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 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 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 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 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 are movements mapped from the physical world to the virtual world?

<table>
<thead>
<tr>
<th>Fidelity of Mapping</th>
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<td>-</td>
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<tr>
<td>+</td>
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</tbody>
</table>

- Allows beginners to perform like pros
- Supports becoming a true master
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 virtual world?

<table>
<thead>
<tr>
<th>Virtual Contention</th>
<th>+</th>
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<tbody>
<tr>
<td>Focus on own performance</td>
<td>Supports “my actions depend on your actions”</td>
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</table>

<table>
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<tr>
<th>Physical Contention</th>
<th>+</th>
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<tbody>
<tr>
<td>Low risk of injury</td>
<td>Supports bodily feedback from other player</td>
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</tbody>
</table>

To what extent can players share
• space,
• an object, or
• their bodies in the physical world?
To what extent does communication affect the virtual world and vice-versa?

<table>
<thead>
<tr>
<th>-</th>
<th>Integrated Communication</th>
<th>+</th>
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</thead>
<tbody>
<tr>
<td>Players can always easily communicate</td>
<td>Communication forms part of play</td>
<td></td>
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</table>
To what extent does the game encourage bodily synchronization?

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?

Low chance of injury

Excitement due to risk-reward balance

Draft by Florian ‘Floyd’ Mueller, exertioninterfaces.com

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