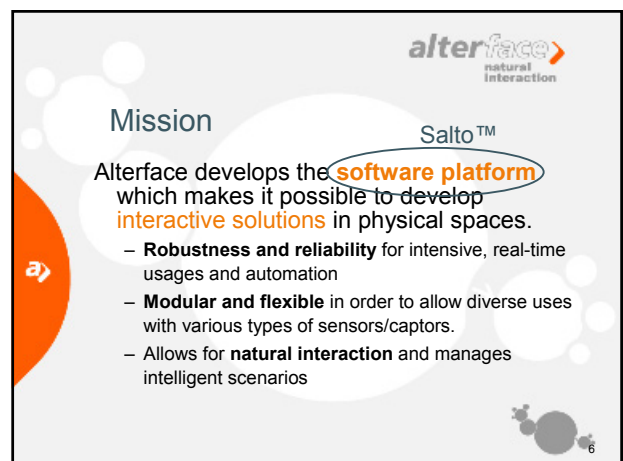
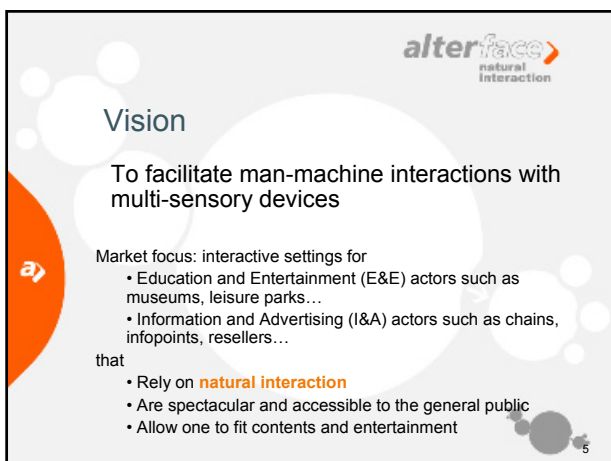
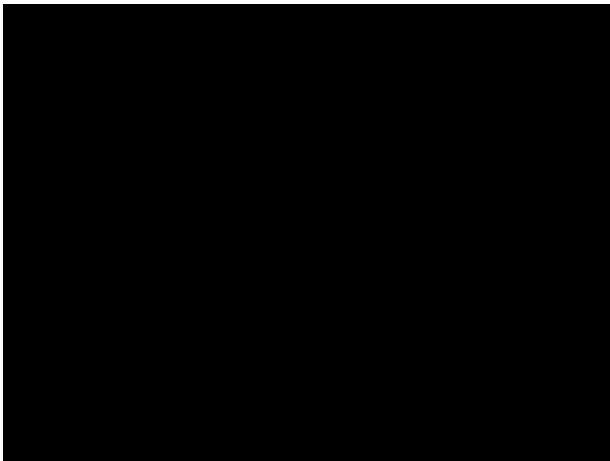
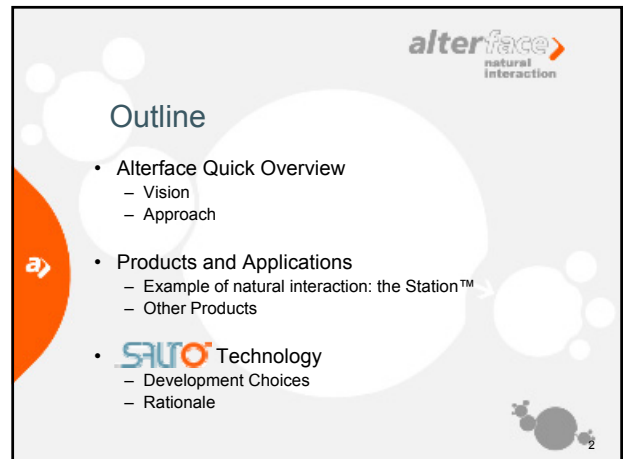




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natural interaction

Concretely?

We develop **software** for solutions that are...

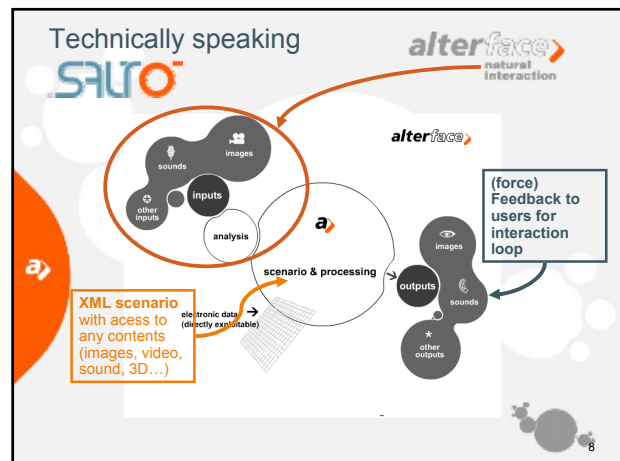
WITHOUT INTERFACE ("natural" use)

IMMERSIVE (user WITHIN the info)

(system reacts to user's actions) **INTERACTIVE & PROACTIVE**
(system even anticipates)

Fields of mixed-media, multimodal interface, pervasive computing...

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Market approach

- **Engine** directly ?
- 1. **Projects**
- 2. Offer simplification -> products (i.e. **solutions**)
- 3. **Products** -> contents by third parties
- 4. **Engine** as such

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Products and Applications

Natural interaction Example: Station™

Other products

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Interaction & Involvement

Webster dictionary

- **Interaction** (date: 1832)
 - **mutual or reciprocal** action or influence
- **Involvement** (date: 14th century)
 - 1 *archaic* : to enfold or envelop so as to encumber
 - 2 a : to engage as a participant <workers *involved* in building a house> b : to oblige to take part <right of Congress to *involve* the nation in war> c : to occupy (as oneself) *absorbingly*; especially : to **commit** (as oneself) *emotionally* <was *involved* with a married man>
- **Emotion** (date: 1579)
 - 2 a : the **affective aspect** of consciousness : feeling b : a state of feeling c : a psychic and physical reaction (as anger or fear) subjectively experienced as strong feeling and physiologically involving changes that prepare the body for immediate vigorous action

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Key challenges (personal view)

Interaction shall lead to involvement through emotion

- Paying attention to the *learning curve* for effective manipulation: technology should not inhibit
- Interaction should go **beyond (mere) reactivity*** -> need for surprises, **emotions (storytelling)**
- Only a strong (emotional) impact will provide users with a long-lasting **experience**

* Though 'responsiveness' (fast response time) is instrumental in modern systems

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Interaction for Education – one approach

1. Provide the user with a rich experience
2. by involving this user into a story, with narrative tension (goal, means...)
3. Have him/her take part in the (inter)action, with a real control
4. Surprise/challenge her/him
5. Include ... joy and fun ..., i.e. provoke emotions

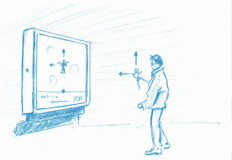
Interaction – Involvement – Emotion
Story

This is notably key in « learning by doing », but also in pure 'education' and probably in 'training' and other more professionally-oriented activities

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Interaction for Edutainment – Station™ approach

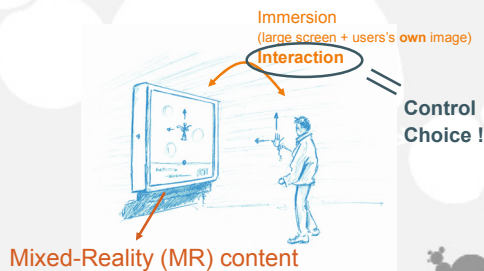
1. Invisible technology (the user does not see the camera sensor) -> no barrier
2. Involve through user's own image
3. Provide control through 'natural' body behaviour/gesture
4. Provoke emotions through artefacts on the user's image
5. Make the interactive scenario a story



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Station™

Immersive, interactive station



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Edutainment examples

Edutainment = Education & Entertainment

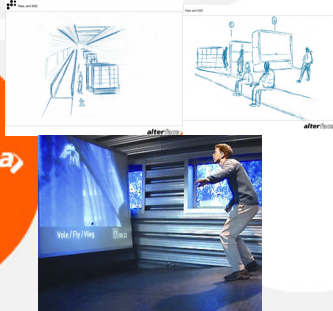
- "Knowledge is memorized more effectively when mediated actively than passively"
- Learning by doing
- Involvement / Emotion

Examples

- PASS (Science Park), Frameries, Belgium
 - Understand that for learning you need to dare and behave
- EuropEmotion at Mini-Europe, Bruparck, Brussel
 - Discover some key values of Europe through 7 games
- Futuroscope, Paradisio, Océade...

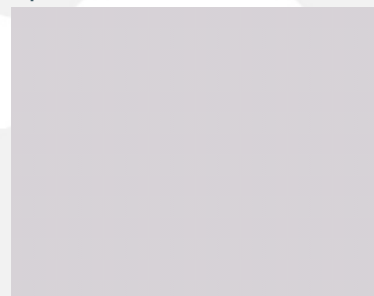
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PASS



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EuropEmotion



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Applications

Relying on the Salto™ engine,

- a portfolio of products/solutions is presented to the market:
 - Kiosk
 - Reaction, Pro-action, Interaction
 - Station
 - Immersion, Emotion, Interaction
 - Trace
 - Centralization, Personalization, Follow-up
 - Arena
 - Group Interaction, Show, Special Effects
 - Vision
 - Seeing the invisible, manipulation
 - Engine
 - On-demand Interactive Elements
- Physical setups are installed at customer sites.

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The "Kiosk"

- Reactive/interactive display station without interfaces (Keyboard, mouse, touch screen)
- Piloted using body gesture analysis (general behavior, hands, fingers)
- Information adapted to circumstances

Video

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Kiosk

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The "Station"

- Players immersion into contents (Magic mirror)
- Players are "in situ" with or without props. No gloves, no glasses...
- Interactions between players and the virtual world
- Content catalogue or ad hoc developments.

Video

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The "Arena"

- Interactive Attraction up to 80 players
- On stage players and interacting public
- Special effects on stage and for the public
- Optional Motion Platform

Video

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