To what extent can players use their bodies to communicate outside the rules of the game ?

Secondary Performance

−　　　　　+

Focus on play　　　　　Convey emotion

To what extent can players explore the many ways of movement to achieve a goal?

| - | Movement Variety | + |

Train muscle memory   *Express self*

To what extent is intensity interpreted?

Intensity
Interpretation

-    +

Focus on skill

Communicated: Allows "sending a message"

Interpreted by the game: Allows making up for skill

To what extent are pre-movements and follow-throughs interpreted?

Continuousness
Interpretation

-

+

Focus on power
Simplifies game
movements

Communicated:
Supports anticipation
and deception

Interpreted by the game:
Game can offer feedback
for learning

To what extent are movements mapped from the physical world to the virtual world?

Fidelity of Mapping

−

+

Allows beginners to perform like pros

Supports becoming a true master

To what extent is physical effort interpreted (in contrast with performance)?
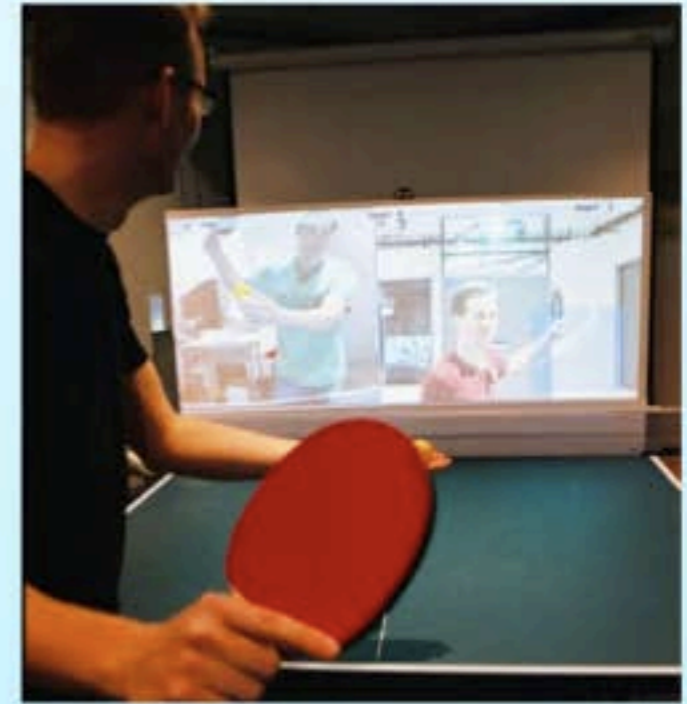
Effort Interpretation

− +

Focus on movement efficiency

Communicated: May affect nature of game: competitive-collaborative

Interpreted by the game: Allows comparison between beginner and pro

To what extent can the player master the control of objects (like a ball)?

Tangibility

Adaptability

Direct feedback loop

To what extent does the virtual world offer feedback on the body?

Haptic Feedback

−   +

Adaptability   Direct feedback loop

To what extent can players share
- space,
- an object, or
- their bodies

in the physical world?

Physical Contention

−   +

Low risk of injury

Supports bodily feedback from other player

To what extent can players share
- space,
- an object or
- their bodies

in the virtual world?

Virtual Contention

−

+

Focus on own performance

Supports "my actions depend on your actions"

To what extent does communication affect the virtual world and vice-versa?

Integrated Communication

-

+

Players can always easily communicate

Communication forms part of play

To what extent is managing exhaustion part of the game?

Exhaustion Management

Allows breaks for socializing and tactics negotiation

Focus on fitness, less on tactics

To what extent does the game encourage bodily synchronization?

Bodies in Harmony

\-   +

Tactical change of rhythm

Facilitates co-operative pacing

To what extent is physical risk considered?

Physical Risk

− +

Low chance of injury

Excitement due to risk-reward balance