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

- Focus on play
  - Secondary Performance
  + 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)?

- 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?

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 cooperative pacing
To what extent is physical risk considered?

- Physical Risk

Low chance of injury

Excitement due to risk-reward balance