

Dancing in the Streets:

Smartphones and Gaming

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Goal

From this



To this...



To...

Showdown!

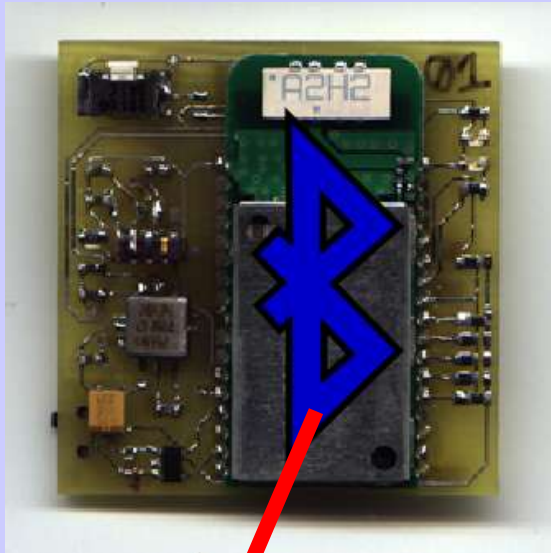
Your dancing powers
are no match for ours!

You have no chance to
survive! Make your
time!



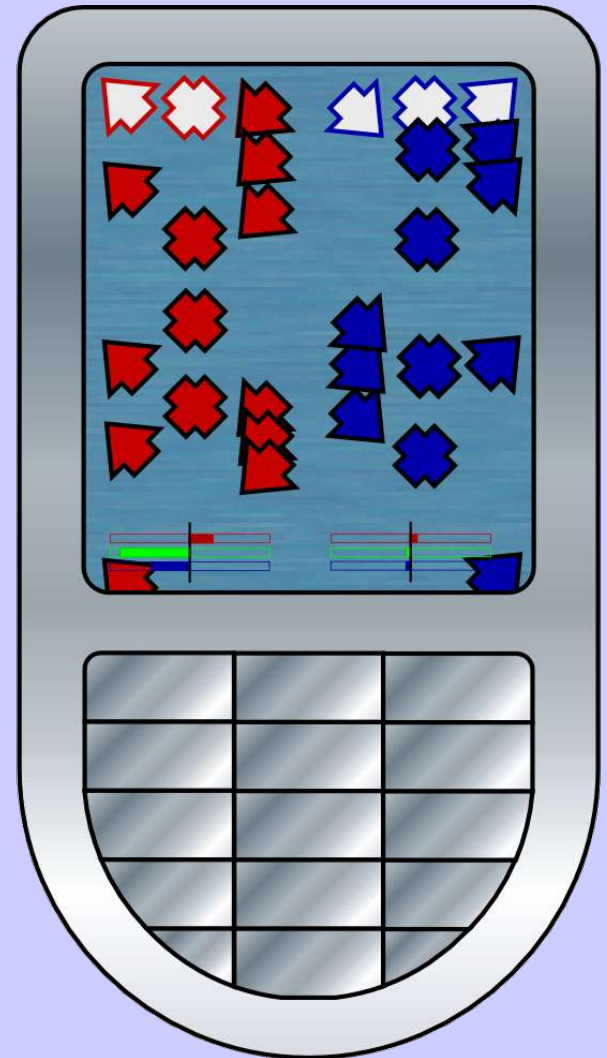
How?

We have the technology...



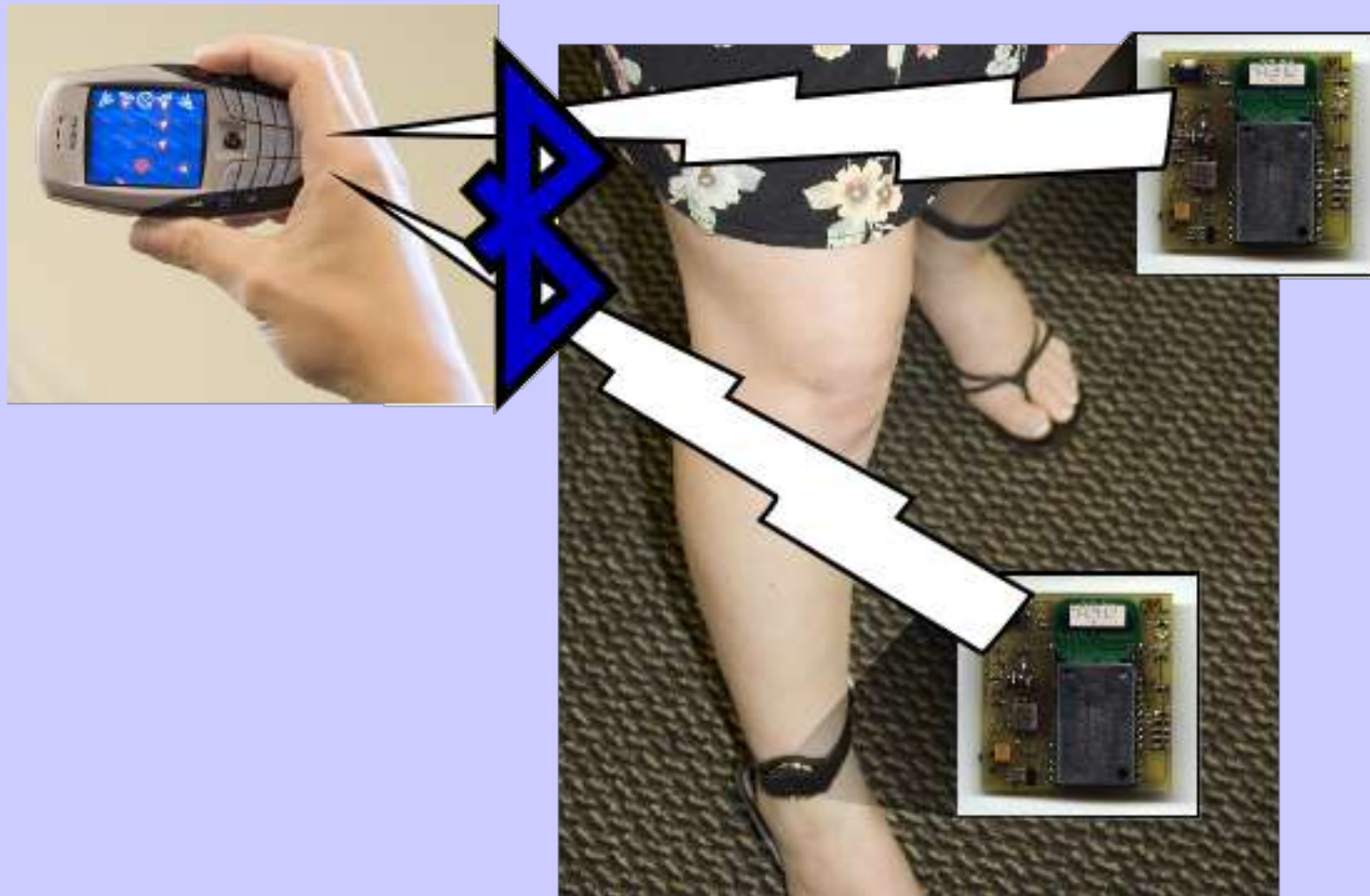
we can make you dance:

faster!
stronger!
better!



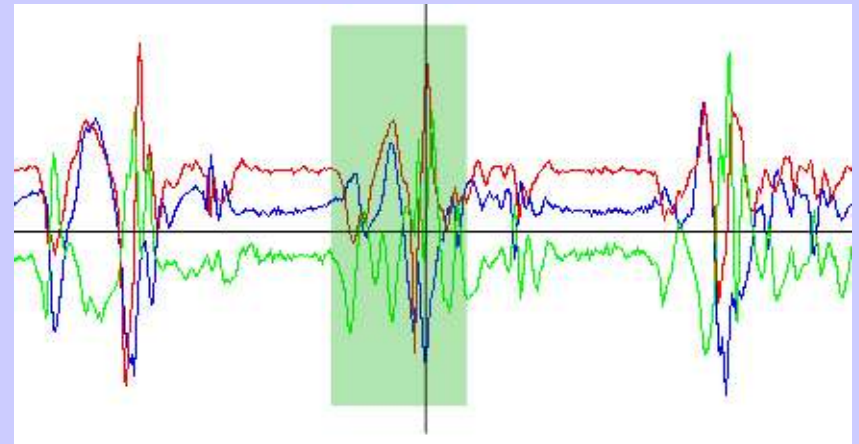
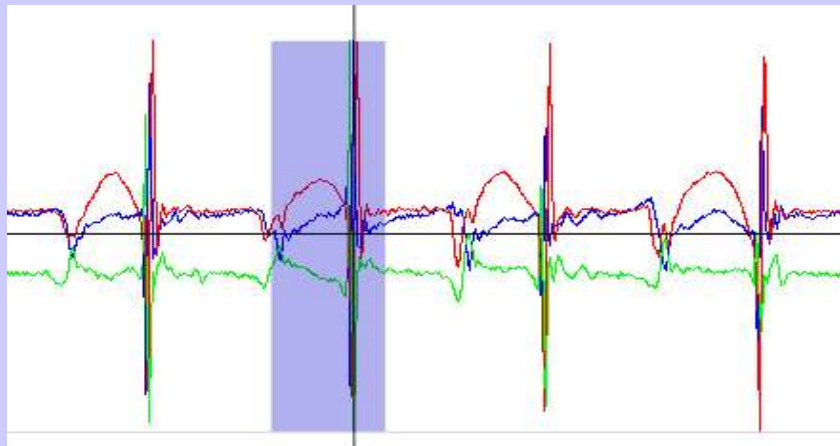
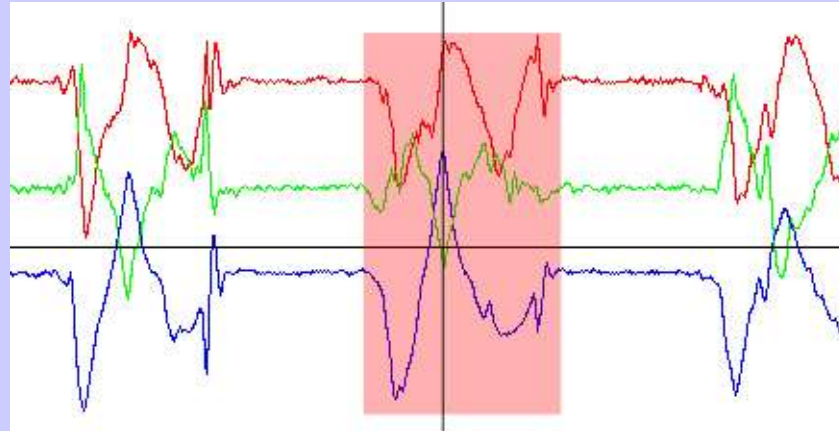
Dance Steps

1. Collect data



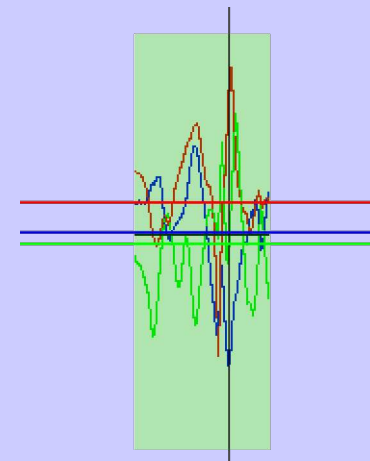
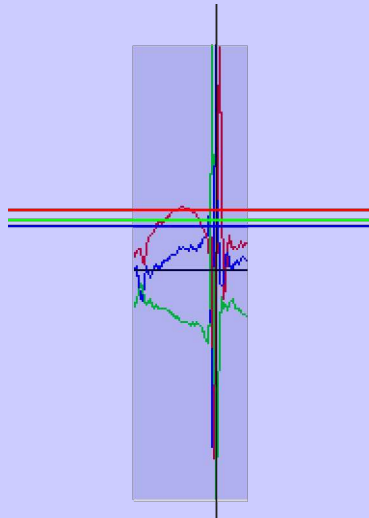
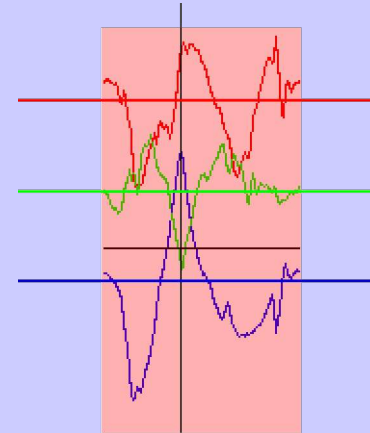
Dance Steps

1. Collect data
2. Segment data



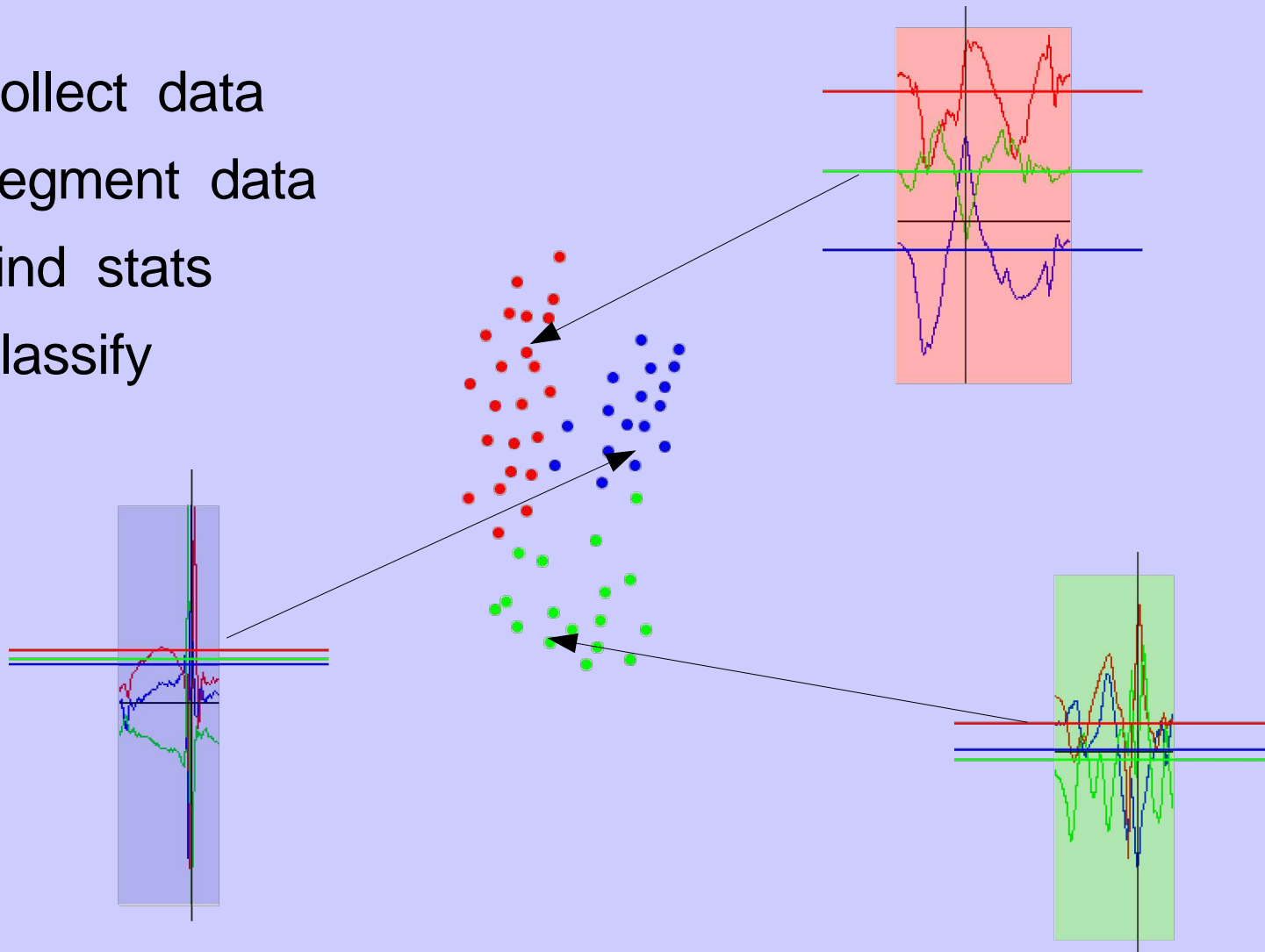
Dance Steps

1. Collect data
2. Segment data
3. Find stats



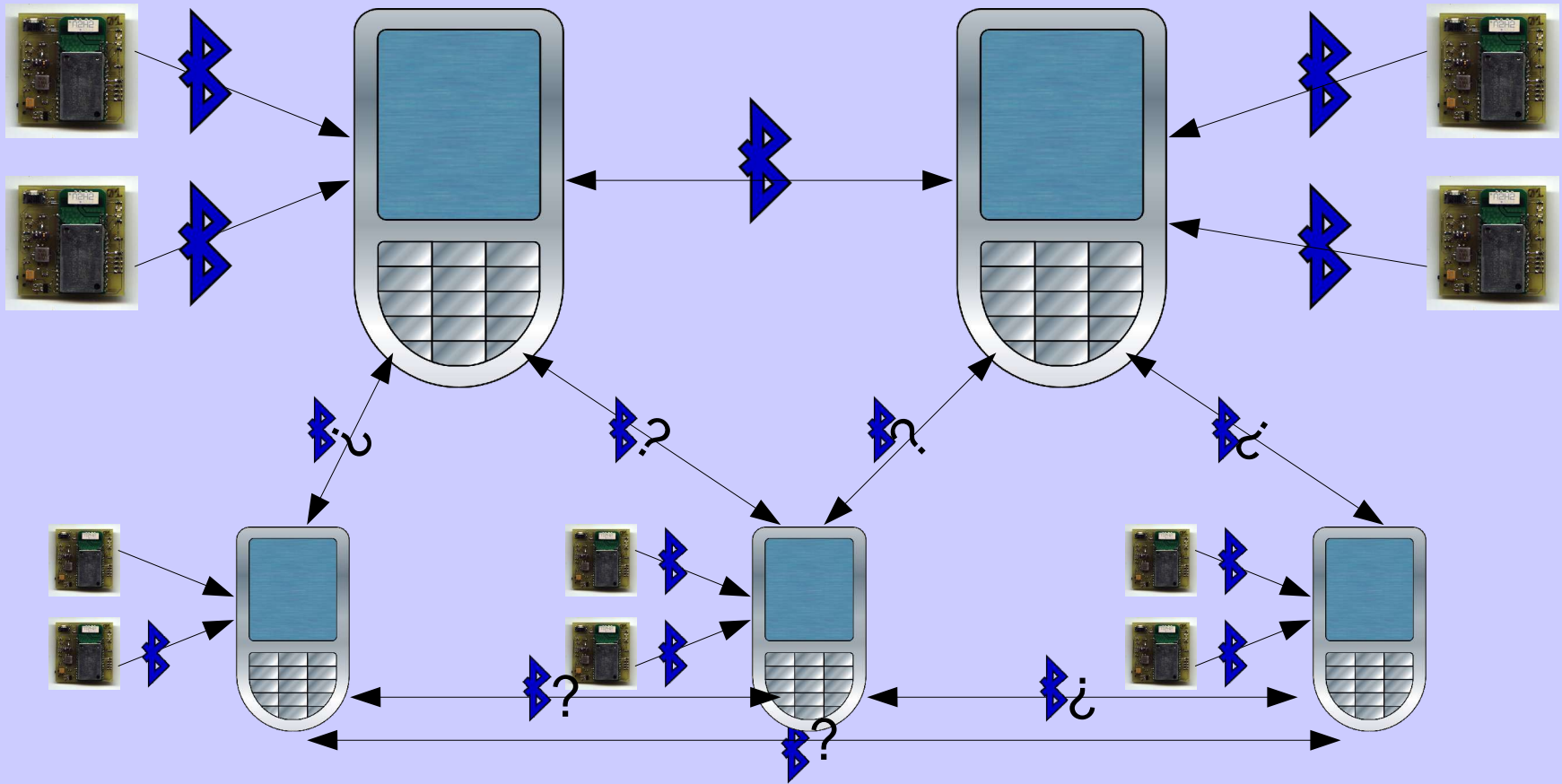
Dance Steps

1. Collect data
2. Segment data
3. Find stats
4. Classify



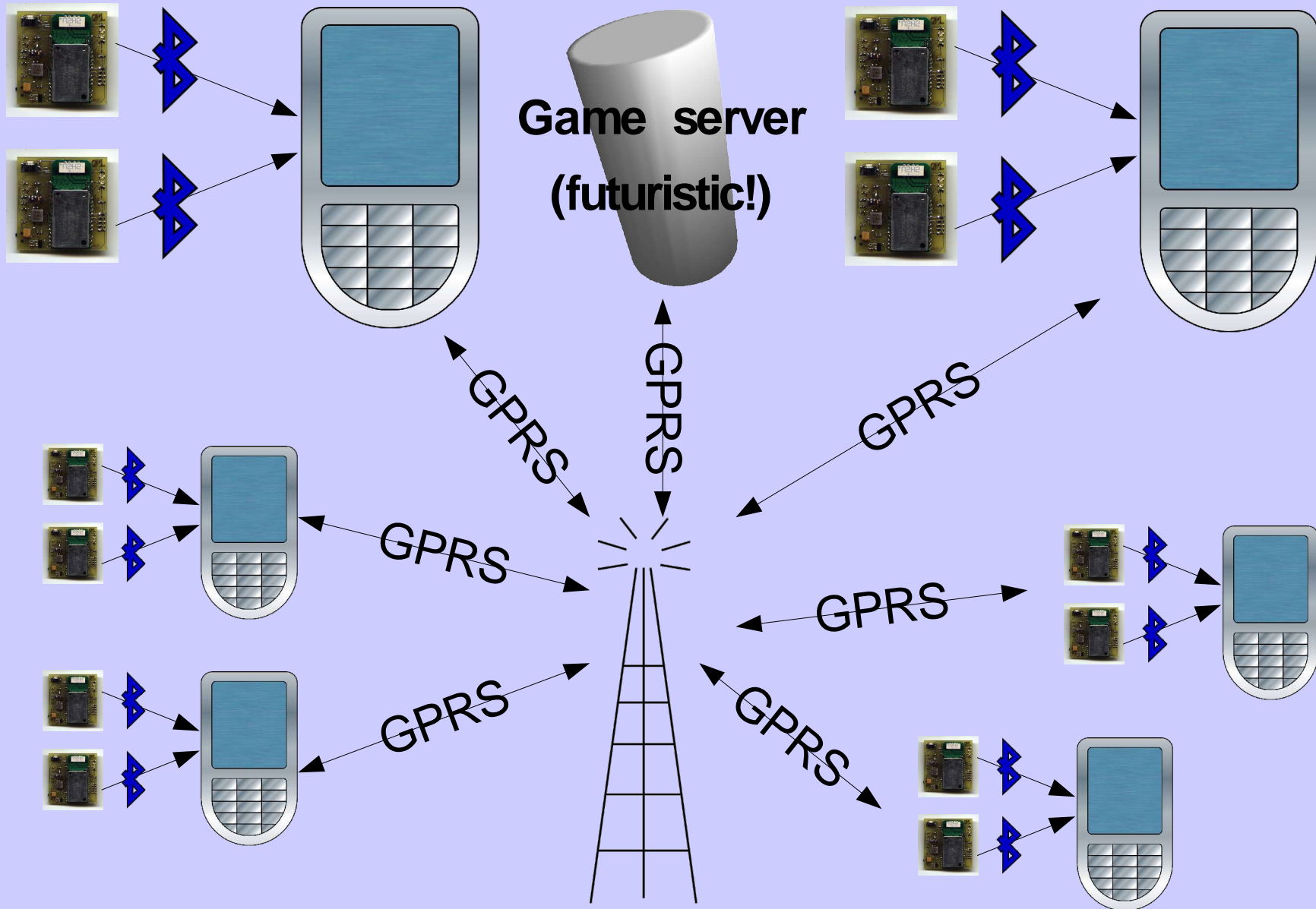
Local Multi-Player

(real-time-ish)



Distributed Multi-Player

(Not necessarily exactly real-time)



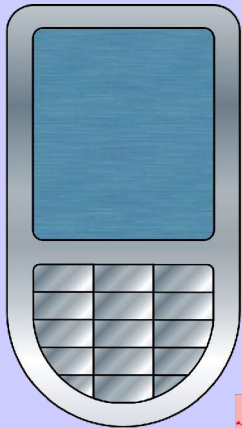
Status

We have the pieces...

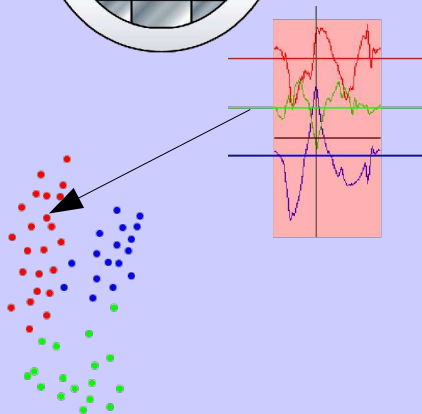


BT accelerometers

<http://www.cc.gatech.edu/ccg/resources/btacc.html>



Phones: Nokia Series60 with Python support
google:nokia+python



Classification: works real-time on PC;
simple kNN should work quickly on phone too

Questions? Etc...

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