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System for Using Wearable Sensors to Communicate with Entertainment Control Devices

A plug-and-play hardware and software system allows performers to interact in real-time with entertainment control systems for lighting, sound, video, and scenery automation using sensor data without needing programming or electronics experience.

Researchers at Purdue University have developed a plug and play hardware and software system that provides an accessible way for a performer to interact in real-time with entertainment control systems during a performance. The system does not require programming or electronics experience, while allowing users to control lighting, sound, video, and scenery automation using data collected from sensors. This technology has applications in the integration of technology in performing arts.

Advantages:

- User-friendly

- Real-time interaction during live performance

- Flexible and customizable

Applications:

- Entertainment control systems

- Live performance

- Interactive technology

TRL: 5

Intellectual Property:

N/A, N/A, N/A

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Category
Robotics & Automation/Perception & Sensing
Robotics & Automation/Automation & Control

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