ABSTRACT
Although some of today’s popular exertion games support social experiences, they rarely consider or support body contact. We believe this limits opportunities to design engaging exertion games. To explore this opportunity, we present Bubble Popper, an exertion game that considers and facilitates body contact with simple technology. Through reflecting on our design and analyzing observations of play we are able to articulate what impact physical space layout in relation to digital game elements, and physical disparity between input and digital display, can have on body contact. Our results aid game designers in creating engaging exertion experiences by guiding them when considering body contact, ultimately helping players benefiting from more engaging exertion games.

Author Keywords
Exertion games; exertion interfaces; exergames; movement-based interaction; body contact; sports; game design.

ACM Classification Keywords
H.5.m. Information interfaces and presentation (e.g., HCI): Miscellaneous.

General Terms
Human Factors; Design.

BUBBLE POPPER: THE EXPERIENCE
Exertion games require players to invest physical effort [1]. Today the most well known commercial systems that allow for such interactions are Nintendo’s Wii, Microsoft’s Kinect and Sony’s PlayStation Move. Although some of the games on these systems enable social experiences, these experiences mostly require players to stand side-by-side, where they do not experience, and are not expected to engage in body contact. We take inspiration from rich body contact experiences ranging from the playful Twister to team sports such as basketball, where players push and block one another to gain an advantage in the game.

REFERENCES