



# AirConsole

Covesa - BMW Light integration

14.11.2024



# 2023 PoC Phase

- Separation of concerns: AirConsole manages games and BMW manages hardware
- What if we use a declarative API and not an imperative one?
- `airconsole.setImmersiveState({emotion: emotion, zoneId: player_id});`
- Tested in a trivia game to prove the concept
- (Videos are confidential)

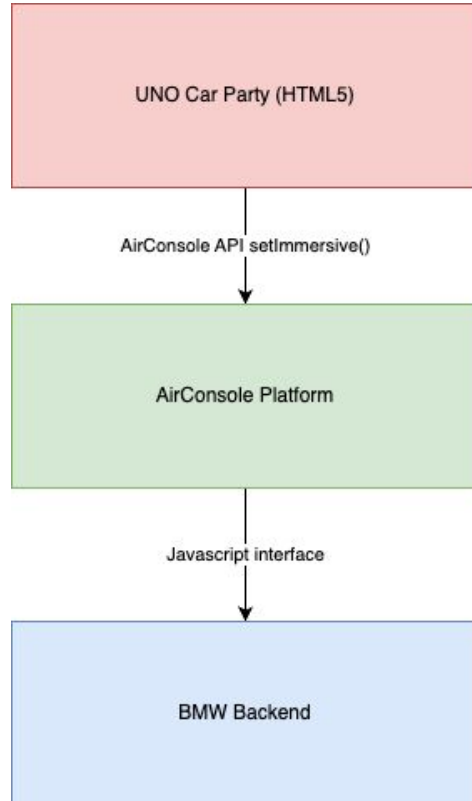


# 2024 Gamescom: 1st public use-case

- Specifically for **UNO Car Party!** at Gamescom
- IDC 23 - **Automotive Android OS**
- Runs in **Access Browser**
- **5** colors (red, blue, green, yellow and transition)



# A bit of architecture



# Learnings and feedback

- Press feedback and public feedback at Gamescom was very positive
- Game dev feedback:
  - We want to control the experience as much as possible
  - We need a granular API
  - We need a capabilities API to understand what the car supports and what it doesn't
  - We need emulators to ease the implementation and reduce time to market



# Next steps

- Capabilities API
  - How fast can the color change?
  - Are other actuators supported?
  - What zones are available?
- Imperative API
  - Emotion API or “Best effort API” are vastly not sufficient for controlling the experience
  - We need as precise control as possible
- Tooling
  - The better the tools for the game devs, the better the experience (emulators, transition builders...)

