

## Mono-ski Simulator Game Development

- Innovative Adaptive Technologies, Wes Dearborn, <http://innovativeadaptivetechologies.com>, and Joel Bach, CSM
- Wes has developed a trainer device for individuals to learn how to use a sit-ski. Right now, the solution is purely mechanical. As with many such ideas, adding a gaming element would increase engagement of the user and the effectiveness of the training. What we'd like is a proof of concept that uses motion/position sensors mounted to the device to drive a game. Recognizing that a complete game with high quality graphics is a bit of a stretch, we're looking for a solution that demonstrates the possibilities but doesn't have to be polished. The solution must be easily expanded by future students and/or professional developers. Modification of a commercial game would be an alternative possibility.
- Ability to use motion data to drive computer graphics.
- 4-6. There is a lot that could be done here and the work can easily be split into sub-tasks.
- QL+ Human Centered Biomechanics Lab, Brown W305.