

Tony

Robotic Toys for Enriching Media Experience in Home Theaters

Jun Hu

**Dept. of Industrial Design
Eindhoven University of Technology**

Supervised by:

Maddy Janse

Loe Feijs

Emile Aarts

Project context:

ICE-CREAM (IST-2000-28298)

Philips, De Pinxi, NOB Cross Media Facilities, Imperial College London, Tomorrow Focus AG, Fraunhofer Fokus, Bitmanagement, Symah Vision, Euskaltel S.A.

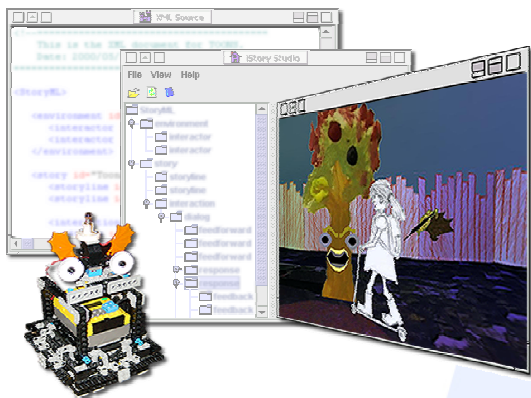
NexTV (IST-1999-11288)

Philips, Imperial College London, Fraunhofer FOKUS, Optibase, TILAB, Sony, KPN, SUN, ETRI, NOB Innovation, France Telecom R&D

This robot, called Tony, was part of a demonstrator in the research field of distributed media presentation in ambient intelligent environments. Smiling when happy and pulling a long face when annoyed, Tony was one of the actors in an interactive children's show (TOONS, a NexTV demonstration), where everyday objects in the room played a role.

Everyday objects, multiple displays, surrounding audio systems, ambient lighting facilities and yet many others to be designed, can be connected to, or in other word, involved in interactive media presentations, blurring the boundary of the real and the virtual, immersing the users with compelling experiences. This concept was further developed in the ICE-CREAM project, where another robotic toy, a toy submarine was introduced as a physical counterpart to control the virtual submarine in a 3D movie, a Deep Sea Adventure.

Tony is rebuilt for an interactive movie, The Interview. This movie is designed for investigating the relation between the distribution of media content and the user's entertainment experience. This time, Tony watches the movie together with the user as a companion. The preliminary study shows that users with different culture background (Dutch and Chinese) tend to think differently about the robotic interaction and about the media distribution.



For more information contact:

Jun Hu

Assistant Professor

Industrial Design/Designed Intelligence

Eindhoven University of Technology

Den Dolech 2

P.O.Box 513

5600 MB Eindhoven

The Netherlands

tel. +31 40 2478331

fax. +31 40 2475376

www.idemployee.id.tue.nl/j.hu

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Publications

L.M.G. Feijs and J. Hu, Component-wise Mapping of Media-needs to a Distributed Presentation Environment, *The 28th Annual International Computer Software and Applications Conference (COMPSAC 2004)* pp. 250-257, 2004.

C. Bartneck and J. Hu, Rapid Prototyping for Interactive Robots, *The 8th Conference on Intelligent Autonomous Systems (IAS-8)*, Amsterdam, The Netherlands, 2004, 136-145.

Hu, J. & Feijs, L. An Adaptive Architecture for Presenting Interactive Media onto Distributed Interfaces. *The 21st IASTED International Conference on Applied Informatics (AI 2003)* (Innsbruck, Austria, 2003), 899-904.

Hu, J. StoryML: Enabling Distributed Interfaces for Interactive Media. *The Twelfth International World Wide Web Conference* (Budapest, Hungary, 2003),

Hu, J. & Feijs, L. An Agent-based Architecture for Distributed Interfaces and Timed Media in a Storytelling Application. *The 2nd International Joint Conference on Autonomous Agents and Multiagent Systems* (Melbourne, Australia, 2003), 1012-1013.

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Hu, J. (2001). Distributed Interfaces for a Time-based Media Application. Post-master thesis, Eindhoven University of Technology, Eindhoven.

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