The SymBall game demonstrates camera-driven interaction concepts on Symbian camera phones. It enables people to play table tennis over Bluetooth connection, using the camera phones as rackets! The phone’s movement is detected by extracting color patterns from the real time camera view.

- Virtual table tennis game on camera phones
- Phone’s camera used as the main game controller
- Color/feature detection from phone’s camera view
- Two player’s game over Bluetooth connection

SymBall is developed in co-operation of VTT Information Technology and Hybrid Graphics, Ltd., Finland.

Implementation: OpenGL ES on Symbian OS/Series 60
Features: e.g., ball speed, racket shape, follow mode, color control
Generalisations: e.g. game over GPRS, other game concepts
Performance: 15-18 fps on Nokia 6600 phone