

# 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...

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## Fun and Games

- Use strengths of games in other interfaces?

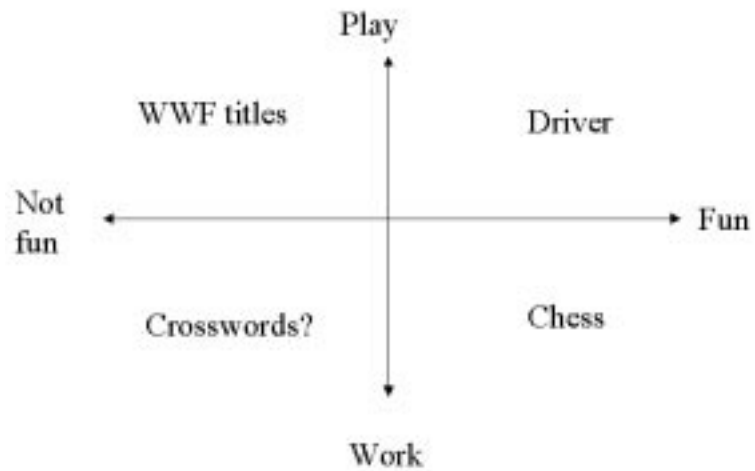


- MS Word as much fun as TombRaider?
- Holy grail of HCI?

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# Fun and Games?

- Not all games are the same...

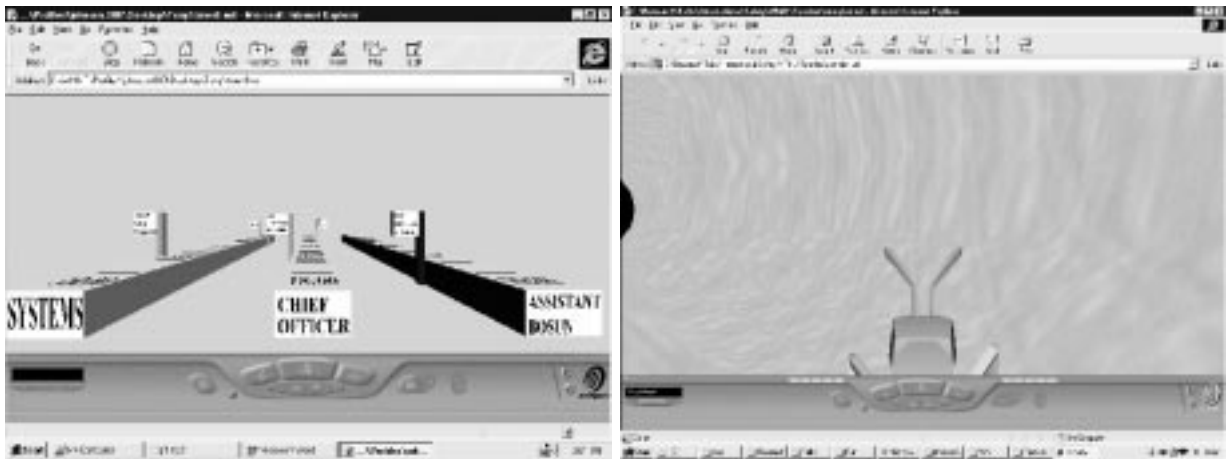


- We don't understand much about games...

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# Why Learn from Games?

- Technology is now easy to access (eg VRML)

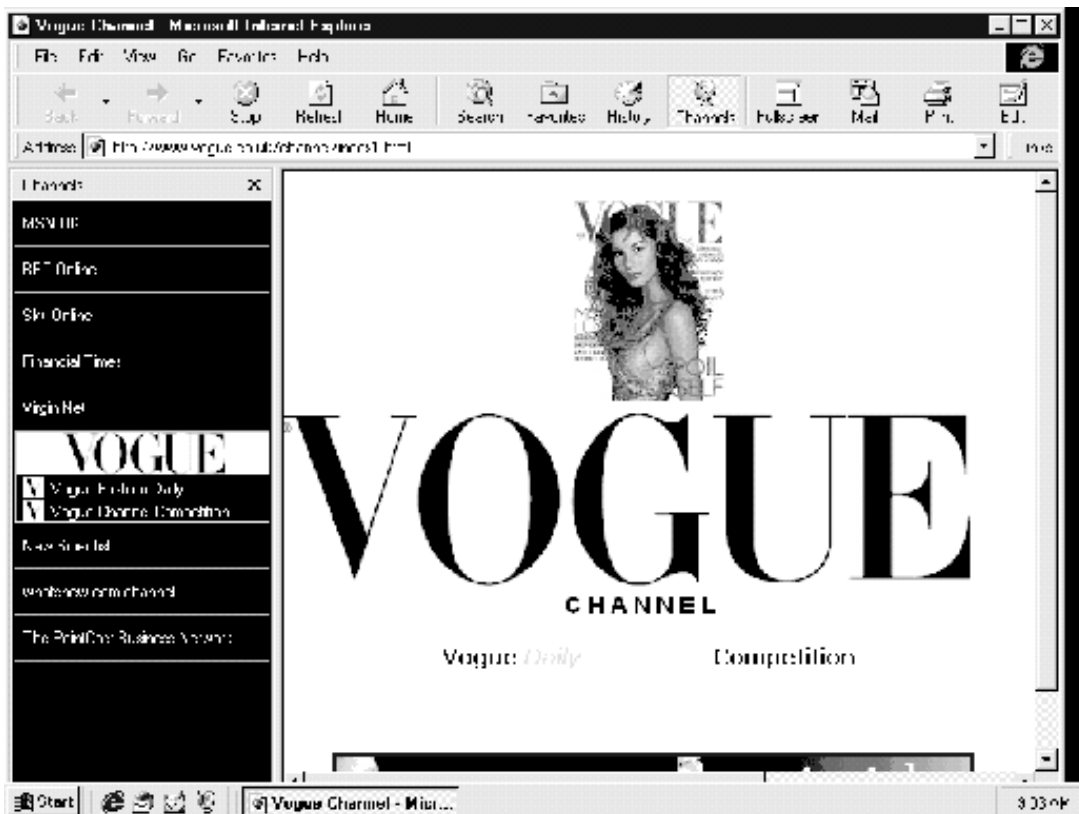


- Increase creativity in interface design;  
- go beyond the usual menu based structures.

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# Why Learn from Games?

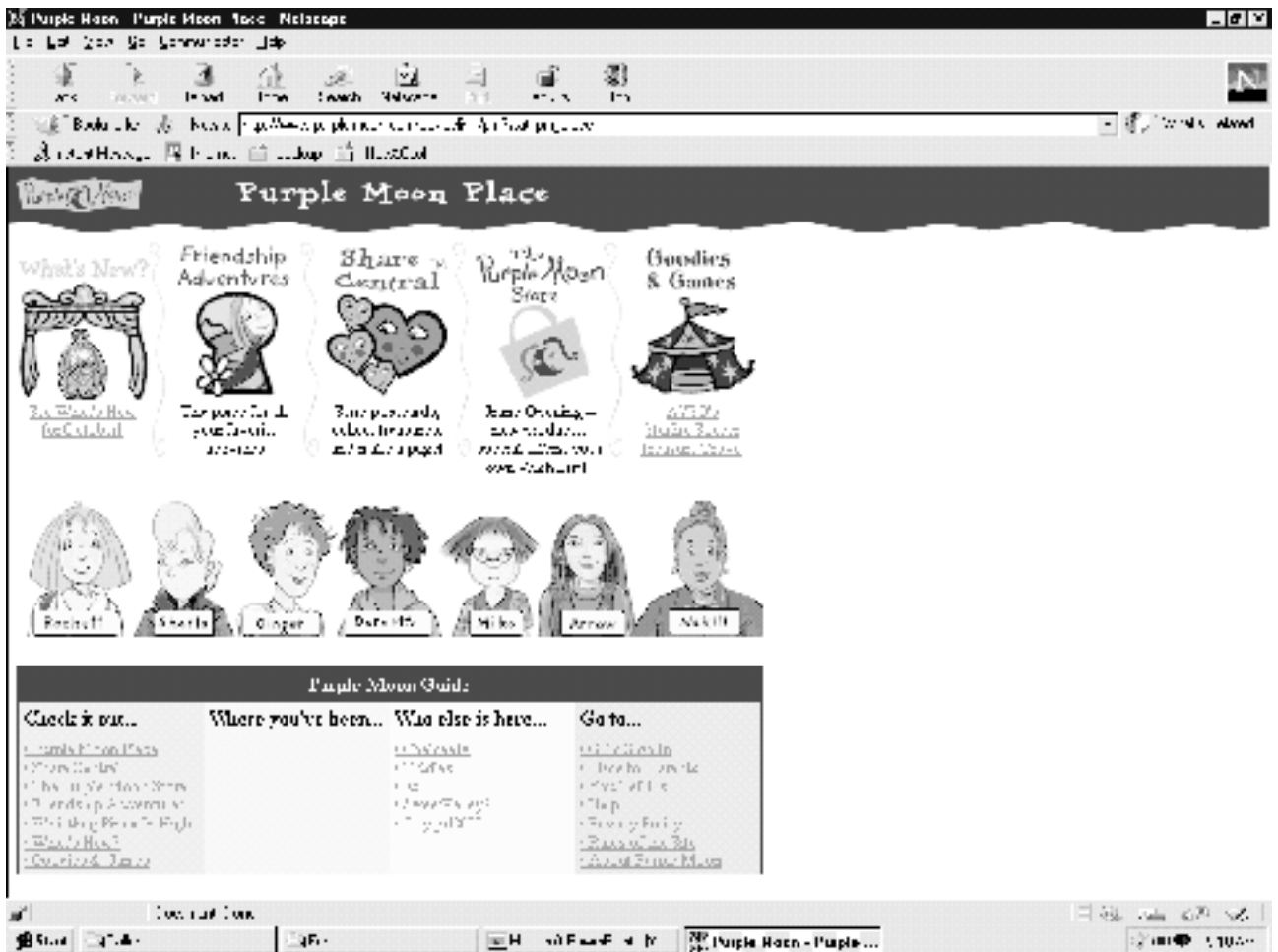
- Subjective satisfaction is very subjective.



- Task analysis does not always help here.

# Why Learn from Games?

- Games open up new markets.

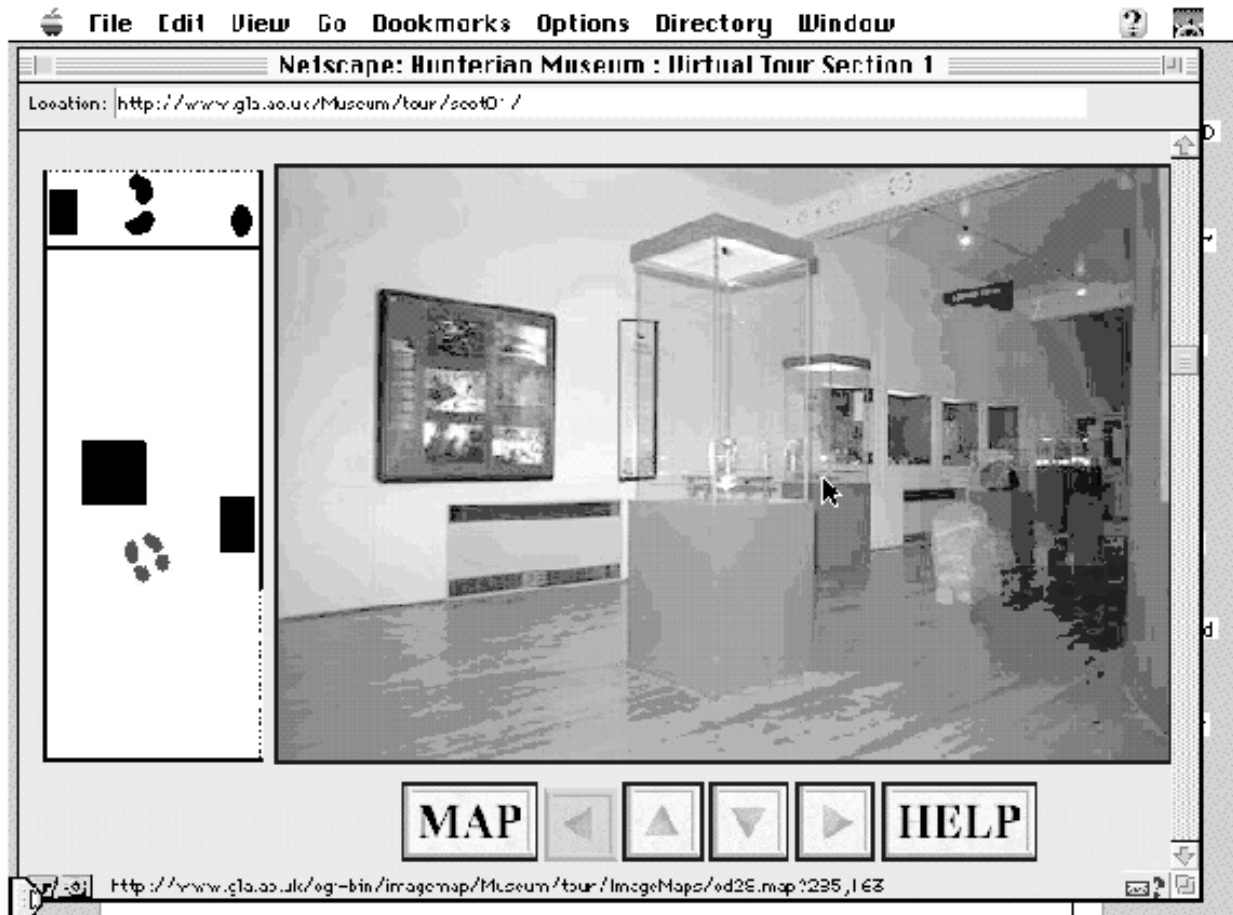


- Target new users, young, old etc.

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## 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?

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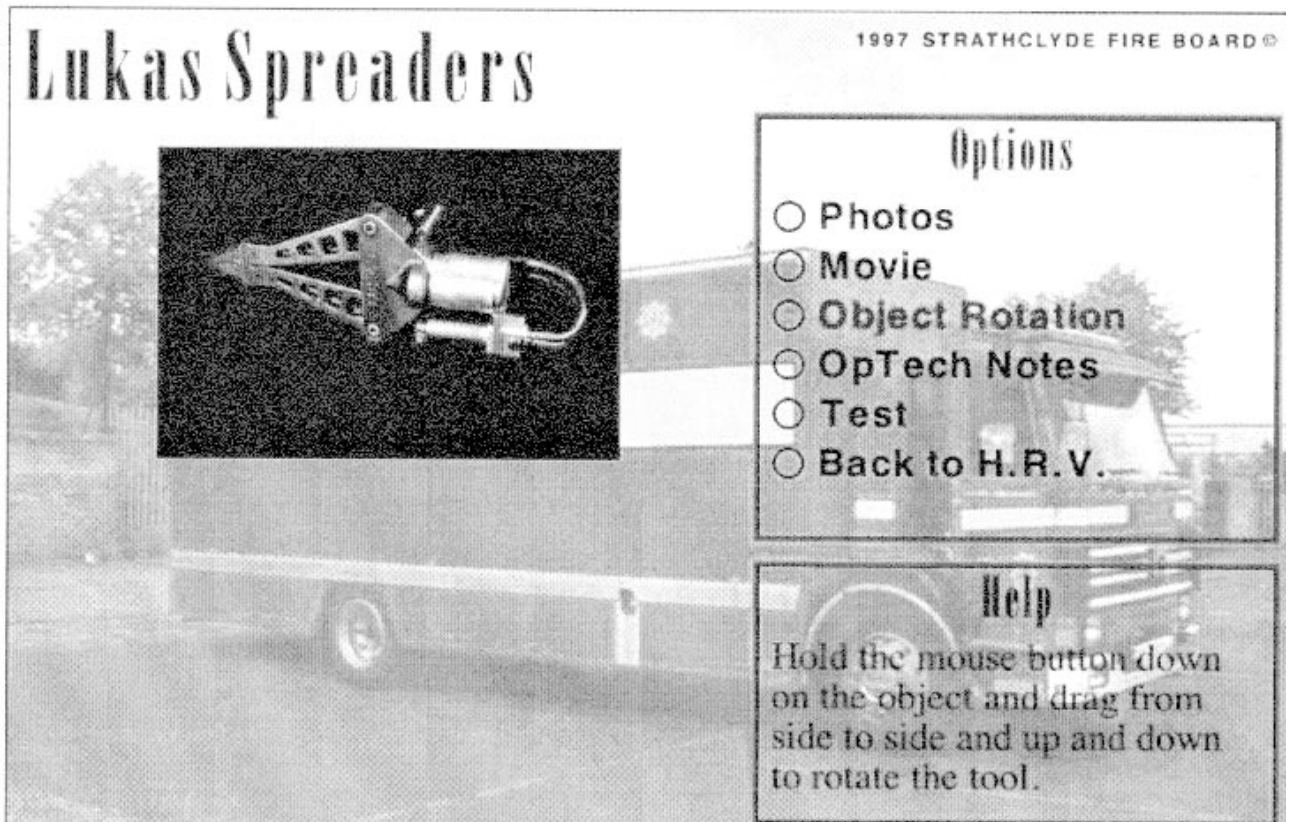
# How Can We Transfer Ideas from Games?

- 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...

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## How Can We Transfer Ideas from Games?

- Strathclyde Regional Fire Brigade.



- Heavy rescue Vehicle (Mathers et al.);  
- uses desktopVR to explore inside the vehicle.

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## 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 shows a technical manual slide for the Chubb FB 5X MK II foam branch. It contains descriptive text and two photographs. The top photograph shows a person's hands using the foam branch to create foam. The bottom photograph shows the foam branch inserted into a tapered foam inlet. The slide includes navigation controls at the bottom, such as 'Slide: 12', 'Goto: 1', and 'BACK'.

- Foam training procedures have strict sequence;  
- can't explore in an undirected way and learn sequence?

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# 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.

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## How Can We Transfer Ideas from Games?

- Csikzentmihalyi and 'flow theory'
  - optimal challenge and control (risk?).



- Change levels of challenge to user expertise.

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# 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.

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# Summary

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## 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.