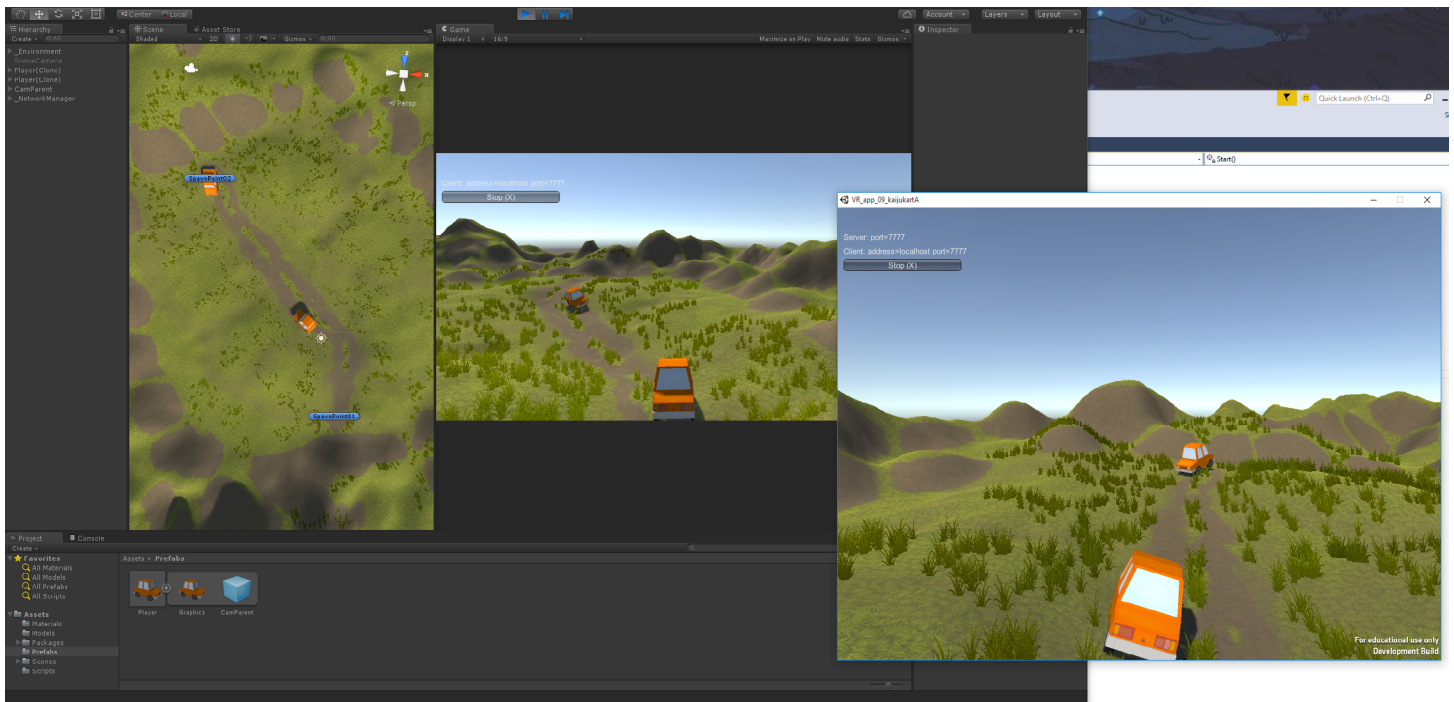
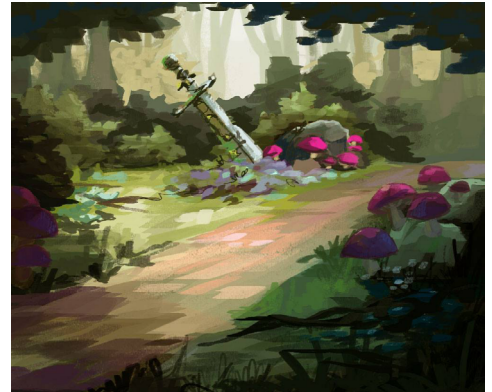
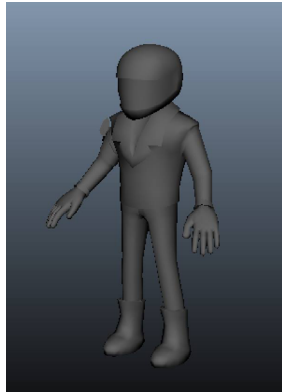


## 2016 DESIGN SHOW: Submission form for jury selection

Name(s): Benjamin Mulka Schiffler

Major(s): Interaction Design & Computer Science



Project Name: KaijuKart VR

Approx Dimensions (for physical projects): The Vive needs 1.5 x 2m (5 x 6.5 feet) of space minimum to operate, plus room for the other players to stand in and be playing on phones.

Brief Description (max two sentences): KaijuKart VR is an asymmetrical VR Game, meaning one player is in Virtual Reality using the HTC Vive headset, and the other players are on their phones, but both players can see and interact with one another. The phone players are hoverkart racers trying to beat each other around a track, while the VR player is a monster trying to squash them using their handheld controllers.

Preferred Method of Presentation (circle any that apply):

Wall (Poster)

Table/Podium

iPad

Mac

Other

Additional explanation and request

I plan on exhibiting an Asynchronous Multiplayer VR Game on the Vive I have built for my capstone. I'll be providing the headset, I'm currently working on acquiring a computer, and I'll put posters and mounted cameras on the walls of the little room in the back for it.

One project per sheet. Please fill out, drop in image(s) and print in color. **HAND-IN DEADLINE: 9am Friday May 20 in Room 247**