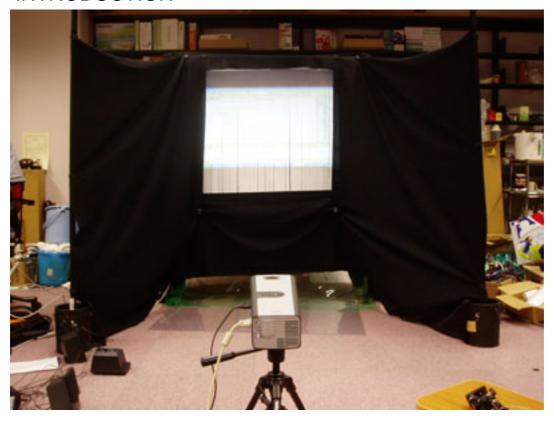# INTRODUCTION

Kyukon is a virtual baseball game using a wireless accelerometer and optical sensors. Player pitches a ball into the catcher in the baseball stadium on the screen. When player pitches a ball into screen, the ball appears on screen with special effect that depends on the position, velocity and rotation of the ball. This game connects the real world where the player and the real ball are and the virtual world where the virtual ball and virtual actors are without intentional operation. For more detail, please see the official site.

EXHIBITION

IVRC2005 (Jury's Special Award)
The 10th Annual Conference, The Virtual Reality Society of Japan
NICOGRAPH Paper Contest (Jury's Special Award)

LINKS

Kyukon official site
IVRC memories
K.Moriyama's "Border of Human and Machine" IVRC + Interactive Tokyo 2005
Slash Games "Direct Hit! Leading Edge of Game" What are the "virtual reality" and "interactive"?
IVRC Qualify Round, Tokyo
Slash Games "Direct Hit! Leading Edge of Game" IVRC Final Round
    Article of Kyukon