sensor-kinect(s)

 $\frac{sensor(s) - kinect(s)}{design(s) \ / \ attitude(s) \ / \ change(s) \ / \ human(s) \ / \ experience(s)}$

hacks are growing in popularity

- surf the internet hands free
- make the next big 3D movie
- can help you control your pet robot
- make shadow puppets
- turn you into mighty morphin power ranger

 $\label{eq:besides} besides \ gaming \\ play \ / \ identity \ / \ network(s) \ / \ flow(s) \ / \ connection(s) \ / \ cycle(s) \\ \end{cases}$