

Real-Life Augmentation of the Xbox Controller

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October 25, 2011

Abstract

Our project is an augmentation of the Xbox controller. We will be using various sensors on the legs, head, and a prop gun to represent the inputs from the Xbox controller, and interface these inputs with the Xbox. For example, accelerometers on the legs will detect movement that maps to the left analog stick of the Xbox controller, and the trigger on the prop gun will map to the right trigger of the Xbox controller. A liquid crystal display will be mounted on the head and will allow the user to view the game while moving around.