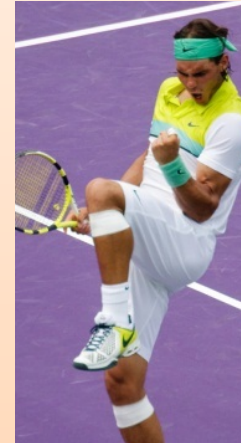




To what extent can players use their bodies to communicate outside the rules of the game ?



-

Secondary Performance

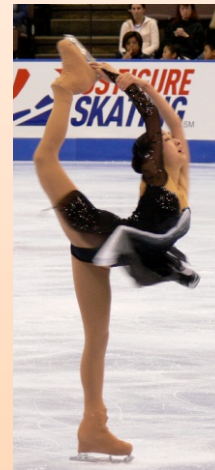
+

Focus on play

Convey emotion



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



-

Movement Variety

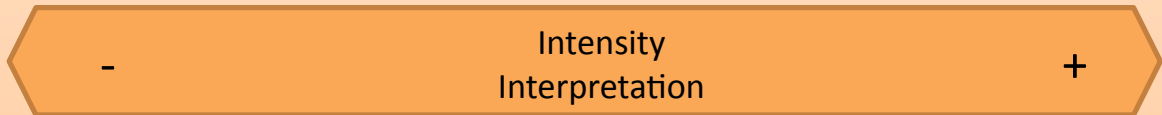
+

Train muscle memory

Express self



To what extent is intensity interpreted?



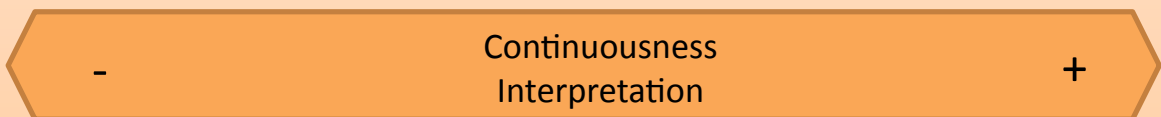
Focus on skill

*Communicated:
Allows "sending a message"*

*Interpreted by the game:
Allows making up for skill*



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



*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 physical effort interpreted (in contrast with performance)?



-

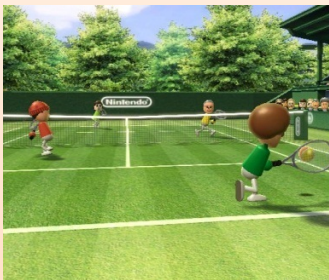
Effort Interpretation

+

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

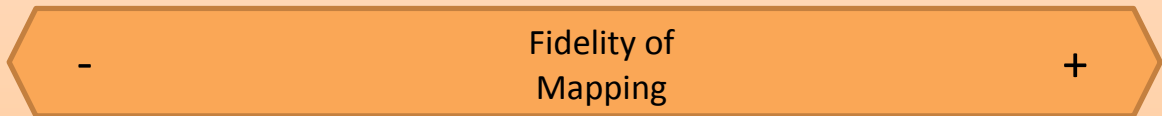
+

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?



*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)?



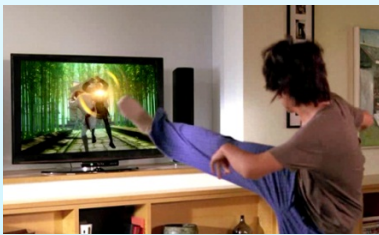
-

Tangibility

+

Adaptability

Direct feedback loop



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



-

Haptic Feedback

+

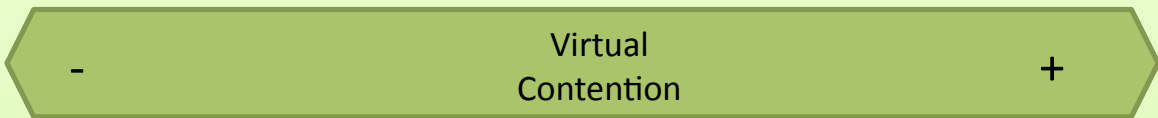
Adaptability

Direct feedback loop



To what extent can players share

- space,
- an object or
- their bodies in the virtual world?



Focus on own performance

Supports "my actions depend on your actions"



To what extent can players share

- space,
- an object, or
- their bodies in the physical world?



Low risk of injury

Supports bodily feedback from other player



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*

Draft by Florian 'Floyd' Mueller, exertioninterfaces.com

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