Xinga
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The Xinga project was intended to explore new modalities for interacting with multimedia spaces.
Several users would enter into an immersive visual and auditory environment comprised of no visible
computers or input devices. Instead, the space would include a few objects reminiscent of toys
that could be manipulated by the users. This would influence multiple overlapping layers of
musical animations that would advance and transform in response to the users' input. The space
would model a playground environment, recalling a nonlinear childhood exploratory experience
and helping remove preconceptions of user interfaces. The users would discover how to interact
with the space and with each other to create a concordant joint audio-visual display.

The prototype implementation of Xinga consisted of a geodesic dome with projected displays
of Flash 4 animations. We constructed physical objects that were fitted with gyroscopic wireless mice
(a precursor to the now popular Wii controllers) that the subjects would interact with in order to
directly or indirectly control the Flash presentation. Flash ActionScript was used to direct the
controls to simultaneous, overlapping layers of the animation. The project was housed in a
self-contained portable environment that would not be restricted to a particular physical locale.

Video footage of Xinga presentation in June 2000 in Hayward, California