Installing a Wiimote Interactive Whiteboard system
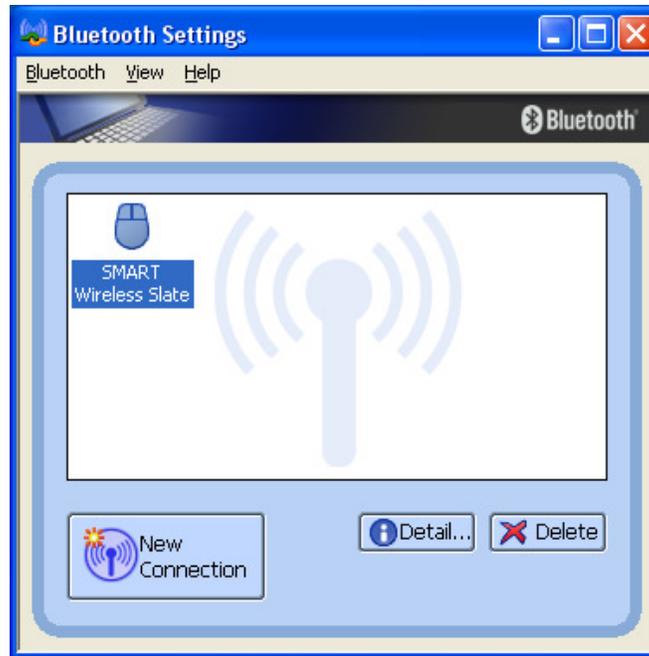
Firstly you must have in-built Bluetooth (with software) or alternatively use a 'Bluetooth dongle' with its proprietary software …or use the 'Blue Soleil' software (the free version has a data transfer limit).

With Bluetooth installed, from the Desktop's Taskbar, right-click on the Bluetooth icon and choose 'Bluetooth Settings'.

(you can see that I was previously using a SMART 'airliner' wireless slate!)

We need now to 'discover' the Wiimote as a new Bluetooth device. Click the 'New Connection' button. Let's stick with the Express option in the window that opens, and click Next …and the Bluetooth search will begin. As this is happening (or even before you clicked on the New Connection), press the '1' and '2' buttons on the Wiimote – all four lights will flash on the Wiimote to indicate that it is 'discoverable'.

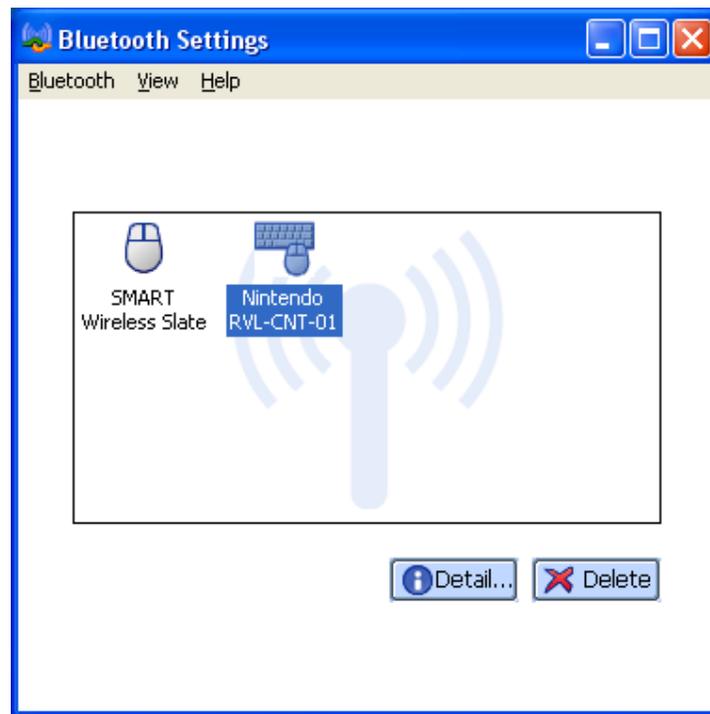If you are doing things correctly, the following window will appear:
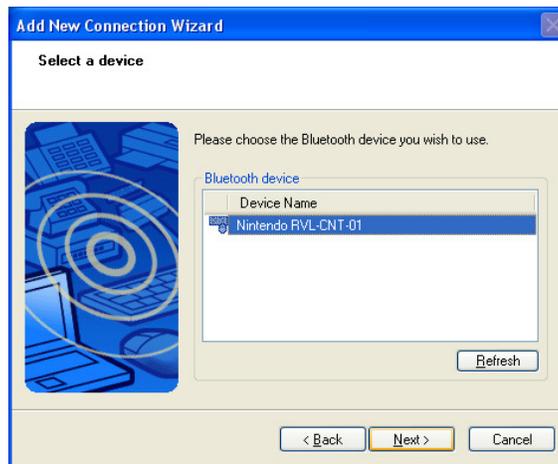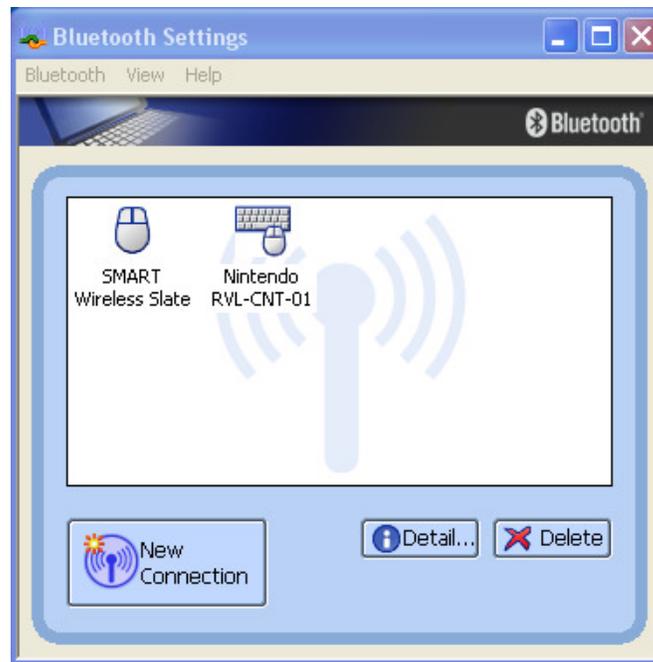

…and hit 'Next' to see…

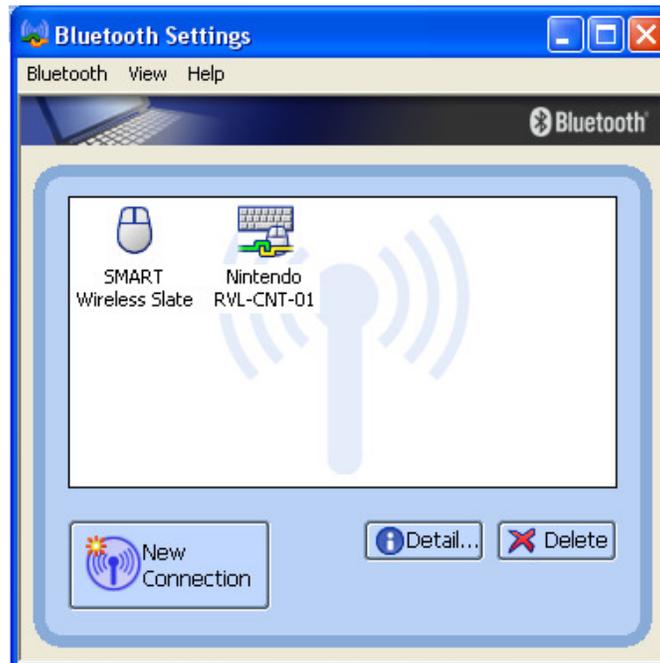…and 'Next' again to see…

Followed by this indicator of success….

The Settings window opens (as below) …with the Wiimote 'found' but not yet connected


Right-Click on Nintendo …and choose Connect

Press Buttons '1' and '2' on the Wiimote handset to make it 'discoverable'. If you are successful, the Bluetooth Settings window will now show as …

Run Johnny Lee's 'Wiimote Whiteboard' program. As soon as this starts, the Bluetooth lights on the Wiimote will settle down.

Point the Wiimote at your whiteboard or surface, and have the Data Projector (connected to your computer) illuminating that same area. Note that the Wiimote must have an uninterrupted view of the light from the IR Pen, so choose a location for the Wiimote where you won't be crossing in its direct path.

Now, still using the computer mouse (or trackpad), choose the 'Calibrate Location' button from Johnny's program. When the Cross-Hairs appear, pick up the IR Pen and click on each of the four points.
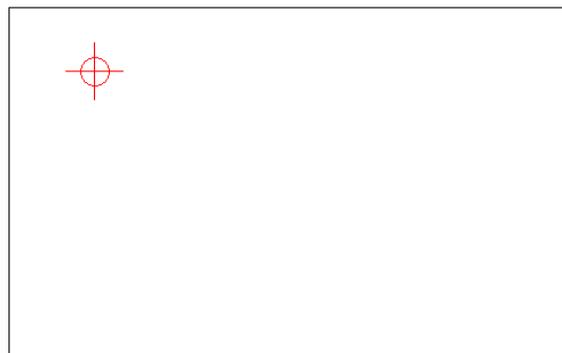
If the Calibration is successful, you should see a change in the Lee window to indicate the 'tracking utilisation' has gone

From To

Try some of your favourite programs and/or websites. Those that use 'Drag and Drop', or 'Click an Answer' work very well …all you have to remember is to press the Switch on the IR Pen each time. Handwriting inside other programs (such as IWB software like Easiteach or Lynx) is bit more difficult in that you have to hold the Switch button on the IR Pen as you write (however irpens.co.uk also offer 'pressure pens' which makes this writing option easier).

At the end of your session, right click on the Nintendo link inside the Bluetooth Settings window, and choose Disconnect. The light on the Wiimote will now go out (power down). For further sessions, you just have to make your Wiimote 'discoverable' and choose Connect from the Bluetooth Settings.

Thanks to Enda Donlon of Mater Dei who first showed the above in action at CESI '09, and to John Maloca of the Engineering Dept. in NUI Maynooth who patiently walked me through the above steps.

Special thanks also to Johnny Lee who started all this work …see http://johnnylee.net/projects/wii/

This document is provided as part of the Drumcondra Interactive Whiteboard Project at www.cbiproject.net