Virtual Bicycling Companions

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Swarming Ideas

*Alison:* Let’s concentrate on the show of nervous energy, e.g. leg-bouncing...

*Taly:* It’s interesting, but hard to implement. I think of a system for two remote companions racing with exercise bikes...

*Ivan:* The bikes can be real, too! And the competition can be not only about the speed, but also about maintaining more stable physical/nervous condition...
Bicycling as a Human Behavior

*Why?* Bicycling is a means of transportation, a sport, and a fashionable way of socializing.

*Where?* It is ubiquitous.

*Indications?* Swift quiescent bikers are often hard to notice before it’s too late.

*Effects?* Jaywalkers and drivers are increasingly worried. Bikers also get worried once they have bumped into a suddenly opened door of a car parked in the street. At the same time, bicycling is fun, generally healthy, affordable, ecologically harmless...
Bicycling in a Company

*Taly*

- Speed: 5mph

*Friend*

- Speed: 4mph

**Statistics**

- Terrain angle: 2%
- Heart rate: 160
Scenario 1: the Gym

Sliding camera

RPS

Power
Scenario 2: on the Road

- Bikers can communicate across distance.
- Different patterns of remoteness (far-not so far).
- Types of information conveyed: synchronous conversation, biometric info, speed info, etc.
- I/O modalities: audio + touch.
Toward an Implementation

- Apart from mikes and cameras: Hoarder board (Vadim Gerasimov)
- Accelerometers (fixed on the bike?)
- Now what if a companion decides to cheat (e.g., hack the system and pretend to be exercising while having tea?).