

Fact Sheet – Biomechanics project



Motivation

- Uni Heidelberg wanted a game for the Teslasuit
- Teslasuit: VR suit with full-body haptic feedback
- Goals:
 - simple but fun game
 - simple movement for easy analysis
 - integration of haptic feedback

Solution

- Tools:
 - Game engine: Unity
 - Teslasuit integration through Unity plugin
- Game Design – Whack-a-mole:
 - a simple and exciting game
 - clearly defined motions, flexion and extension of biceps and triceps
 - haptic feedback can be achieved through forced flexion of the opposing muscle
 - No need for controllers through Teslasuits motion capture

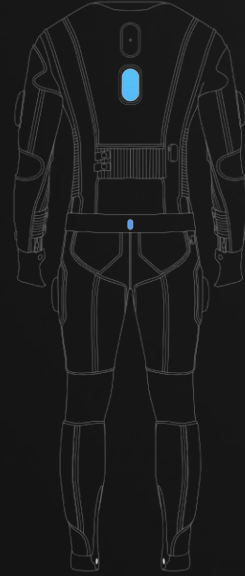
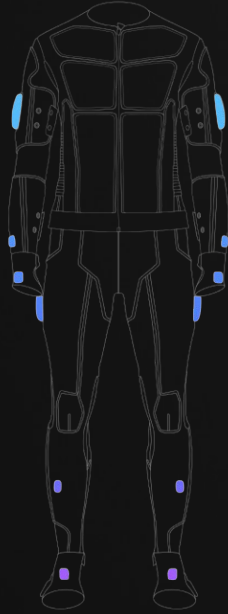
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Telasuit™ and haptic feedback



Our project



Looking into the past:

- Unknown possibilities
- Start in late december because we didn't have the suit
- Problems with Hardware
- Teslasuit integration issues



Looking into the future:

- Analysis of movement
- Biometrics research
- Using this project as a baseline for research