Mixed Reality and Human Centered Media for Social and Physical Interactive Computer Entertainment

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New Media

“... it is the speed of electric involvement that creates the integral whole of both private and public awareness. We live today in the Age of Information and of communication because electric media instantly and constantly create a total field of interacting events in which all men participate”, Marshall McLuhan, Understanding Media, 1964, p. 248
New Media

- New Media means much more than the convergence of telecommunications, traditional media, and computing.
  - Marshall McLuhan’s “extension of man”
- various forms that humans can extend senses and brains into the world
- natural and humanistic ways of interfacing with machines, as well as other people networked remotely over large distances using the full range of human gestures
- new ways of communication between people, between cultures and races, between humans and machines, and between machines and machines.
The View from 1968

- Networked Interaction
- 2d Video Conferencing
  - lack of spatial cues
  - limited participants
  - 2D collaboration
  - separation from real world
The View from 1979

Remote Conferencing

Face to face Conferencing
Research Issues

- Merge real world and virtual world as seamlessly as possible (but not just mixed reality)
- Interaction of natural physical space with virtual world
- Networked social interaction in physical/real world and virtual world
- Computing for purpose of bringing delight and social bonding in humans and societies

Carrol, “Beyond Fun” ACM Interactions Sep-Oct 2004
Milgram’s Reality-Virtuality Continuum

Mixed Reality

Real Environment
Augmented Reality (AR)
Augmented Virtuality (AV)
Virtual Environment

Reality - Virtuality (RV) Continuum

Adapted from Milgram, Takemura, Utsumi, Kishino.
Networked Interactive Mixed Reality System: 3d-live

- Conventional 2-D human capture and network conferencing does not allow large user movements and gestures to be captured [Heath 91], there are no spatial cues between participants [Sellen 92], and participants cannot easily make eye contact [Sellen 95].

- Goal of 3d-live is to enhance the human remote interaction by developing a 3-D human capture mixed reality system.

Cheok et. al IEEE ISMAR 2002 Frankfurt
Zhou and Cheok et. al IEEE Transactions on Multimedia, 2005
Networked Interactive Mixed Reality System: 3d-live

- System is based on shape-from-silhouette information. Capable of capturing 3D models and textures at 30 fps and displaying them from an arbitrary viewpoint.
- 2002: System produces 450x340 images at 30 fps, based on 15 cameras.
- 2003: System produces 640x480 images at 30 fps using 6 to 9 firewire web-cams
Real Time Virtual Viewpoint
Live human actor content rendered from appropriate viewpoints in real time.
3d Live Videos
3d Live Videos
 Ars Electronica Sep. 2003
Museum of the Future

Linz Austria
Potential Applications

- Holo-phone technology
- 3d books
- Sports training
- Training Simulators
- Computer games
- Live virtual tours
- Architecture

See Demo at ACM Portland CHI 2005
Interactive / Entertainment Applications of Mixed Reality

• Computer entertainment USD $40 Billion industry (2004), a driver of technology

• Use of computers expanded into leisure activity, family interaction, civic life

• HCI: Usability has been broadened to encompass well being, collective efficacy, cultural identity, and social capital. ACM Interactions Special Issue Funology Sep-Oct 2004

• MR expected to be part of the forefront of the next generation computer entertainment and games
Interactive Networked Physical Computer Entertainment

- New form of interacting with digital media
- Humans, as social creatures find physical interaction, touch, and human-to-human presence essential for the enjoyment of life [Bowlby 83].
- Present computer entertainment focuses the user’s attention mainly on computer screens or 2D/3D virtual environments, rather than interactions between humans.
In the pre-computer age, games were designed and played out in the physical world that we live in, in order to make use of real world properties, such as physical objects, our sense of space, and spatial relations.

Ancient Chinese Game Jiu Ju

we can see that interactions in pre-computer games consisted of two elements: human to physical world interaction and human to human interaction.
Touch Space

Stresses the seamless interaction with virtual objects and virtual figures with body movement,
Seamless transitions between AR world and the VR world.

Cheok et. al Entertainment Computing, 2001
Cheok et. al Personal and Ubiquitous Computing Journal, 2002
Tilt Pad
Human Pacman

- novel computer gaming experience by embedding the natural physical world ubiquitously and seamlessly with a fantasy virtual playground.
- collaboration and competition between players in a wide outdoor physical area that allows natural wide-area human-physical movements together with remote players on the internet.
- Pacmen(women) and Ghosts are now real human players in the real world experiencing mixed computer graphics fantasy-reality.
Features

- Players have to physically roam around the outdoor area and collect virtual cookies in the process.
- Find and collect ‘Ingredients’ that are actually Bluetooth embedded objects.
- Physical objects are linked in real time to their virtual Pac-world.
- Another role in Human Pacman is known as the Helper. She is participating in the game remotely via a computer terminal over Wireless LAN.
Mixed Reality Module

Dead Reckoning Module
InertiaCube
Touch Sensor Sensors

Wearable Computer

Motherboard
- Frame Grabber
- Graphic Card
- CPU

Integrated Power Supply

Batteries

Supporting Devices

Bluetooth
Wireless LAN

Input
- Twiddler
- Camera

Hard Disk

Output
- Head Mounted Display
A network diagram showing the connection between different components:

- **WearComp 1** connected to **Ghost Player 1**
- **Helper 1's Computer** connected to **WearComp 1**
- **Pacman Player 1** connected to **WearComp 2**
- **Helper 2's Computer** connected to **WearComp 2**
- **Ghost Player 2** connected to **WearComp 4**
- **Helper 4's Computer** connected to **WearComp 4**
- **Pacman Player 2** connected to **WearComp 3**
- **Helper 3's Computer** connected to **WearComp 3**

The diagram also shows the **Shared Information Database** connected to all the components.
Wearable Computer

- Client status
- ClientID & Type
- AR Data
- VR Data
- Treasure Data
- Messages:
  1. Treasure swap notification.
  2. Help request to helper.

Assign unique ClientID to each user.
Relay all clients' message and data.

Server Computer

Helper's Computer

- ClientID & Type
- Messages to team member.
Version 2: August 2003

30 FPS
Mobile Mixed Reality: Human Pacman

2D Map of Physical Space for Pac-World

3D Map of Virtual Pac-World
Bird Eye View of 4 Players and the Corresponding Virtual World
Scene of Collaboration between Players
Player walks across a cookie and it disappears.

Corresponding virtual world update in real time.
These sequences of pictures show what happens when a PacMan picks up an ingredient in all 3rd person, 1st person, and virtual world view.
Poultry.Internet: A Cybernetics system for Human-Pet Interaction through the Internet

Lee and Cheok, Personal and Ubiquitous Computing, 2005
Novelties:

- Human-pet haptic interaction through Internet
- Remote tangible touching sensation
- Pet-computer cybernetics moving mechanism
  - A physical representation of pet using a moving doll

Why Chickens?

- In South East Asia, chickens have traditionally been kept as family pets
- Poultry is terribly treated animal in modern society (production of eggs and meat)
- Studies have shown that chickens respond to stroking and touch in a positive manner
Why Human-Pet Interaction?

• Pets provides social support, makes people feel unconditionally accepted

• Pets are used for human psychological therapy
  – AAT (Animal Assisted Therapy)

• Pets satisfy children’s need to nurture
  – Help in social-emotional development of children
Why Remote through Internet?

- To feel the presence of pets no matter where we are
  - Nowadays people are too busy
- To allow people allergic to animal a chance to have pets
  - Cyber-pets
- To allow people to stroke dangerous animals in the zoos
  - Touch a crocodile
System Overview

Consist of 2 Sub-systems:

- **Office System**
  - Human (pet owner) interacts with avatar (doll) of real pet (rooster)

- **Backyard System**
  - Real pet (rooster) senses fondling by human remotely (chicken tracked by camera)

- **Both systems are remote, and interconnected by Internet**
System Overview

How it works:

• Pet owner touches the doll in the Office
• Rooster feels the touch in the Backyard, excited and moves around
• Pet owner then sees the doll move, following the path of the rooster
Experimental Results

- Red door / Blue door test
- Weighted door test
- Over 80% average
- Humans preferred this method over voice, web cam
Future work

- More sensors on pet (heart rate, temperature)
- Different animals
- Camera on pet
- Sensors and electro-exciters on human for human-pet touch/dance
Conclusions and Future Work

- We envision a new type of delightful media experience that has two main features:
  - Integrated ubiquitous context-awareness and sociality into the computer interaction context, which entails ubiquitous, tangible, and social computing.
  - A seamless merging of physical world, augmented world and virtual world exploration experience.
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• ACM SIGCHI ACE2005 June 2005
  • www.ace2005.org Valencia Spain

• Entertainment Computing 2005 EC2005; Japanese Domestic Symposium
  • www.entcomp.org/ec2005