
Interactive Table

Brief Outline of the Idea

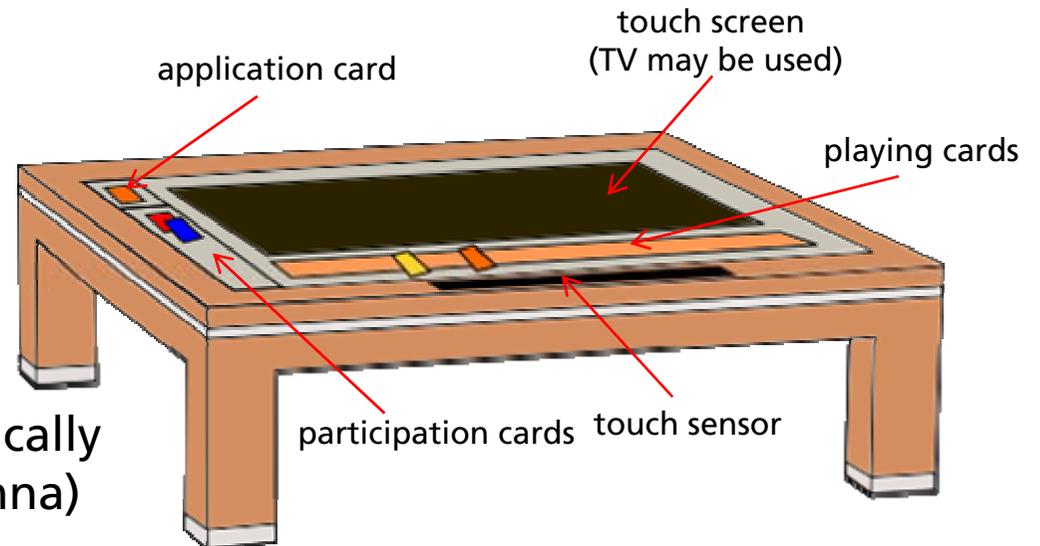


Overview

- Sketch
- Control Concept
- Application Scenarios

Sketch

- Table with Built-in Antenna
- Divided into 5 Sections
 - 3 RFID-surfaces
 - do not need to be physically separated (1 RFID-antenna)
 - touch screen
 - additional interactive surface
 - may be substituted by a TV or an iPad
 - touch sensors
 - touch-controlled via screen
 - e.g. swiping motion



Control Concept

■ RFID

- features are assigned to RFID-cards(- objects)
 - positioning them on the table
 - feature is read out and activated
 - distinction between three different types
 - application card:
 - starts a game
 - participation card:
 - sends participation invitation to other players
 - playing card:
 - starts some action
- comparison: playing a card in a regular parlor game

Control Concept

- Touch Screen
 - display of the game
 - game interface
 - animations
 - display of game information
 - current status (score, Whose turn is it?, etc.)
 - the other player's status
 - additional interaction surface
 - confirming invitations
 - putting into action / confirming possible features

Control Concept

- touch screen
 - additional interaction surface
 - confirming invitations
 - navigation by means of swiping motion

Application Scenarios

- Starting Applications
 - applications can be started via :
 - menu-navigation and -selection
 - aids (direct selection)

 - navigation
 - via touch screen
 - or touch surface on the table

 - direct selection
 - positioning application card on the playing surface

Application Scenarios

- Selection of Participants
 - with the help of a list of participants
 - via touch screen
 - by means of participation cards
 - cards are positioned in the play area
 - invitations are sent out automatically
 - problem: new participants
- combination of both alternatives possible

Application Scenarios

- Selection Based on RFID-Cards
 - playing cards are marked
 - by positioning cards on the playing surface, different events are triggered
 - the principle of playing cards is known to most users
 - example: role play or board game
- touching the screen
 - available features are displayed in the form of buttons
 - by pushing such buttons the respective features are selected
- motion

basic features can be triggered by means of a swiping motion, e.g. *confirm* , *cancel* , etc.