

# Virtual Game Simulation: Virtual Control

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## *Challenge Problem and Resources*



### **Developed by:**

The teachers, students, and mentors in the  
Gaming Research Integration for Learning Laboratory™ (GRILL™)  
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## 1. CHALLENGE PROBLEM: VIRTUAL CONTROL

Often, virtual training situations dictate the need for skilled or sequential physical movements. In this option, students are challenged to deviate from traditional game control, such as keyboard, joystick or gaming controller, and incorporate virtual control of a simulation or game such that game control or character movement would mimic physical player movement. This challenge could be approached from many different angles depending on the modes of control required for the simulation or game.

### 1.1. THE TOOLS

Numerous tools could be implemented in this challenge, for example: biosensors, microcontrollers, Kinect, eye-tracking, virtual reality headsets, voice command, and software such as Unity, FFAST, and off-the shelf simulations or games.

### 1.2. THE CHALLENGE

The solution to this challenge option would result in the virtual control of an off-the shelf simulation or game.