

Title (en)

SYSTEM AND METHOD OF CONTROLLING SENSORS AND ACTUATORS IN GAMING ENVIRONMENT

Title (de)

SYSTEM UND VERFAHREN ZUR STEUERUNG VON SENSOREN UND AKTOREN IN EINER SPIELUMGEBUNG

Title (fr)

SYSTEME ET PROCEDE PERMETTANT DE COMMANDER DES CAPTEURS ET DES ACTIONNEURS DANS UN ENVIRONNEMENT DE JEU

Publication

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Application

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Priority

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Abstract (en)

[origin: WO2006095214A1] Life effects for enhancing gaming experience are provided. Upon initiation of a gaming application, peripheral devices providing services are identified, where the services include provision of sensor information and access to one or more actuators and/or ubiquitous devices. Communication connections are established to the peripheral devices to enable access to their services and a gaming environment (or one or more gaming scenes) is (are) adapted on the basis of sensor information, which is received from the peripheral devices providing the sensor information. The peripheral devices, which provide access to one or more actuators and/or ubiquitous devices, are accessed to generate life effects matching with current gaming environment or gaming scene.

CPC (source: EP US)

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