction amongst both the players and the spectators, and to re-establish body language and physical touch at the core of technology-mediated communication.

Two players wear a hood equipped with a wireless button on the top and a wireless camera. They have to hit the opponent's button and the one who has the highest number of hits in a limited amount of time wins. When a player hits a button, the camera on the player's head takes a snapshot of their opponent. The picture, the scores and the timer are projected on to a large screen for everyone to observe.

Author: Kaho Abe.

HIT ME! is part of the Parsons Design & Technology Thesis Performance Night, New York tonight (7:30 pm, New School Tishman Auditorium)

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