

Fun

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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

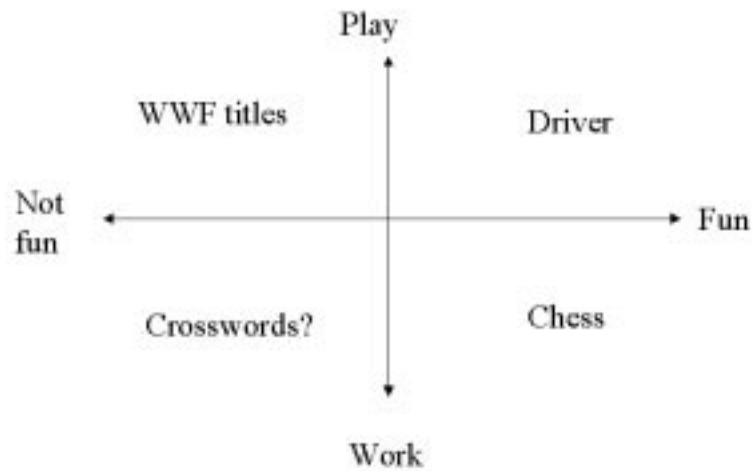
- Use strengths of games in other interfaces?



- MS Word as much fun as TombRaider?
- Holy grail of HCI?

Fun and Games?

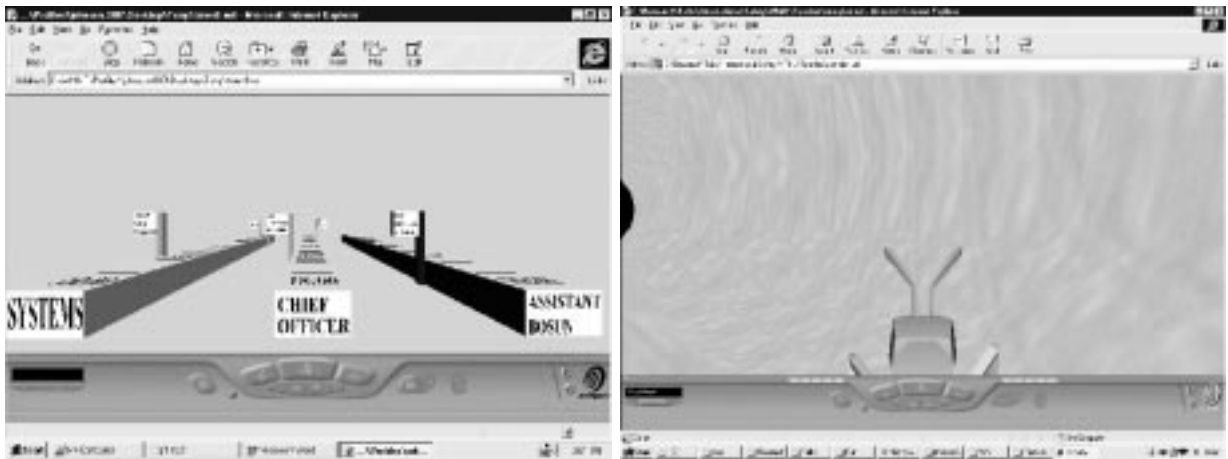
- Not all games are the same...



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

Why Learn from Games?

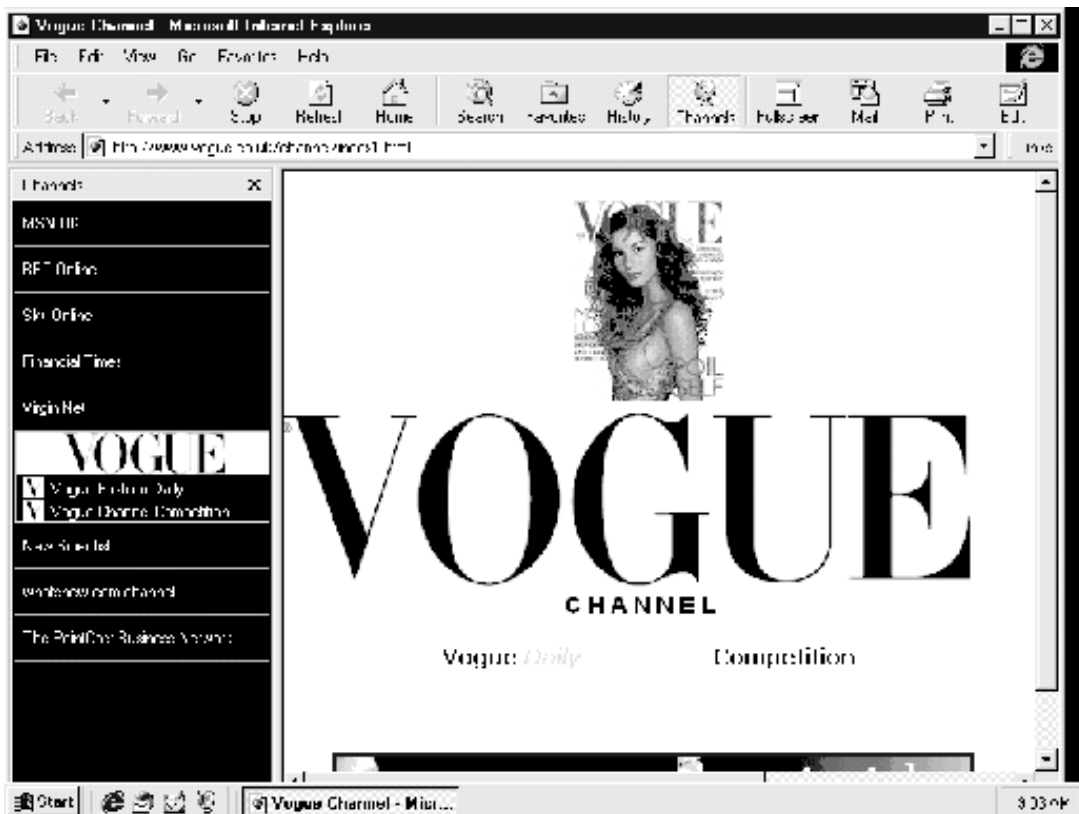
- Technology is now easy to access (eg VRML)



- Increase creativity in interface design;
- go beyond the usual menu based structures.

Why Learn from Games?

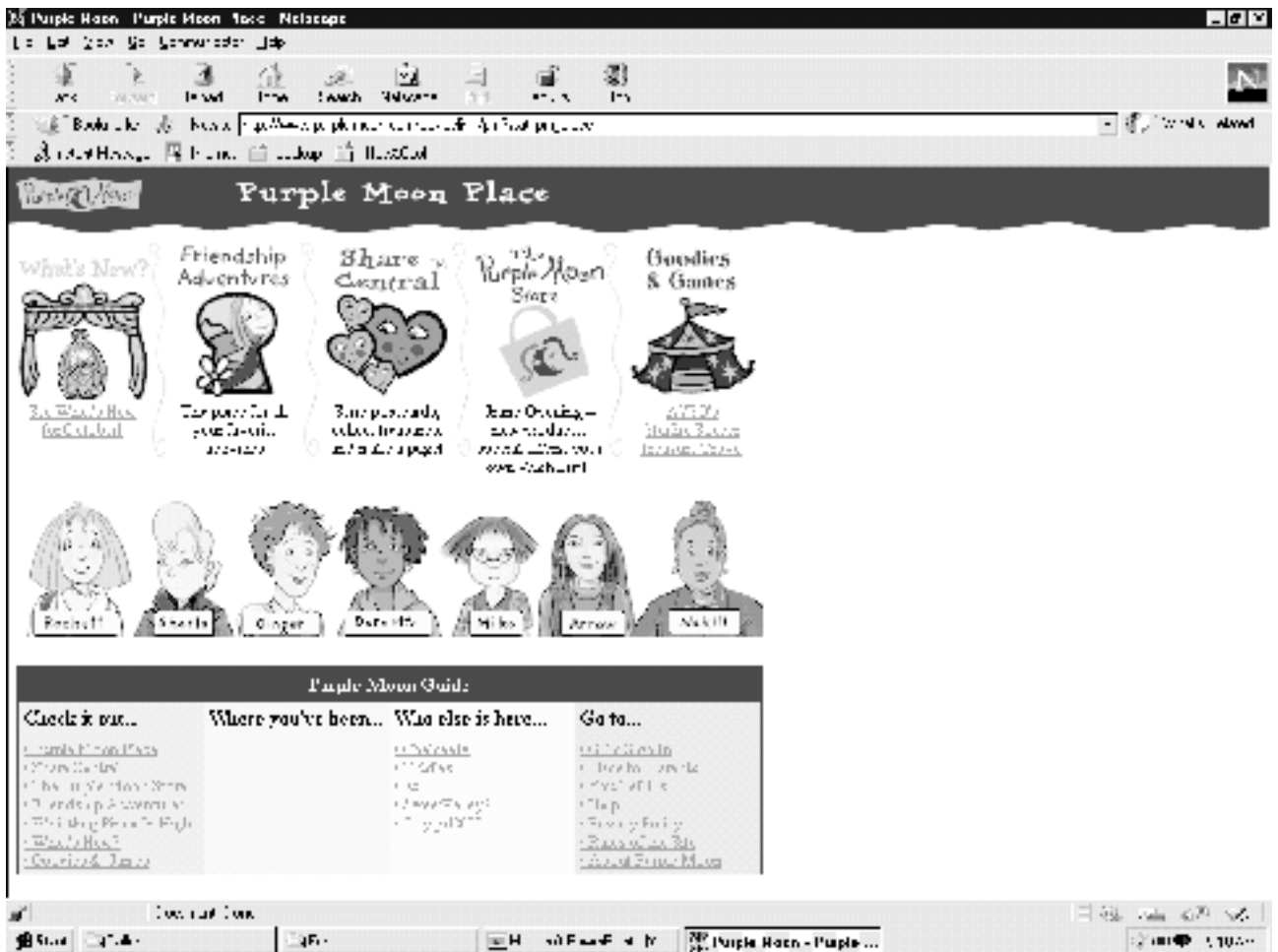
- Subjective satisfaction is very subjective.



- Task analysis does not always help here.

Why Learn from Games?

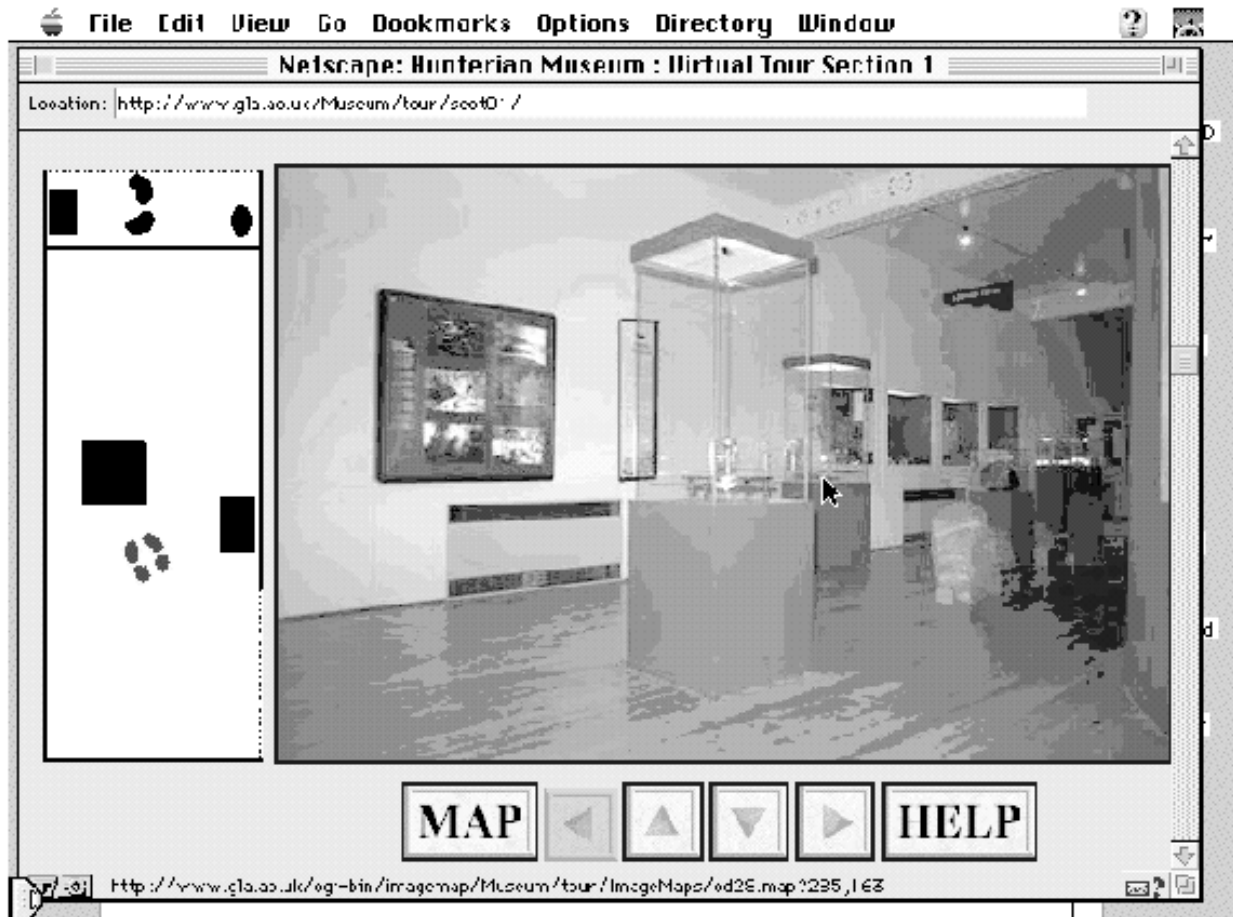
- Games open up new markets.



- 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.

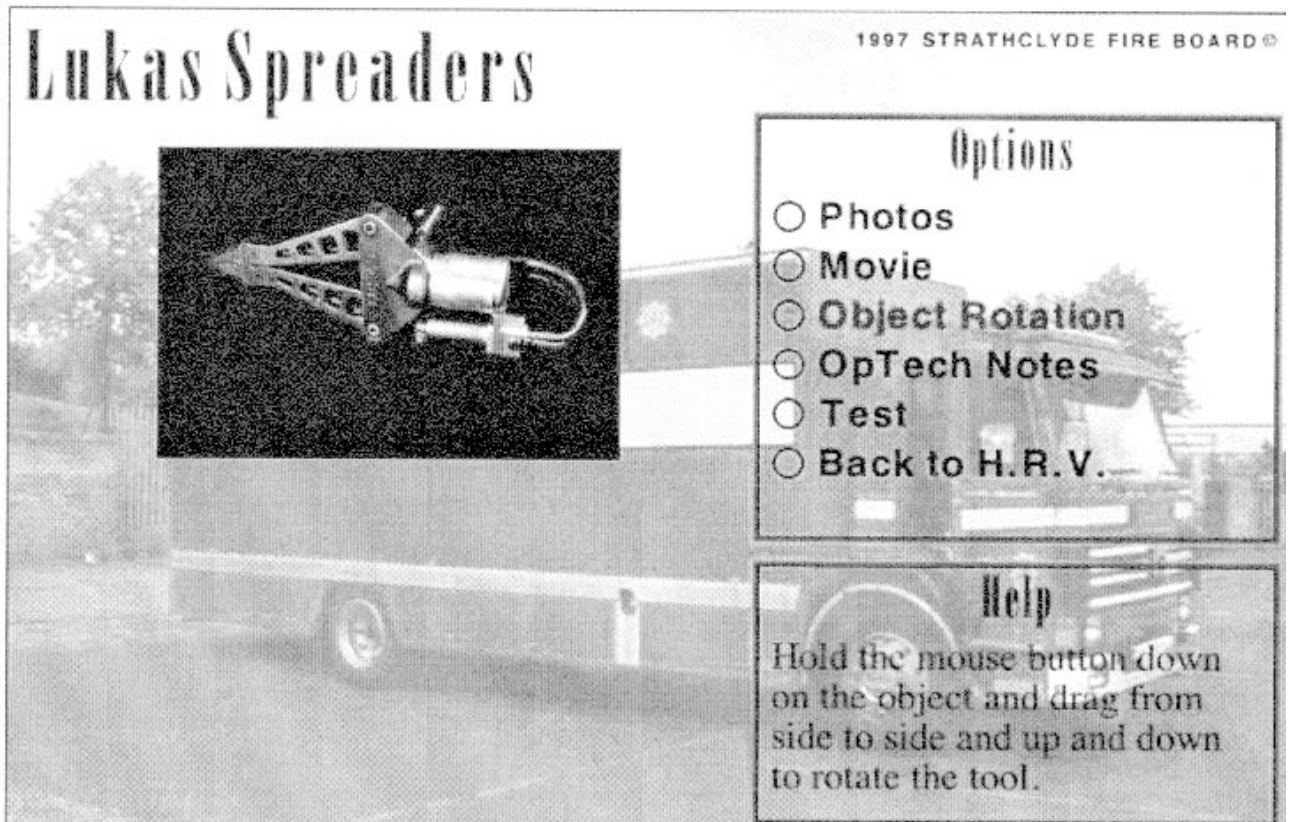
- A sense of control.

- 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.

CHUBB FB 5X MK II

The Chubb FB 5X MK II branch is a self-aspirating, light alloy foam branch with an on/off and induction control facility.

A minimum of 5.5 bars should ideally be provided in both self-induction and pre-mix modes of operation.

In common with other foam branches, the Chubb FB 5X MK II is fitted with a rubber nosing which protects the nozzle and provides a seal when the branch is inserted into a tapered foam inlet.

At 5.5 bars it uses 230 litres of water per minute, and 7 litres of foam concentrate at 3% setting, (at 6% setting, the foam concentrate consumption doubled).

MORE

Slide: 12 Goto: 1 BACK

The image is a screenshot of a technical manual slide. It features a title 'CHUBB FB 5X MK II' and four paragraphs of text describing the product's features and specifications. There are two small images: one showing a person using the foam branch and another showing the foam branch in a container. The slide is part of a presentation, as indicated by the navigation controls at the bottom.

- 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

- Why Learn from Games?
 - How to Transfer Strengths of Games:
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 - understand the psychology of play?
- Physiology and Affective Computing...

Further reading

- Shneiderman doesn't look at this issue.

<http://www.hcibib.org>

- Look up Fun or Games on the Perlman database.

- Some brief papers by Rosalind Picard.