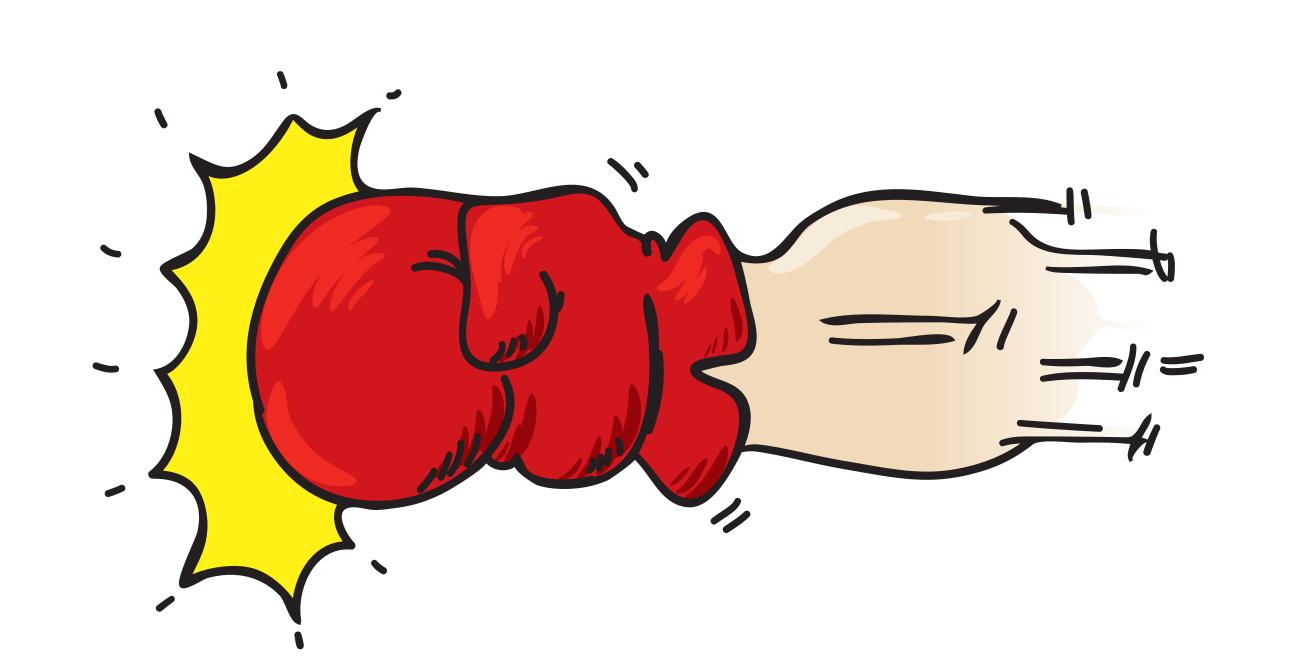


# BENOTE IMPAGT



# Shadowboxing over a Distance

Remote Impact is a "Sports over a Distance" boxing game that enables a full body contact experience between geographically distant players. Unlike the Nintendo Wii which only supports hitting thin air, Remote Impact recognises and registers intense brute force. The physical intensity of the game contributes to general fitness, weight loss and stress relief at the same time it allows you to socialise and create new friendships over a distance in a fun way.







### **Motivation**

Current widespread communication technologies can support generic messaging and business-oriented tasks, but they do not adequately facilitate the building of trust between distance persons. On the other hand, traditional contact sports like football, rugby, and martial arts are well known for their effectiveness in social bonding and teambuilding. Remote Impact aims to provide these benefits to participants who are in different places.

## Interface

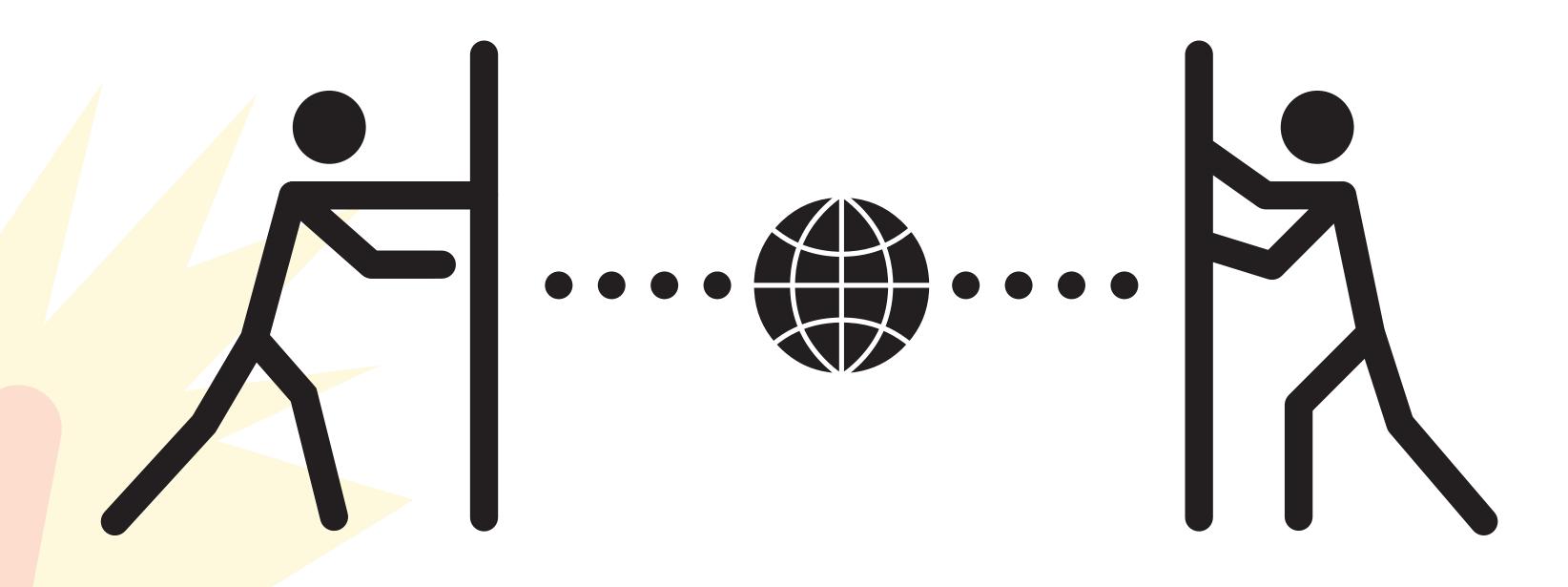
Remote Impact is an example of an exertion interface that allows for brute force interaction. A life-sized silhouette of the remote player is projected on the interface, which resembles a mattress standing against a wall. This silhouette is captured from behind, allowing for a close-proximity interaction without camera obstruction or distortion issues. A novel multi-touch detection system measures the location and intensity of multiple simultaneous impacts. Players can talk to each other through a voice connection between the locations.

# **Game Play**

Players can punch, kick, or throw their entire bodies against their projected opponent, and the system recognises when there has been a hit or a miss. Players can dodge hits by ducking or moving out of the way, just as in real sports. More points are scored by hitting one's opponent harder. At the end of a specific time interval, the player with the most points wins.







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- Remote Impact could allow friends and family members who live apart
  to engage in a full-body exertion exercise experience together in a
  playful environment without anybody getting hurt.
- Schools could install Remote Impact to allow students to participate in sports and exercise together with students in other schools, possibly very far away.
- Teambuilding coaches could use Remote Impact to increase the effectiveness of teams that work across continents.
- Event companies or networking organisations could use the system to break the ice between remote participants and build a sense of togetherness.
- Health club companies with multiple locations could offer dedicated installations to allow members to work out with their distributed friends in connected gyms.



