

CWSF 2013 - Lethbridge, Alberta



Theo Willows

Atlas A Proper Controller

Challenge: Innovation

Category: Junior

Region: Bay Area

City: Burlington, ON

School: John William Boich School

Abstract: The Atlas Recreates the movements of your right hand by using 3 Flex sensors and a gyroscope. The Atlas can control a virtual world's character's right hand, by doing this you can interact with the world as in real life, and boost the immersion level. The Atlas is intended to replace the conventional controller, and increase the immersion level while using a VR headset.

Biography

I have always had profound love for videogames and electronics. I love to play and mess around in video games, and look and gawk at the newest pieces of tech. Also, my dad always updated me about the latest and greatest technologies. Until one day he showed me the Oculus rift, and I couldn't believe my eyes. I had noticed the that people using the Oculus have to use a controller, but the point of the Oculus is to be immersive. And using a Controller is not immersive. So I thought up the Atlas to replace the Conventional controller. I plan to make the Atlas a product, and sell it to work with the Oculus Rift. Once I am finished with the Atlas, I plan to continually make more and more electrical contraptions for fun, and for a career. If any other student loves to do something, and has an idea. Pursue it, work hard for it, and do whatever you can to make it a real working project.

Awards

Value

Excellence Award - Junior - Bronze Medal Sponsor: Youth Science Canada	\$100
Western University Scholarship Bronze Medallist - \$1000 Entrance Scholarship Sponsor: Western University	\$1 000
Total	\$1 100