wiiRemote

Landon Jensen¹*, Vatsal Shah¹,²,&

1. Micron Technology, Inc.
2. Purdue University
* Contact author: lsjensen@micron.com
& Contact author: vshah@purdue.edu

Keywords: Virtual, Immersive, Wii Remote, 3D, sensor

Building upon the creative ideas of Johnny Chung Lee using the Wii Remote as a powerful, exciting, and economical input device, we propose a connection of the Wii Remote with R using R (D)COM. Specifically, using the Wiimote libraries we access data sampled from the Wii Remote’s 3-axis accelerometer and infrared sensor to create a novel virtual 3D environment that allows for interesting interaction with multidimensional data.

References:

Lee, Johnny Chung (2008). Johnny Chung Lee - Projects - Wii,
http://www.cs.cmu.edu/~johnny/projects/wii/

http://netscale.cse.nd.edu/twiki/bin/view/Edu/WiiMote