### Challenge name
Remote Experience Design

### Challenge owner
U|S|E – Entertainment Business
Jack Smale – CEO

### Website
www.use-today.com

### Account manager
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### Summary
Remote Experience Design (RXD) is the online remote-control experience that allows users worldwide to explore the world in an environmental way while learning and having fun. With remote controlled vehicles you can go on a journey of discovery, full of challenges and adventures. RXD enables you to explore the jungle live (to scale), but the setting could also be the Moon or Mars.

In this project you can work on prototyping with vehicles, inventing and engineering special effects -such as rain & fog, mechanical bridges, and augmented animals, or work on scenery challenges like landscape and scaling. Are you in for an adventure?
About the challenge owner

**U|S|E – Entertainment Business**
The United States of Entertainment develops, designs and implements concepts, events and products for the entertainment industry, both commissioned and in-house. Turning creativity into reality is their core business; from the productions of major live events to the development of products that make innovative and surprising entertainment.

Jack Smale has worked in the entertainment business all his life, primarily running companies for the engineering part of shows. With U|S|E, he now provides total packages; from concept, storyline, design, engineering to final execution.

Challenge description

RXD is the online remote-control experience that allows users worldwide to explore the world live (to scale) with remote controlled vehicles. One of the first settings for RXD is an adventure journey through the jungle. In it, you will take on all kinds of challenges live where other players can join in at the same time. You navigate yourself through different sceneries with secret roads, moving bridges or huge downpours. It is not only fun and exciting, but you also learn a lot about nature and the animal kingdom.

Although the first setting experiments with a jungle environment, the technology could be expanded to other locations in the future.

Multiple challenges can be distilled within this project, based in part on students' different competencies, learning goals and interests.

You can explore and develop around the topic of:

**Vehicles**
- Optimal camera use
- Making the controls online

**Special effects**
- Mechanical effects, such as electric hoists or moving bridges
- Environmental effects, such as rain or mist
- Augmented reality effects, such as moving animals or infographics

**Scenery**
- Optimal scaling of landscapes/location
- Transition vehicle to different levels (e.g., helicopter, raft or via cave)

Input and involvement of challenge owner

U|S|E has a track record of organising events and experiences. With clients all over the world they have a global network. They can bring in their experience and put the team in touch with necessary stakeholders and/or experts.

Resources

For this project U|S|E did several pilot runs with remote controlled vehicles. They will share their lessons learned and they will also reimburse all costs related to prototyping during the course (and after if you decide to continue working together ; ).

**TU/e innovation Space** provides workshops and tools, including professional staff.