

Implementation of Interactive Whiteboard Solution with Nintendo Wii Remote

By

Ivan Adelwin Sang Maharsiworo

A Bachelor's Thesis
Submitted to the Faculty of
INFORMATION TECHNOLOGY

in partial fulfillment of the
requirements for the Degree of

BACHELOR OF SCIENCES
WITH A MAJOR IN INFORMATION TECHNOLOGY

SWISS GERMAN UNIVERSITY

SWISS GERMAN UNIVERSITY
Campus German Centre
Bumi Serpong Damai – 15321
Island of Java, Indonesia
www.sgu.ac.id

July 2008

Revision after the Thesis Defense on 6 August 2008

STATEMENT BY THE AUTHOR

I hereby declare that this submission is my own work and to the best of my knowledge, it contains no material previously published or written by another person, not material which to a substantial extent has been accepted for the award of any other degree or diploma at any educational institution, except where due acknowledgement is made in the thesis.

Ivan Adelwin Sang Maharsiworo

Date

Approved by:

James Purnama, Msc.

Date

Chairman of the Examination Steering Committee

Date

Ivan Adelwin Sang Maharsiworo

ABSTRACT

Implementation of Interactive Whiteboard Solution with Nintendo Wii Remote on
Microsoft Windows XP

By

Ivan Adelwin Sang Maharsiworo

SWISS GERMAN UNIVERSITY

Bumi Serpong Damai

James Purnama, MSc., Thesis Advisor

The primary purpose of this thesis is to build a virtual interactive whiteboard application with the usage of a Wii remote and an Infra Red Pen. This application tends to provide a solution for those who need an interactive whiteboard with an affordable price.

The Methodology which will be used for this thesis is Software Engineering methodology. UML will be used to design the application.

The finding from this thesis is that the application has some disadvantages compare to the real interactive whiteboard.

The conclusion of this thesis is that despite of its disadvantages against the real interactive whiteboard, the JavaWhiteBoard application still works fine as a solution with an affordable price.

DEDICATION

I dedicate this thesis to my beloved family.



ACKNOWLEDGMENTS

The author would like to thank Mr. James Purnama for being the advisor on the making of this thesis.

Special thanks to thank Mr. Johnny Chung Lee, the creator of WiimoteWhiteboard application, for making the video of his project and sharing it to the world.

And thanks to Erick Liemarga who showed the great video which inspired the making of this thesis.

A special credit must be given to Yodi Setiono Adiarto for his help on the making of the IR pen.

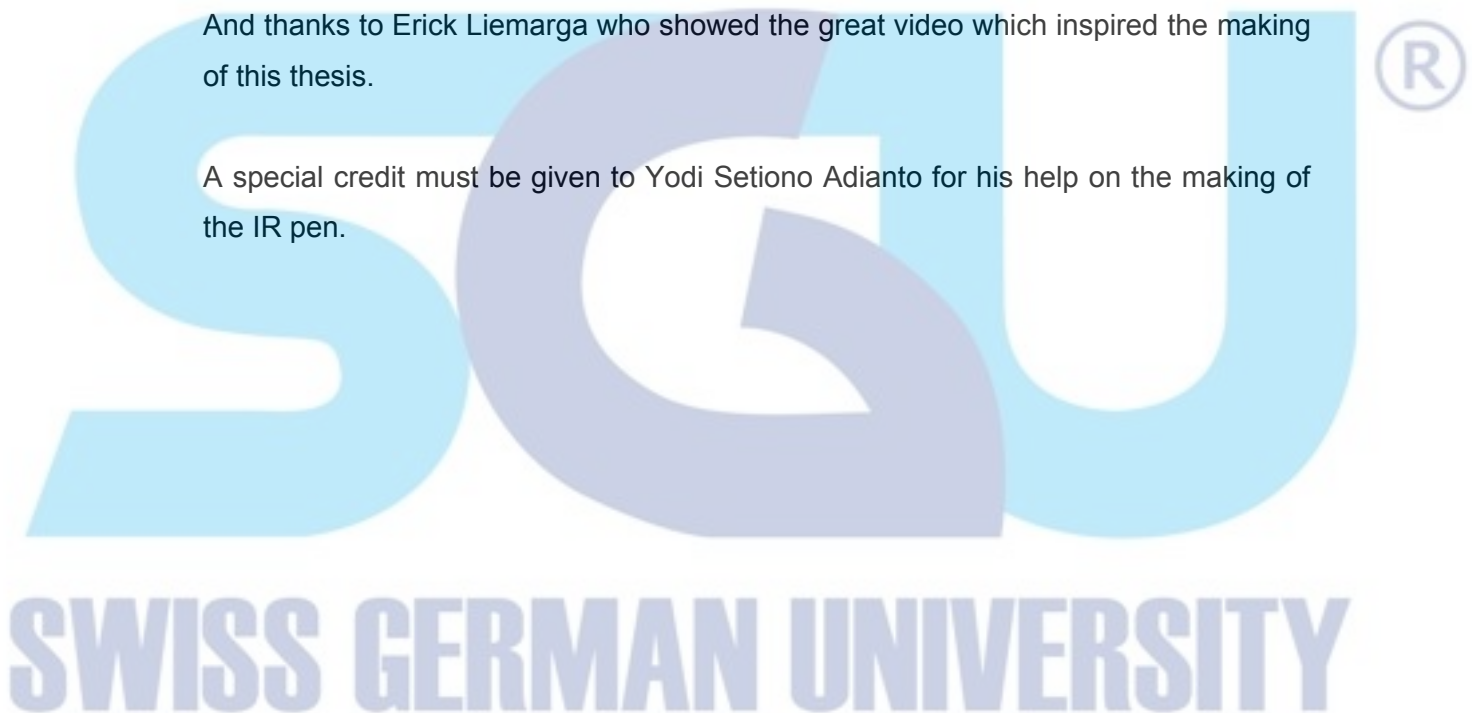


TABLE OF CONTENTS

STATEMENT BY THE AUTHOR.....	2
ABSTRACT.....	3
DEDICATION.....	4
ACKNOWLEDGMENTS.....	5
CHAPTER 1 – INTRODUCTION.....	8
CHAPTER 2 – LITERATURE REVIEW.....	10
CHAPTER 3 – METHODOLOGY.....	23
CHAPTER 4 – RESULT & DISCUSSION.....	48
CHAPTER 5 – CONCLUSION AND RECOMMENDATION.....	56
GLOSSARY.....	58
REFERENCES.....	64
APPENDICES.....	66
CURRICULUM VITAE.....	84

 
SWISS GERMAN UNIVERSITY