

# wiiRemote

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Building upon the creative ideas of Johnny Chung Lee using the Wii Remote as a powerful, exciting, and economical input device, we propose a connection of the Wii Remote with R using R (D)COM. Specifically, using the Wiimote libraries we access data sampled from the Wii Remote's 3-axis accelerometer and infrared sensor to create a novel virtual 3D environment that allows for interesting interaction with multidimensional data.

## References:

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