

INTERACTIVE MULTI-TOUCH ARTWORK DISPLAY

Shaocong (Scott) Mo & Michael Yao

NICT

July 6, 2012

PROGRESS update

- Added video player into the puzzle game; when user finishes the puzzle game, he/she can watch a video about the artwork as a reward
- Striped down the play, pause, rewind, forward, and time bar
- Added multi-touch function into the puzzle game
- Added “More information” and “Main menu” buttons
- Changed background of the puzzle game to make it more appealing to the eye

NEXT WEEK

- Improve the layout of the puzzle
- Continue studying the API for the location based system
- Manually design the puzzle pieces and mask the pieces onto the images we currently have
- Integrate the puzzle pieces into the program and action script
- Search for auto mask software

JAPANESE CULTURE

- When you eat with other people, you wait for them before you start. When you finish your meal, you wait for the people who are not finished yet.
 - I eat very slowly, so every time Chikama-san would wait until I finished my meal (Scott)
- During lunch, I found out that most of the time males only sit with males and females only sit with females.

JAPANESE CULTURE



Nightlife near Kawaramachi Dori

Kyoto Station



JAPANESE CULTURE



Fried Rice Ball~



Fried Shrimp and Onions



Tofu with some type of soy sauce

ACKNOWLEDGEMENTS

UCSD

- Dr. Jason Haga
- Dr. Gabriele Wienhausen
- Dr. Peter Arzberger
- Teri Simas
- Jim Galvin
- Tricia Taylor

NICT

- Dr. Shinji Shimojo
- Masaki Chikama
- Yoshinori Kobayashi
- Takata Tomoaki

SDMA

- Vivian Haga