

「WiiRemote Programming」 (Ohmsha, Japan)

This book is world first programming text book for practical use of WiiRemote (wiimote, Nintendo's Wii controller) by PC which was put on sale on July 2009. Currently, we are looking for a publishing firm in the English-speaking countries. We are waiting for your contact.

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Abstract: A programming study book for interactive technique by using WiiRemote.

The programming which utilizes “WiiRemote”, distinctive controller of topical home game player “Wii” by PC is now gaining attention. It was not possible to create or obtain the devices with high performance acceleration sensor and infrared sensor in individual level which makes programming possible with BT connection. But it becomes easily available with low price by appearance of WiiRemote and many people are interested in this now.

This book explains the programming to deal with WiiRemote from PC for programming beginners who are interested in the practical use of WiiRemote. As a game programming manual, close to the hardware, it explains source code step by step and makes self-study of interaction technique possible with concrete sample development. Programming language supports C/C++, C#.NET, ActionScript 3 and Processing.

[Recommended user]

- Students who are studying engineering or art
- Media artists
- Next generation game planner or future programmer
- Industrial application developer
- Hobby programmer

[Main contents]

1. Recommendation of WiiRemote
2. Beginning of using WiiRemote by PC
3. First, let's try to conduct an experiment
4. WiiRemote programming leaned by C++ and C#
5. Let's try to use WiiFlash (compiled by ActionScript)
6. Let's try to use WiiFlash more efficiently (compiled by Processing)
7. Interaction Fundamental Technique leaned by WiiYourSelf! and C++
8. Practical development process of interaction technique
9. Idea stock and exercises
10. “WiiRemote” lead to a future

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Be awakened to studying photograph, computer graphics, arts and entertainment techniques at Department of Photography, Tokyo Polytechnic University. After obtaining a master degree, started working at an electrical appliance manufacturer. Engaged propagation and development of CG middleware for a game originated from England. Readmitted to Department of Computational Intelligence and System Science Interdisciplinary, Graduate School of Science and Engineering, Tokyo Institute of Technology and obtained Ph.D in engineering by development of entertainment system of floor surface tactual sense for children. After studying broadcasting technique of next generation, participated the theme park development plan which uses VR technique in France. After studying abroad for three years, currently be working on development of exhibition and producing emerging visual exhibitions which tells future of information science technology as a science communicator at National Science Museum Miraikan in Tokyo.