A 3D rendered scene of a gym. In the foreground, a treadmill has a control panel with buttons labeled 'Today', 'Time', and 'Destination'. The 'Time' button shows a clock face, and the 'Destination' button shows 'MONDAY 17 MARCH 1789'. The treadmill's deck is glowing green. In the background, a man in a blue coat and white breeches stands near a staircase. The gym has brick walls, windows, and hanging lamps.

Competitive Timecycle Riding

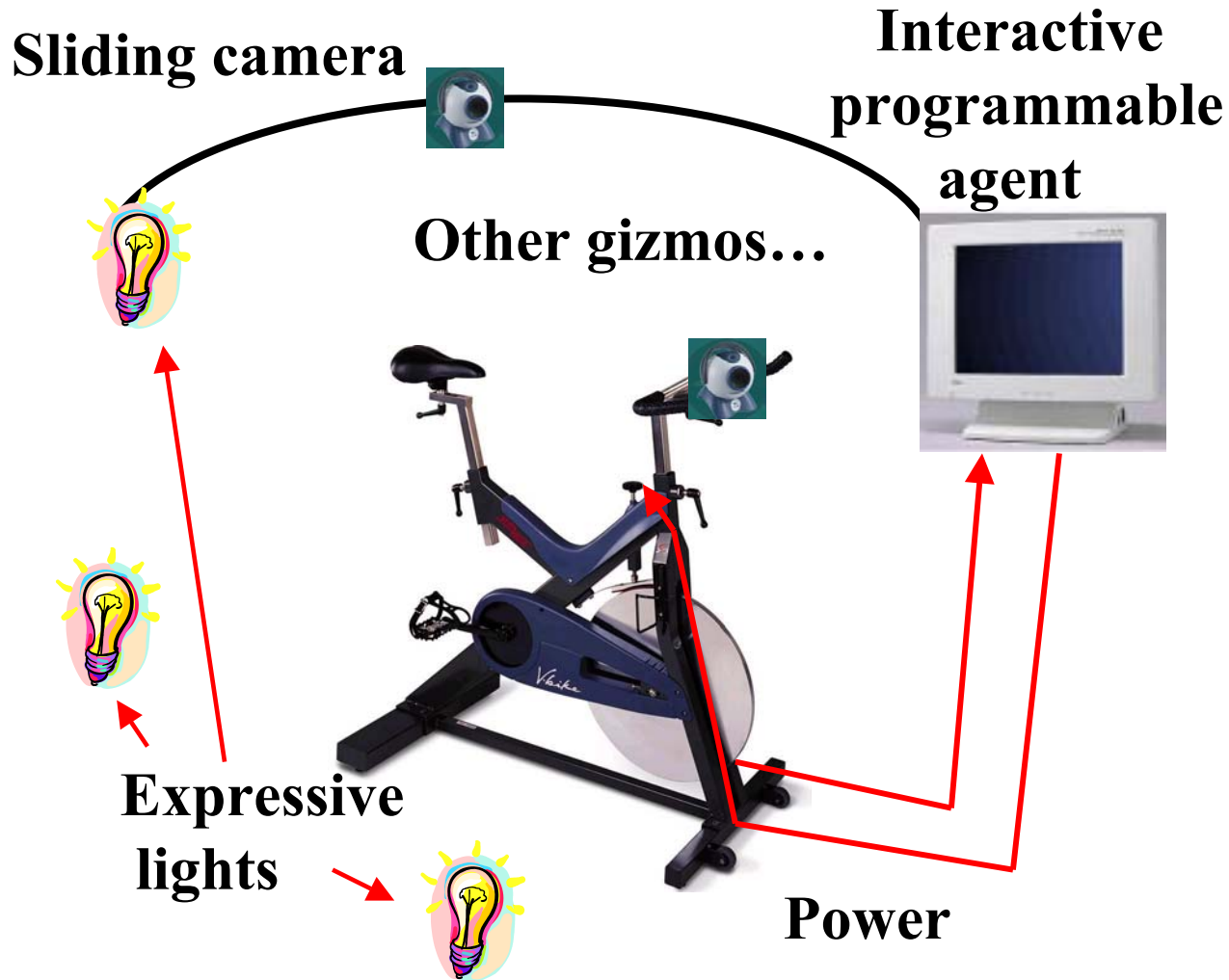
Programmable asynchronous
gym interactions

Taly Sharon, Ivan Chardin

Exercising as a game

- Consider gym exercising vs. chess playing. Both are prototypically a form of competition, more than one player is involved, results are compared.
- Prerequisites: finding partners, setting up a new game. Turns are similar to chess moves.
- Players can think a few moves ahead when they play by correspondence. The conditional actions can then be performed by pre-programmed agents.
- Example: ebay auction bidding.

Timecycling appliance



Some details

- From recording to programming; importance of programming ease; preset scenarios complemented by an open extensible toolkit.
- Interaction process – options foreseen by the fellow player – immediate pre-set reaction; default for unforeseen events.
- A range of expressive means - light, air movement, temperature, humidity, music, sound recording, video, forced feedback. Choice depends on the context/budget.
- Not a prosthesis; can be also synchronous.