

The Ghost of Sisi – The Lost Stars

(Part 1)



edutainment group

mission: develop an AR application to run on the MORGAN framework

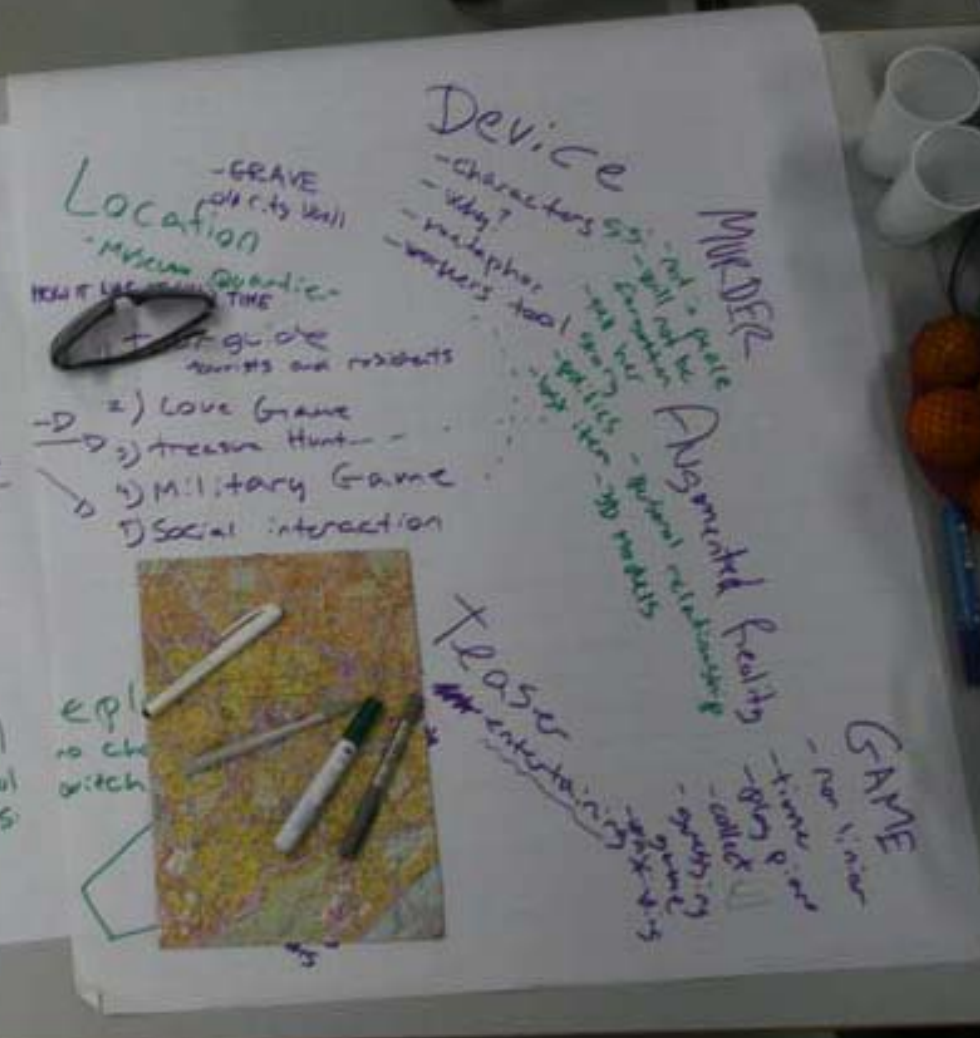
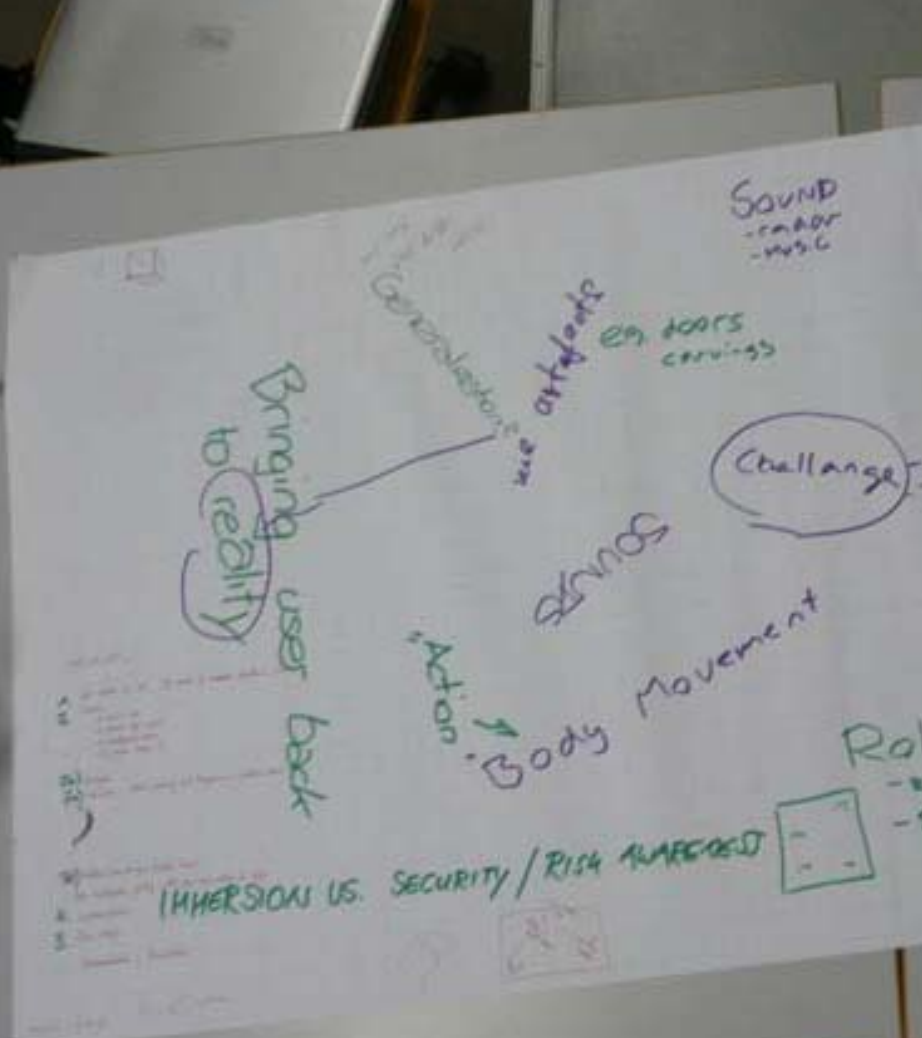
tools:

- # tabletPC with GPS unit, inertia sensor, camera

- # MARVIN app, behaviour editor

- # 3D max, audacity, photoshop

initial brainstorming



our vision:

interactive game

possible to use as a tourist guide

well connected with the specific place

at certain moment connection to real world (security)

maximum use of virtual objects
(immersion and presence)

looking for a suitable plot ...

impressions of vienna

mood + atmospheric images



elisabeth of bavaria – „Sisi“

explanation:

Sisi as a ghost needs help with
finding her diamonds

users are in the role of ghostbusters and receive a
note from the major of vienna asking for help

ghost appears first time near the place where she is burried

asks players for help because she needs her coronet back

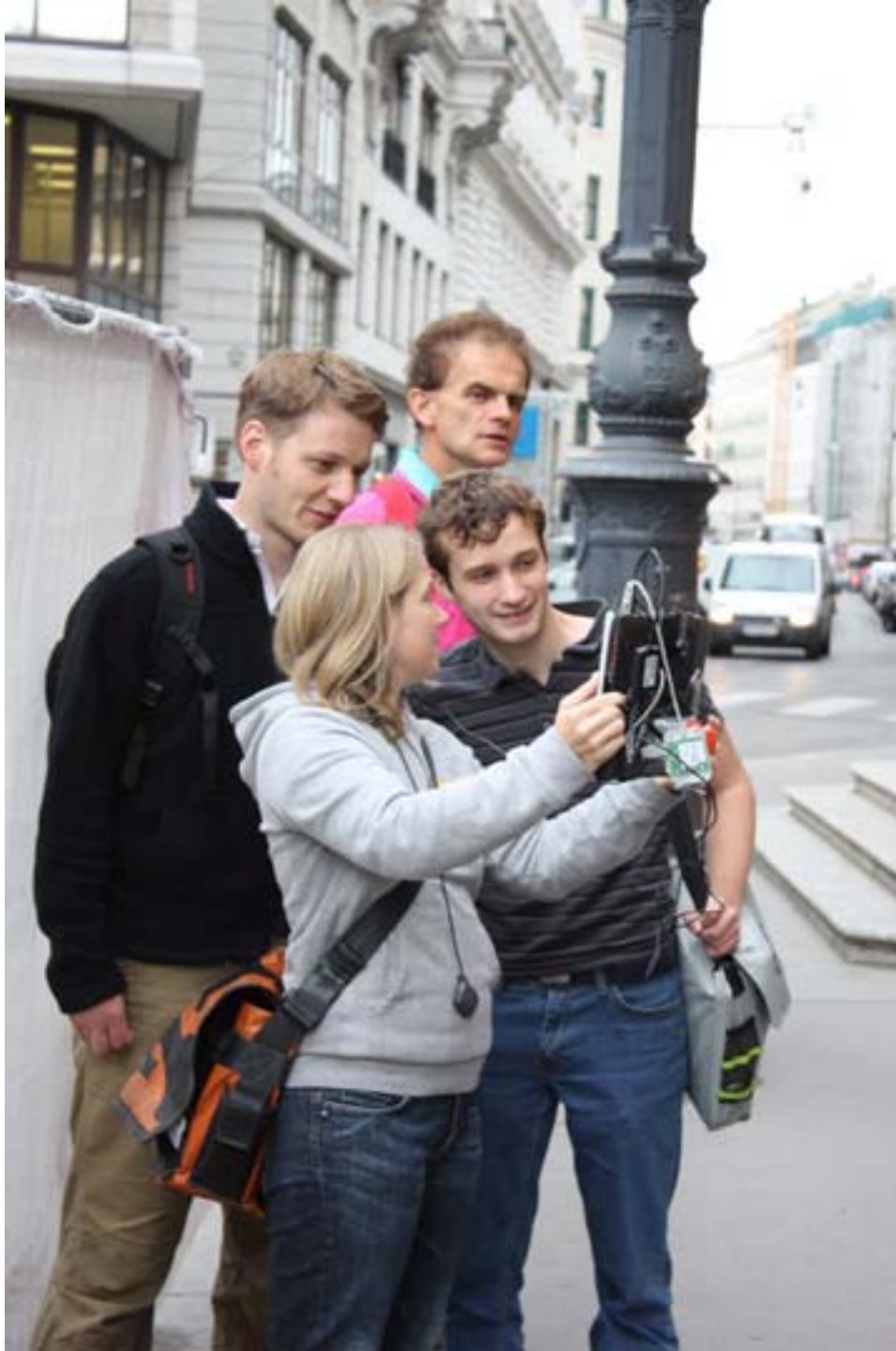
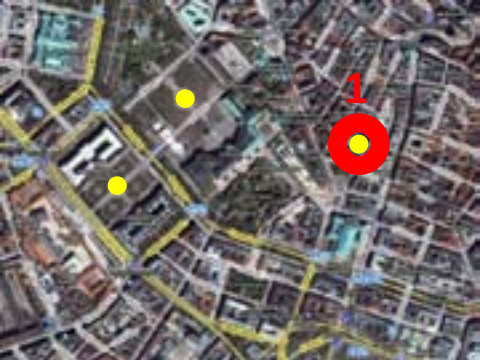
she appears on various locations and gives hints to where to go

ghostbusters (= players) – trying to help Sisi to rest in
peace

final aim: Find the diamonds !

setting the track



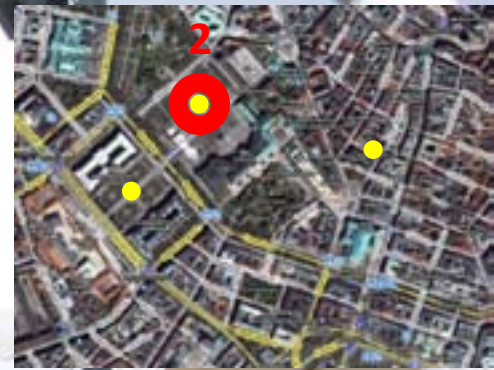


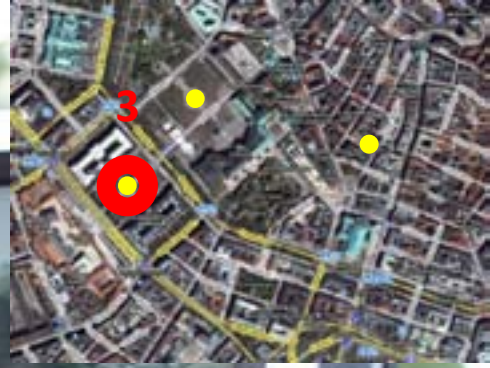
background



speech







background

speech

Video

A person wearing a red t-shirt and khaki pants is sitting outdoors, using a laptop. The laptop is open on their lap, and several cables are plugged into the back. The background is slightly blurred, showing what appears to be a construction site or an outdoor work environment. The text is overlaid on a semi-transparent white box.

lessons learnt

- # hardware limitations (screen, rendering)
- # software limitations (GPS)
- # story telling, defining the character
- # realistic vs. comic/abstract
- # changing environment (construction work)
- # environmental changes (weather)
- # different users (age, mood, gender)

Thank you for your attention!

