Fun

C.W. Johnson,

University of Glasgow,
Glasgow, G12 8QQ.
Scotland.
johnson@dcs.gla.ac.uk,
http://www.dcs.gla.ac.uk/~johnson

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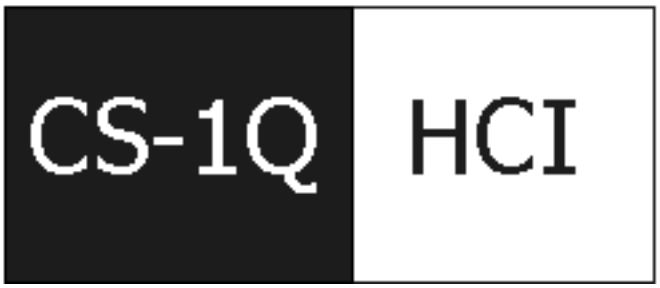


Fun and Games

- Why Learn from Games?

- How to Transfer Strengths of Games:

- steal superficial design features;
- derive heuristics from successful games?
- understand the psychology of play?

- Physiology and Affective Computing...

Fun and Games

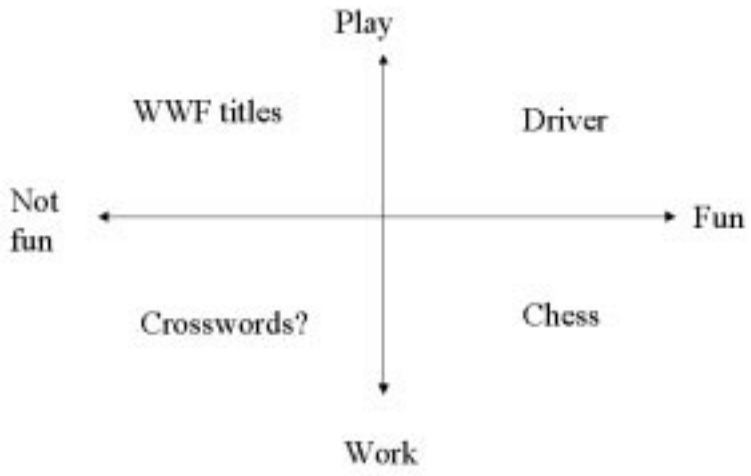
- Use strengths of games in other interfaces?

- MS Word as much fun as TombRaider?

- Holy grail of HCI?

Fun and Games?

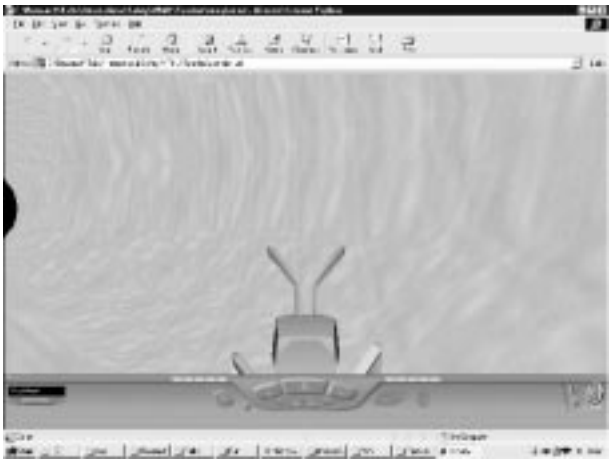
- Not all games are the same...



- We don't understand much about games...

Why Learn from Games?

- Technology is now easy to access (eg VRML)

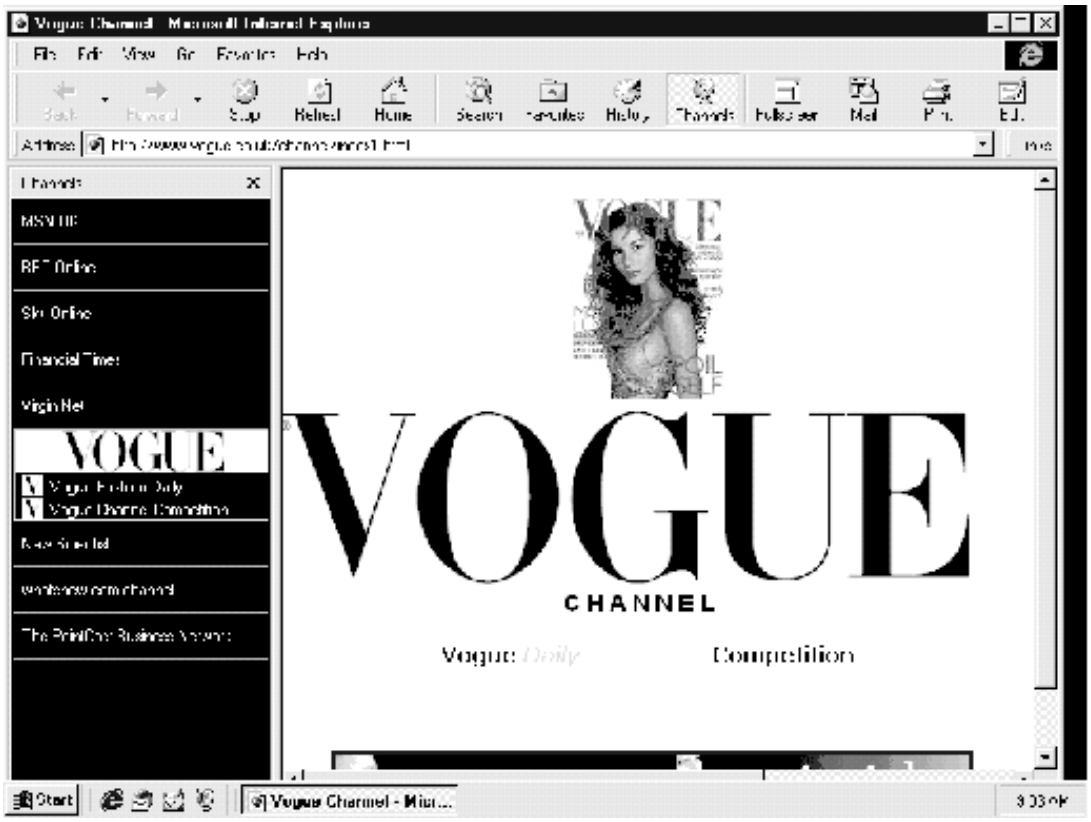


- Increase creativity in interface design;

- go beyond the usual menu based structures.

Why Learn from Games?

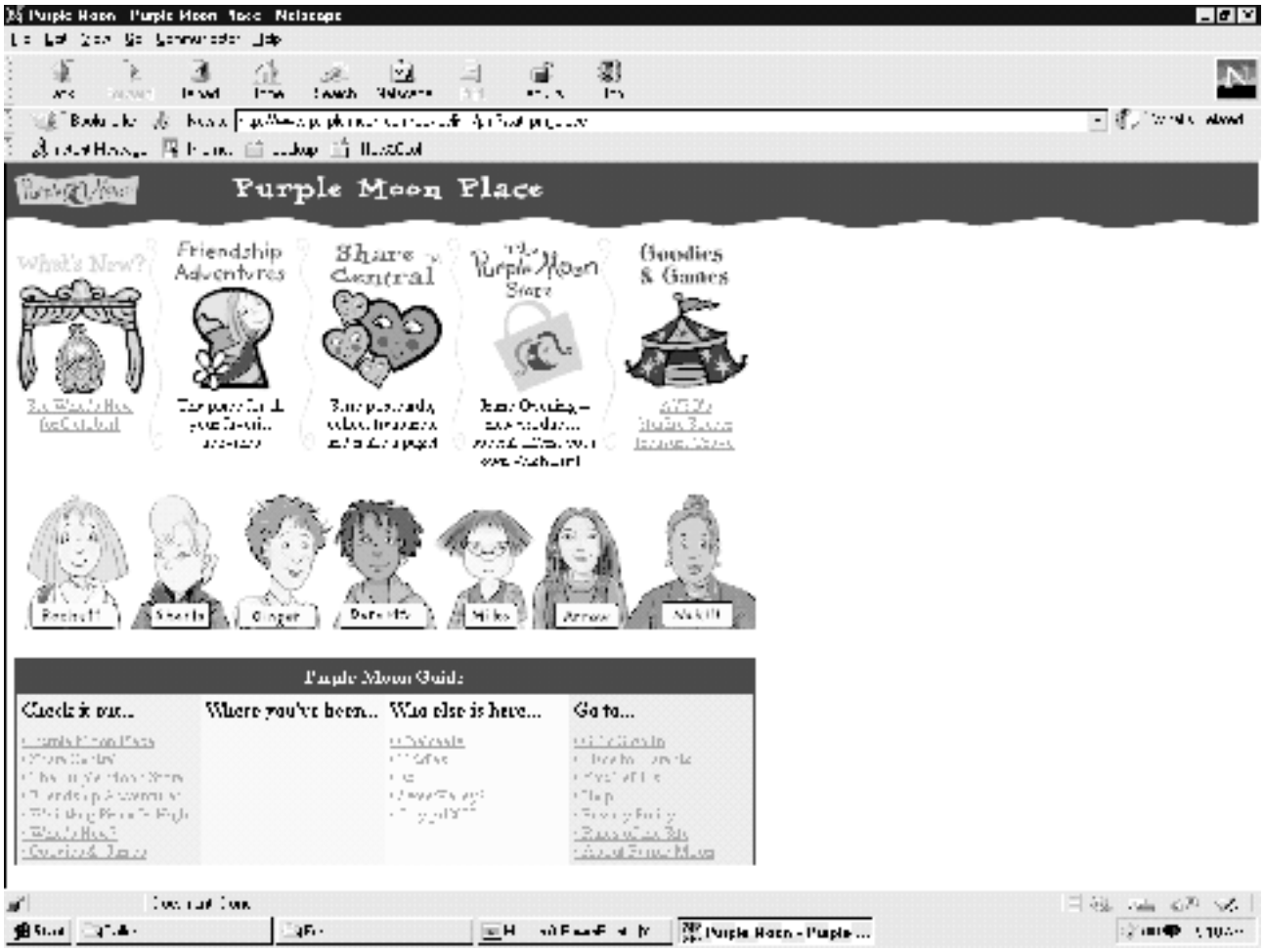
- Subjective satisfaction is very subjective.



- Task analysis does not always help here.

Why Learn from Games?

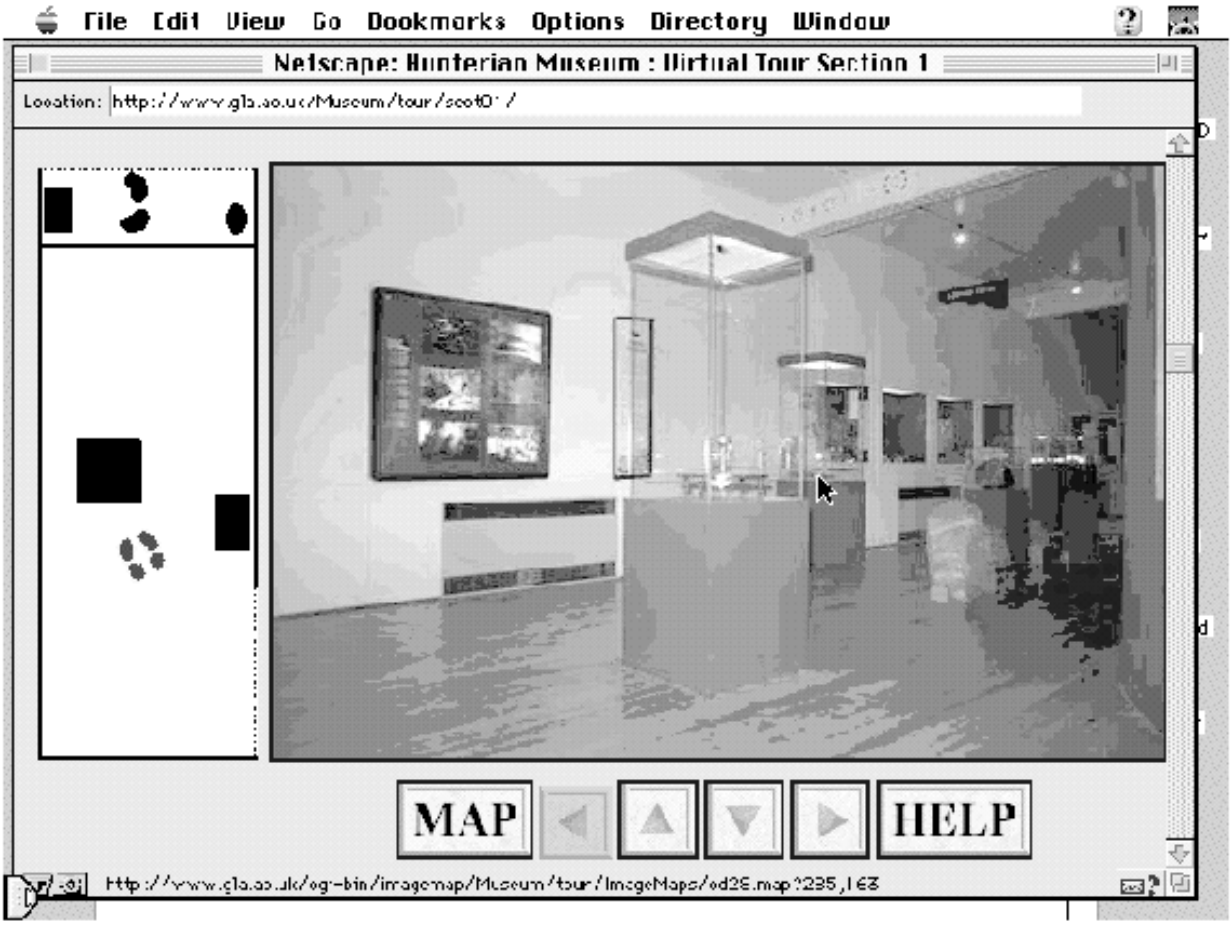
- Games open up new markets.



- Target new users, young, old etc.

How Can We Transfer Ideas from Games?

- Steal superficial screen components.



- But:

- unlikely to radically increase motivation;
- what can we steal? Scores? Punishments?
- how can we predict which features will work?

How Can We Transfer Ideas from Games?

- Lisa Neal (1990) looks for generic ideas.

- A sense of control.

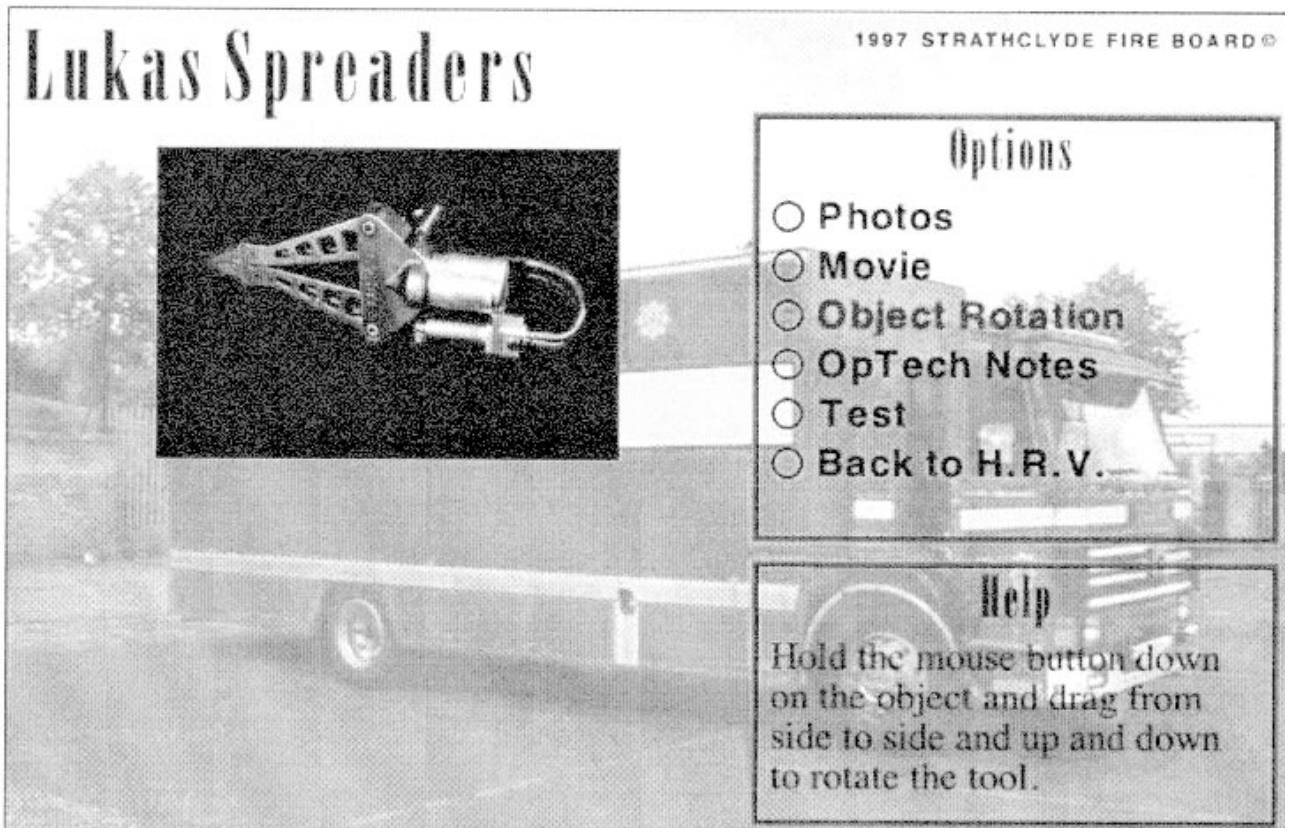
- Opportunity for discovery.

- Non-goal activities support learning?

- some users just want to have fun...

How Can We Transfer Ideas from Games?

- Strathclyde Regional Fire Brigade.

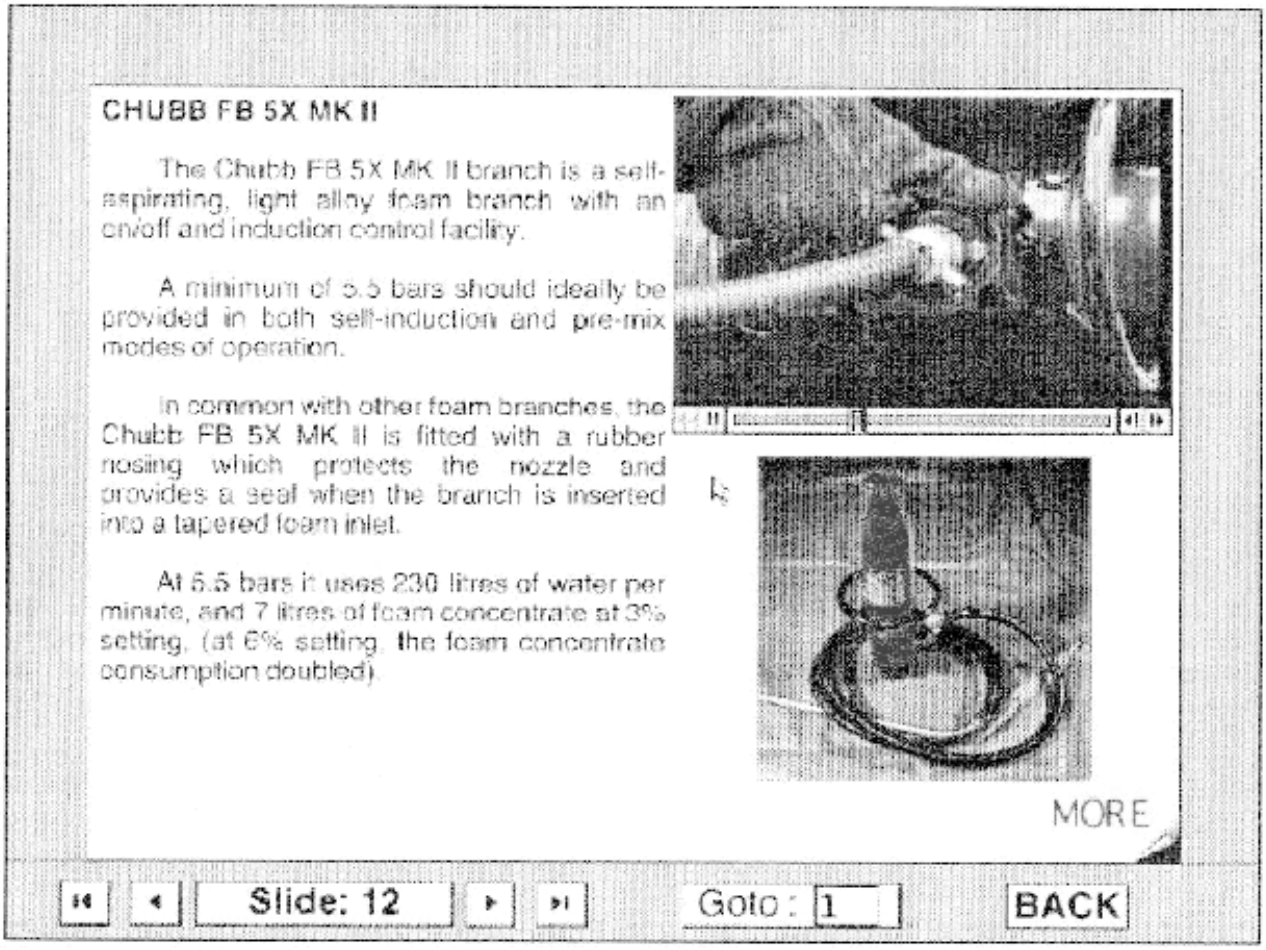


- Heavy rescue Vehicle (Mathers et al.);

- uses desktopVR to explore inside the vehicle.

How Can We Transfer Ideas from Games?

- Sometimes heuristics don't work.



- Foam training procedures have strict sequence;

- can't explore in an undirected way and learn sequence?

Psychology of Play

- Neal still looking at surface issues;

- need to understand the underlying psychology.

- Morris and 'mood congruence'

- behaviour and mood is linked to self-image.

How Can We Transfer Ideas from Games?

- Csikzentmihalyi and 'flow theory'

- optimal challenge and control (risk?).

- Change levels of challenge to user expertise.

How Can We Transfer Ideas from Games?

- Mood congruence:

- Picard and affective computing;
- computers might adapt to your moods;
- 'you do it, I can't be bothered.

- Flow theory:

- force users to explore new functionality;
- ok so you did it this way last time, so now...

- Great interest in physiological computing;

- sense user's pulse, galvanic skin resistance etc.

Summary

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Further reading

- Shneiderman doesnt look at this issue.

http://www.hcibib.org

- Look up Fun or Games on the Perlman database.

- Some brief papers by Rosalind Picard.