

Description: "Three men three legs"

Nobuya Suzuki

My work is to make a three dimensional space where people help each other through the computer network to archive their goals.

The end of the 1993, "Mosaic"(World Wide Web Browser) came into use on the Internet, which has resulted in the shift from text based communication to graphical communication. However this new communication style did not include the concept of collaboration. The trial and error for this works system has been practiced before "Mosaic" was opened to the public.

Fujihata,Masaki had an idea that within the limited information , people should be able to share time and space. It had started since the summer of 1993 and continued on to the spring of 1994 when "TwisterGame on Network" was experimented by connect the conference in Montecarlo(IMAGINA) and KeioUNIV in Japan .

Based on "TwisterGame on Network", this thesis examines the work,"Three men three legs" , which three users can collaborate and play through the computer network.

Three players use each three networked computers (Silicongraphics, Indigo2). Each players see only one puppet which has a sphere body and three legs, in this virtual space. One player manipulate only one leg and this puppet keep own balance automatic. But if only one player won't go to the forward, the puppet don't go forward. Because the other legs stay same place. For a good hand to manipulate, three people must cooperate in this virtual space.

purpose;

1. cooperate and collaboration
2. sharing body
3. networked system
4. participate several people
5. three dimensional space