Video Games and HCI

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Intro HCI
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Importance of Games
Novel Input Devices

Serious Games: GWAPs
Serious Games: Education / Health

Academic Tool
Tools vs. Toys

Process vs. Results
Defining vs. Importing Goals

Tools vs. Toys

Few vs. Many Alternatives

Microsoft Office
Consistency vs. Variety

Constraints
Function vs. Mood

View of Outcome vs. World
Org vs. Individual Buyer

Function vs. Form
Standard vs. Novel Input

Tools vs. Toys: HCI to Video Games
Intuitive

Learnability
Demographics

Heuristic Evaluation
User-Centered Design

Tools vs. Toys: HCI to VG

Tools vs. Toys: Video Games to HCI
Challenge

Tools vs. Toys: VG to HCI

Fantasy

Tools vs. Toys: VG to HCI
Curiosity

Tools vs. Toys: VG to HCI

Tools vs. Toys: Usability Principles
Effortless Community

Learning by Watching
Deep Customizability

Fluid SHI
Cooperative Design Patterns

Complimentary Roles
Synergies Between Abilities

Support Abilities
Coop Design Patterns

Shared Goals

Synergies Between Goals
Special Team Rules

Camera Setting
Shared Interaction of Objects

Shared Puzzles
Shared Characters

Target Lone Wolf
Vocalization

Coop Design Patterns

Limited Resources

Coop Design Patterns
Coop Performance Metrics

Laughter or Excitement Together
Worked out Strategies

Helping
Global Strategies

Waited for Each Other
Got in Each Other’s Way

Collaborative Design Patterns
Limited Resources

Personal Actions
Trace Payoffs to Decisions

Different Abilities
Legion Gaming

General Idea
Traditionally

Legion Gaming

Turns with Legion Gaming
All at Once

Command Mode
Command Mode

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