

The Magic Floor

Abstract

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6th term

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Introduction

In the course of a multidisciplinary project for the University of Applied Sciences, our team aimed at creating an interactive media game. After seven months of preparation our work resulted in – what we called – the "Magic Floor".

The purpose of this interactive game is to develop an understanding for how hard it is to recognise everyday sounds within our environment without any visual context.

Who is behind all this?

The crew consists of 10 students attending the Media Technology course at the University of Applied Sciences in St. Pölten.

But how does the Magic Floor work?

We chose four different topics to be represented by one-minute videos:

- Coffee-time
- On the road
- Kitchen
- Shopping

By tapping on a plateau, the user has to find the right sound to the images shown in the video. Each topic has four correct sounds. It's a little bit like memory, but beware! The sounds change position from time to time...

Technical background:

- the interface has sixteen wooden panels
- the sounds assigned to the panels change after each 1-minute-video
- the interface is connected to a computer running a Reaktor-ensemble for routing the sounds
- independent of the ensemble, a DVD-Player plays the videos
- these are displayed by a video projector

The "Magic Floor" provides fun for groups of all ages and can be played with any number of people. It is easy to learn and after a little while you will find yourself hopping around on the plateau as fast as you can.