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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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