Virtual Foosball Table
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This project is focusing on taking a traditional game and developing a virtual reality analog. People will be able to play the game foosball with a controller interface, over the internet. The custom physical controller contains sensors which determine the position of the handles. The game itself is played on a desktop PC which is connected to the interface. Physical toggle position data is uploaded to the game to control the virtual toggles. These avatars are used to bump the virtual ball in the direction of the opponent’s goal. The project utilized two software platforms, a micro-controller and a personal computer. The software on the host computer was written using the Unity 3D SDK. The system is undergoing a usability evaluation, which will be used to improve the initial design.