



# CSE 190: 3D User Interaction

Lecture #12: System Control 2  
Jürgen P. Schulze, Ph.D.

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# Announcements

- Homework assignment #4 due Friday, March 8<sup>th</sup> at 1pm in Sequoia lab 142
  - Grading starts at 12:30
  - Sign out Kinect in my office

# Paper Presentations Next Lecture

- Kristina: The acute cognitive benefits of casual exergame play
- Miguel: The King-Kong Effects: Improving Sensation of walking in VR with visual and tactile vibrations at each step
- Andrew: Biofeedback game design: using direct and indirect physiological control to enhance game interaction

# Paper Presentations Today

- Kit: CaveUDK: a VR game engine middleware
- Spencer: Dense and Dynamic 3D Selection for Game-Based Virtual Environments
- Ken: Cooking support with information projection onto ingredient

# Homework #4 Introduction

# Matteo: Portal 2 with Hydra

