

Motion Analysis of Playing Wii Baseball Batting Game Using Maya Software

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Abstract

Ever since the home video game console, Wii, been released, it has become the most popular TV game in the World. Besides entertainments, many players consider playing Wii game as a physical exercise for improving their fitness, yet some think it is not an appropriate exercise for its activities being more confined to local body segments. To learn the difference between motions of taking real exercises and playing Wii games, this study analyzed 3 subjects' baseball batting motions for both kind of activities. Instead of traditional costly complicated motion analysis systems, common digital cameras and Maya software were used. The results showed that the subject, who was skilled in batting exercise, consumed more energy when playing Wii game than when exercising batting, for being a novice at Wii playing. The subject, who was skilled in playing Wii games, had the least body movement range when playing Wii game. He used only his right wrist flinging down the controller and got a really good grade. The energy expenditure was little. The other subject, who was skilled in both, had the least difference between exercising batting and playing Wii game, including energy expenditure and hitting posture as well.

Keyword : Motion analysis; Wii batting game; Maya