

APPENDIX E
EXAMPLES OF TANEWS

TANEWS # 002

Mai 13th, Christian Henneke

1. General News regarding project organisation and progress:

Because of different feasibility considerations some people have proposed to reduce our goals from creating an animated sports device to some kind of primitive physical input/output system and leave the graphics to the next generation of Taniots. I have a few interesting points concerning these considerations:

- I think we still should create a CSCS (**Computer Supported** Sports Device), because that is the original task
- I do not know how the **rumour of a next generation of Taniots** came up. The project will definitely be pushed on even after October, but it is not said, that there will be a new group of Taniots following. We should focus on our tasks instead of already planning, which work can be done by others in the future.
- If there are any problems or **questions of feasibility** or necessities (materials, persons, competences...), the people in charge should directly ask Fozzy about it, instead of getting unmotivated by thinking the problems can not be solved (for example see point 2).
- I asked the “leaders” of the different modules to tell me, what is going on, but the only response I got, came from Moto (Module 2) and an excuse from Kanan (Module 6). What about the rest? This sucks!
- Not every single point should be discussed in the whole group. For example the question of making simple experiments on data communication does not affect the construction of the structure

2. Discussion on technical demands, feasibility and first experiments:

This is the main question discussed at the moment. We have already decided to do such **experiments** (simple sensor and feedback and data communication system) , but not yet how they might look like. **Therefore I** (repeating Moto’s request) **ask the involved persons to tell their opinion and additionally let us know, what in detail could be done at there universities** (which capacities and resources are available and so on...). This should be done **by the end of the week**, so that we can decide what exactly we want to do at the beginning of the next week (This can be discussed by Moto, Wendy, Yusuke, Kathleen, me and the Siegener group).

BUT: We should not waste to much time and effort on these experiments! Why? Because **alternatively we can recruit new team members which will take care of the game programming and graphics.** I have discussed this problem with Fozzy and for example we have the possibility to recruit an electrical engineering student (who could do the mechatronics) and we have a good contact to a company doing simulations.

3. Module “Structure”:

This is the Module where I know best, what the state of the arts is.

The **Magdeburger** team members have already done a great job collecting demands and possible solutions for the structure (see BSCW). Unfortunately all the documents are in German. Could you please do the stuff in English in the future (I know that this means double work, because you have to do it in German for your University, sorry!)?

The Münchener participants will **meet with them on Thursday (Mai 15)** to discuss the development. We will also visit a workshop/tank where they build structures for hang-gliders.

I am still trying to get such a hang-glider for next experiments.

We will probably get **aluminium bars for prototyping for free** or at least very very cheap.

4. Other Modules:

I have found a cheap solution for a **visual output device** (if we still want to do this): Olympus Eye-Trek. It is not really 3D, but it is cheap, light and easy to connect to a PC or PlayStation2 (for more information see www.eye-trek.com).

There is a **flight simulator at the Technical University** here in Munich. I will check it out to see if it is interesting for us. Maybe the persons running the simulator will support us...

5. Chat tool:

Great to have one!! But how will we use it? I think people should appoint via phone or email for a chat if there is something to discuss. Additionally the time window proposed by Daniel will give us an opportunity to keep in touch.

6. Homepage:

I like the draft proposed by the Siegener group. As we have the BSCW for communication within the group, the homepage mainly is for external presentation. What is secret or not should be clarified with Fozzy.

These are my actual thoughts on the project. Relating to Fozzy’s original list, I ask **Yusuke** to write the **next issue of TANEWS on Friday the 16th**.

TANEWS #4

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1. Organizational things:

Moto will be out of touch Wed 21st till Mon 26th. He'll be in Montreal, Canada for work.
Kanan will be out of touch Thu 22nd till Sun 25th.

2. Suggestions

a. News

I'd like to suggest that all TANE- Members send news to the author of the next TANEWS. In the schedule given below you can see who the next author is.

b. Preparations for the experiment:

Moto asked me to mention the following point in this newsletter.

Let's try to get more details for the experiment. Mainly determine what is needed, the scheduling, and budget approximation.

In my opinion we have to specify which sensors and actors are used. Then we've to clear how we get the yielded data into the computer. It would be nice if we use already existing hardware and software, e.g. for Lego Mindstorms a big variety of sensors and actors is available. Additionally it's possible to use an open source operating system based on java to control the brick (= Lego component with microprocessor). Perhaps there is something similar existing, which mechanical engineers use to build prototypes.

c. Project management:

In my opinion a change of the project aims emerge or somehow I don't understand the aims anymore. I tried to make a project diagram (like a giant diagram) to visualize the different tasks, the dependences between the tasks, and the milestones. I guess that I don't know enough about

the most important and central tasks, mechanical engineering, game programming and computer graphics. Moreover I don't know enough about our partners. Is it possible for the project management group to make a project diagram?

3. State of the art in network technologies

It's possible to find out the state of the art in network technologies for different requirements. But in our situation it makes no sense to explain the different technologies. It becomes clear that we have too many unknown factors (e.g. mass of data, number of players, visualization etc.) to specify an appropriate network architecture. These unknown factors have to be defined by game programmers and computer graphics.

We (Daniel, Gunnar and Kanan) and our surroundings are experienced in network technologies based on java. We think to be able to exchange already digitized data between distributed computers.

So please let us know which data you want us to exchange through networks.

4. Schedule of biweekly reports:

SCHEDULE OF BIWEEKLY REPORTS

May	
Kanan	20.05.03
Adrian	23.05.03
Wendy	27.05.03
Kathleen	30.05.03
June	
Adoracion (reflections on the team)	03.06.03
Daniel	06.06.03
Ingo	10.06.03
Moto	13.06.03
Chris	17.06.03
Yusuke	20.06.03
Kanan	24.06.03
Adrian	27.06.03
July	
Wendy	01.07.03
Kathleen	04.07.03
Adoracion (reflections on the team)	08.07.03
Daniel	11.07.03
Ingo	15.07.03
Moto	18.07.03
Chris	22.07.03
Yusuke	25.07.03
Kanan	29.07.03
August	
Adrian	01.08.03
Wendy	05.08.03
Kathleen	08.08.03
Adoracion (reflections on the team)	12.08.03
Daniel	15.08.03
Ingo	19.08.03
Moto	22.08.03
Chris	26.08.03
Yusuke	29.08.03
September	
Kanan	02.09.03
Adrian	05.09.03
Wendy	09.09.03
Kathleen	12.09.03
Adoracion (reflections on the team)	16.09.03
Daniel	19.09.03
Ingo	23.09.03
Moto	26.09.03
Chris	30.09.03
October	
Yusuke	03.10.03
Kanan	07.10.03
Adrian	10.10.03