

Trading Fun for Joy



What HCI should and shouldn't learn
from Game Design

GSM-Vortrag

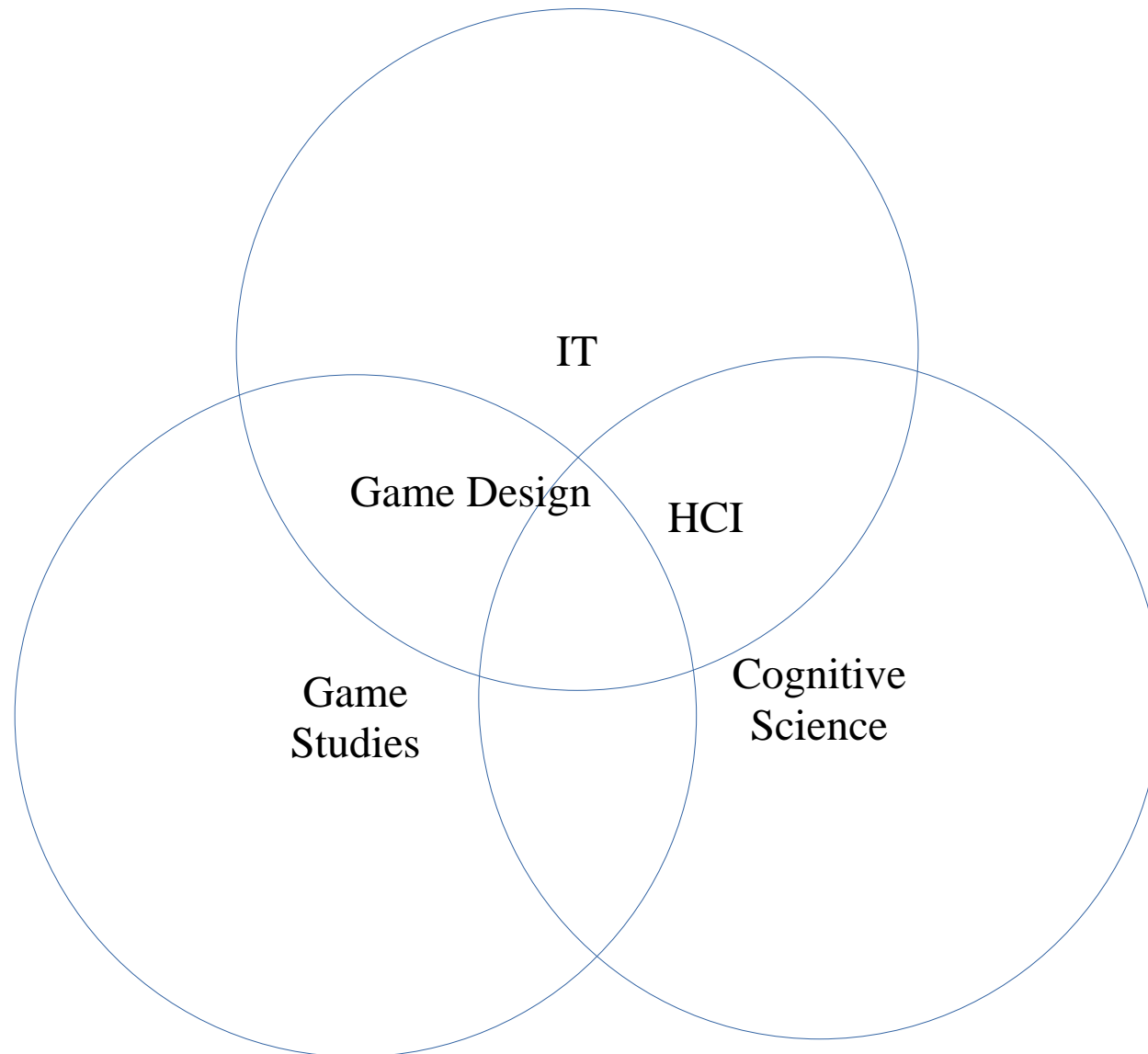
Gerald Melles

Hintergrund

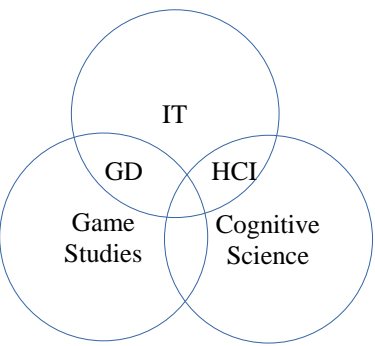


- Was bisher geschah...
 - Interesse an Spielen
 - Welche Überschneidungen gibt es zwischen Spielen und Informatik?
 - Bachelorarbeit: Gamification von Softwareentwicklung

Einordnung

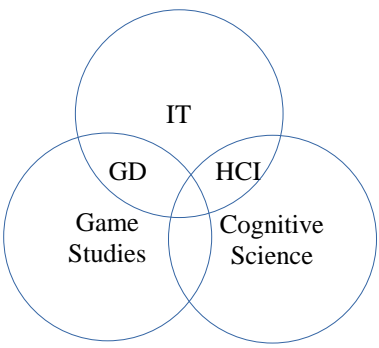


Game Studies & Design



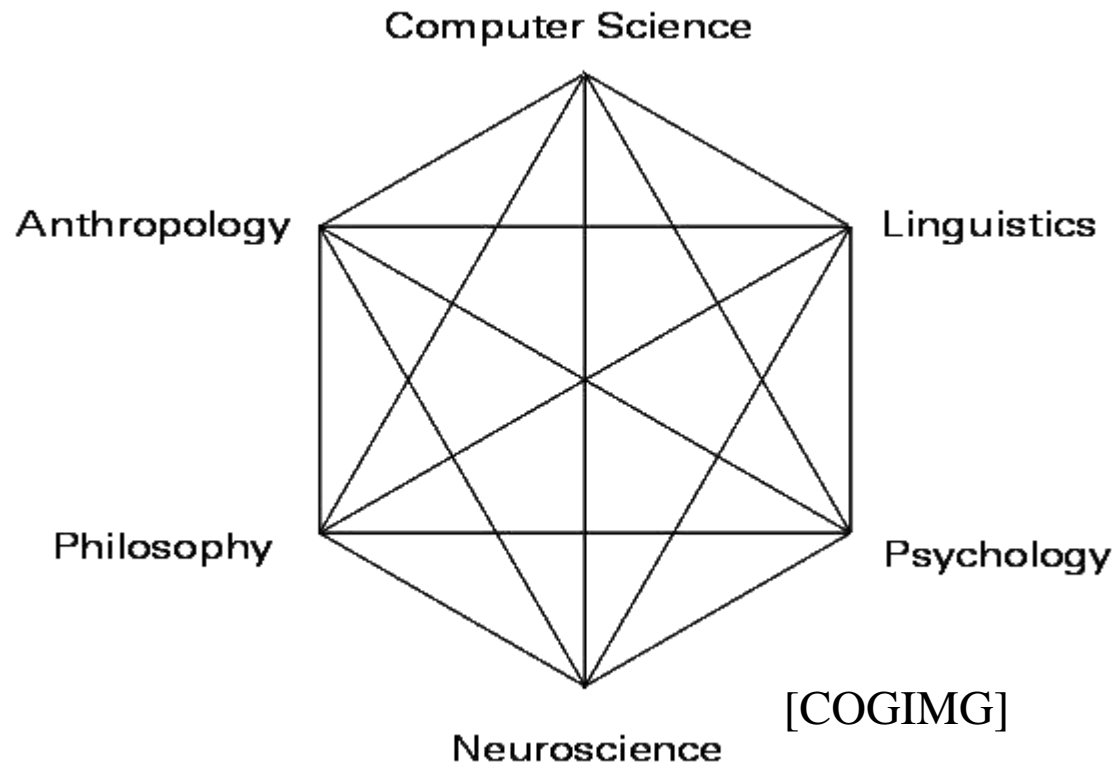
- Game Studies $\leq ? \geq$ Game Design
- Denken \leq / \geq Machen!
- Game Design
 - Verwandtschaft: Medientechnik, IT
- Game Studies
 - Verwandtschaft: Cognitive Science

Cognitive Science

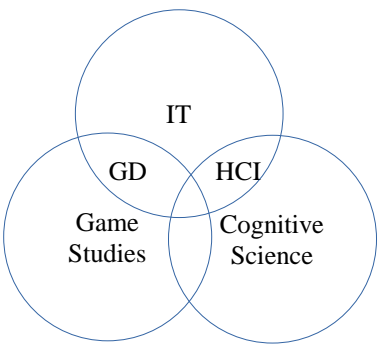


• “Cognitive science is the interdisciplinary **study of mind and intelligence**, embracing philosophy, psychology, artificial intelligence, neuroscience, linguistics, and anthropology.”

- Stanford Encyclopedia of Philosophy

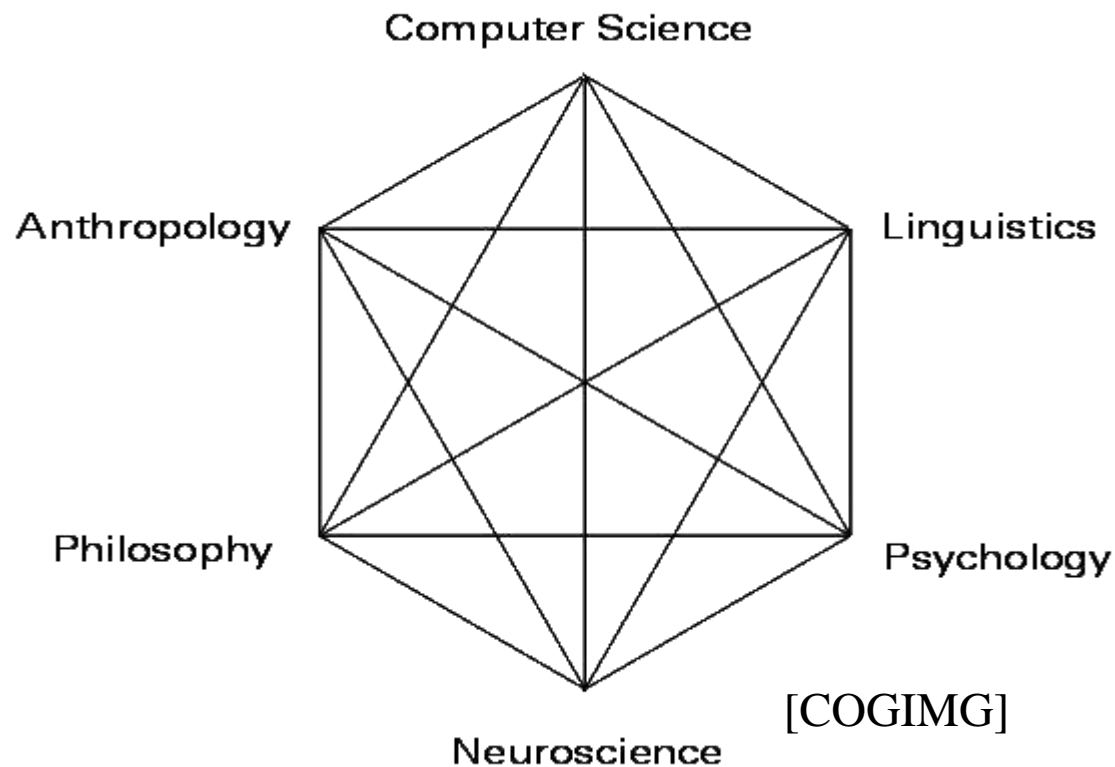


Cognitive Science

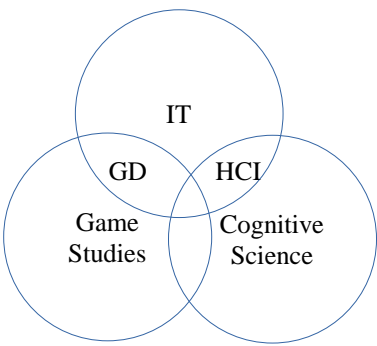


•Ursprung: 1950er Jahre

•Einfluss auf Technik mit menschlichen Nutzern:
IT, Medientechnik, Game Studies, ...



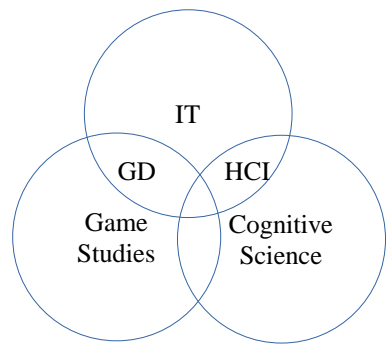
HCI



• “Human-computer interaction is a discipline concerned with the design, evaluation and implementation of **interactive computing systems for human use** and with the study of major phenomena surrounding them.

- ACM SIGCHI Curricula for Human-Computer Interaction, p.5 [SIGCHIDEF]

HCI



•Herkunft:

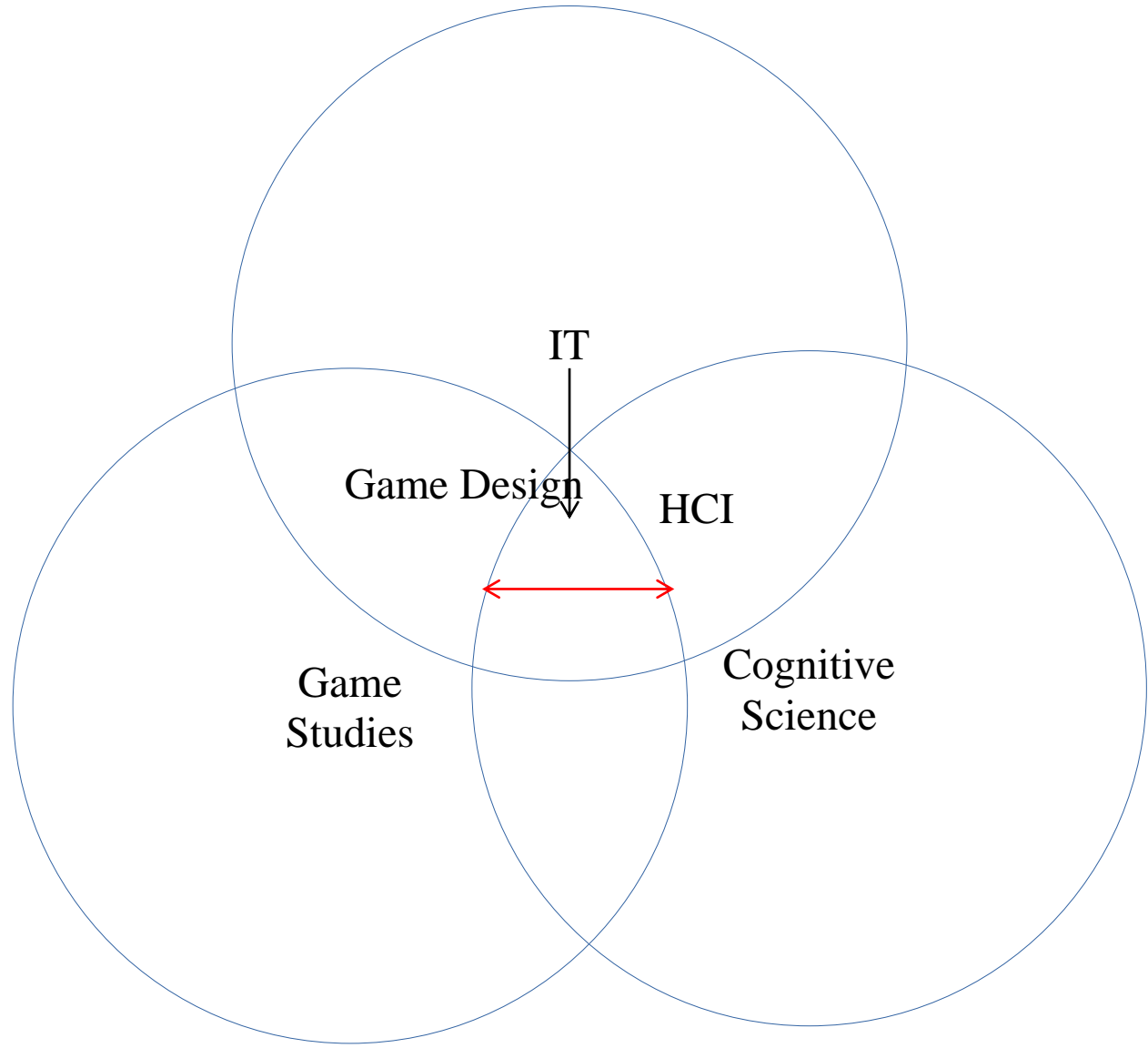
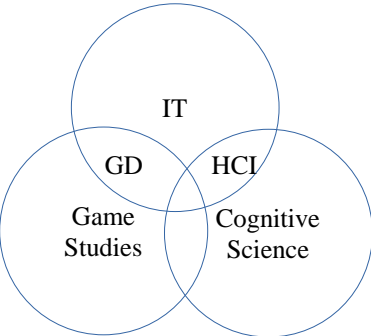
IT, Ende der '70er Jahre

- Anfang des Personal Computing
- Viele, unerfahrene Nutzer

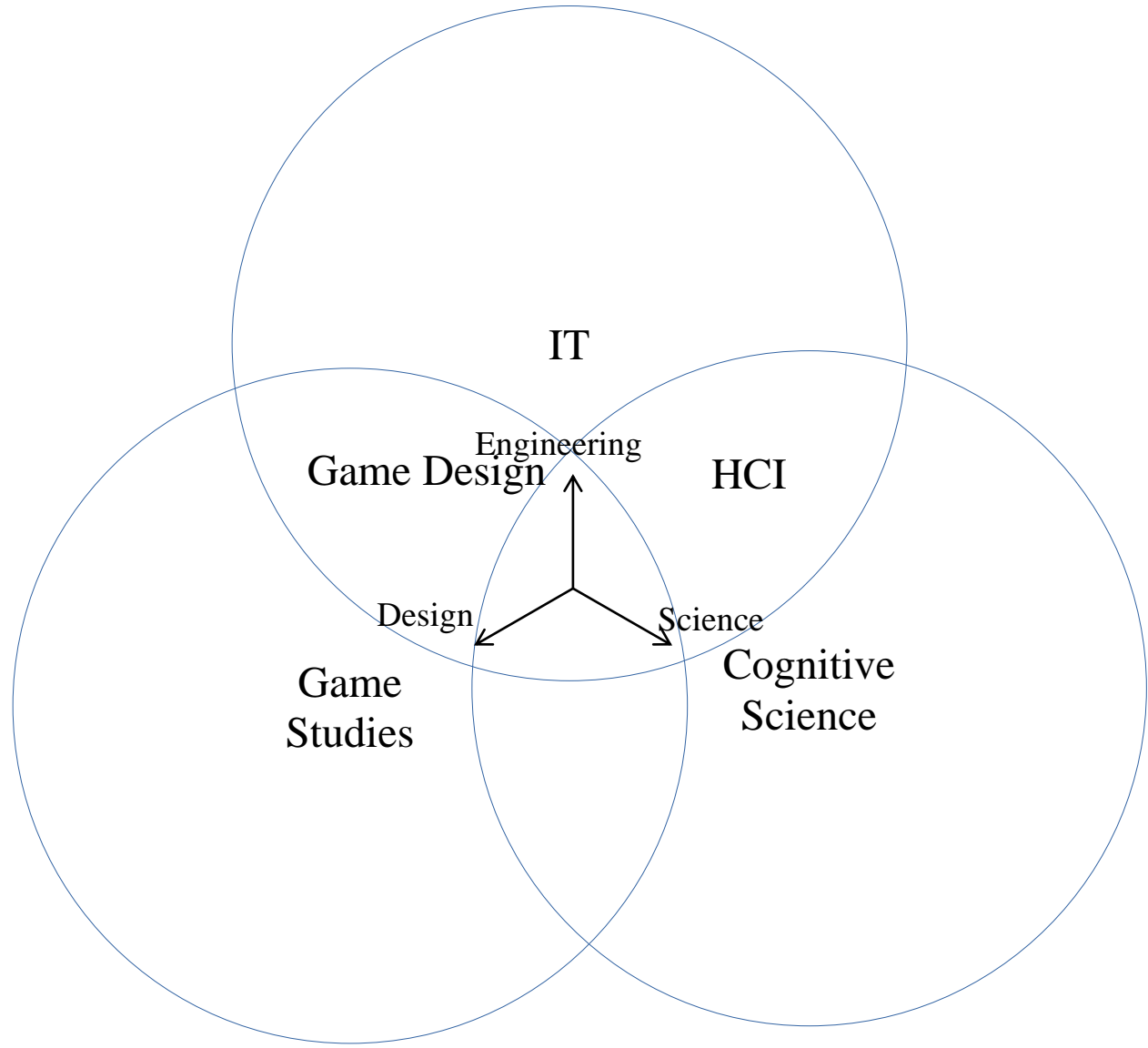
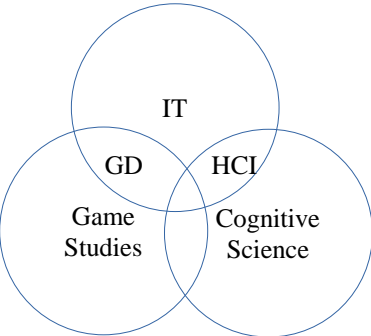
•Kernziel: Usability

•POV seitens Cognitive Science:
Cognitive Engineering

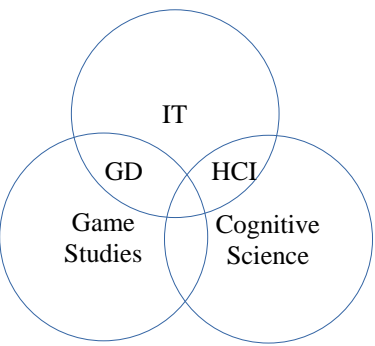
Einordnung



Einordnung



Der Plan



• “Vortasten”

– IT-Unterstützung für Next Media-Projekte

- Interaktive Narration

– Mitarbeit EmotionBike

- IST: Interaktion \Rightarrow Emotion

- SOLL: Interaktion \Leftrightarrow Emotion

• Forschungsfokus: HCI

– Was kann HCI aus Game Studies und Cognitive Science lernen?

Konferenzen



- ACM

- SIGCHI

- CHI Computer-Human Interfaces
 - C&C Creativity and Cognition
 - CHIPLAY

Konferenzen



•IFIP

–ICEC

International Conference on Entertainment
Computing

–HCIS

Human Computer Interaction Symposium

Konferenzen



•ACM ICPS

International Conference Proceedings Series

- FnG ('10, '12)

Fun and Games

- CyberGames ('06)

Int. Conf. On Game research and development

- DPG ('12)

Design Patterns in Games

- Gamification ('13)

Int. Conference on Gameful Design, Research, and Applications

Keynotes



.CHI '15

- Lou Yongqi
(Dean of Design College at Tongju, visiting Prof. at Aalto & Milano)
- Danghoon Chang
(Exec. VP / Head of Design Strategy and UX, Center of Corporate Design, Samsung)
- Davin Min
(Senior Research Fellow / Head of Software Center, LG)
- Susan Dumais
(Deputy managing director of Redmond Labs)

Quellen



- [SIGCHIDEF] <http://old.sigchi.org/cdg/cdg2.html>

Bildquellen



•[COGIMG]

http://www.unet.univie.ac.at/~a9604786/cogsci_ss2006/cogsci.html