

## Wildcat Wii

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I read about the Autodesk Lab folks experimenting with human-computer interactions and thought that we'd give it a try here in the classroom. I installed the Wii interface on my laptop and we tried it out with some presentations. It's got some "cool" to it, but it does have a tendency to crash if you go to fast. The students want to play tennis with the Wii instead of just moving the drawing.

I think it's a "keeper", but we'll have to practice with it a little more.