

Observations

This system succeeds on a variety of levels. It makes use of the three-dimensional quality of the projection, but projects an object that has only very shallow relief. In maintaining this low relief, the player gets the illusion of the third dimension but does not suffer from the distortion and detachment experienced when high relief 3-D objects are projected due to oblique viewing angles inherent to a floor display of this size.

One of the key aspects of this application is that it creates a strong and instant association between the kinesthetic activities of the player and the simulated kinetics of the game. This tight bond between real and virtual properties goes a long way in erasing the technological presence of the installation.

As the conventional version of the game is well known, most players fully understand the concept at first glance and are eager to engage. Players with no familiarity with the game can figure it out within seconds. Thus this application effectively reduces the threshold of engagement both in its physical configuration: one simply has to walk onto it, no enclosed spaces, no special gear, and in its content: the game is either familiar, or otherwise highly intuitive.

Other interesting factors are observed. Upon engaging in this installation, the players have no choice but to develop a strategy, and then act upon this strategy by using the full mobility of their bodies. The need to engage both the body and mind in a simultaneous concerted effort has powerful effect of inducing an instantaneous and highly focused state of concentration, further diminishing the presence of the technology.