Group Activity

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Xbox Kinect  
Stakeholders: Direct Stakeholders

* Gamers:
  + May not find the game fun
* Age Range Varies: Pre-Teen to Adult
  + May be more popular with the pre-teens and older adults.
  + Pre-teens will enjoy the simple basic Kinect games
  + Adults to older adults would enjoy the fitness games

Time: Long-Term Health and Well-Being

* The physical activity can be beneficial to health long-term
  + Dance games
  + Exercise and fitness games
* Long term exposure to focusing on the TV screen could affect eyesight
* Three to Five system influences health and well-being
  + Cardiovascular health from the dance and fitness
  + Muscular strength for being active and not sedentary
  + Mental well-being – studies have shown that exercise reduces the risk of depression

Values: Elicit Stakeholder Views and Values

* Is privacy at risk while using the Kinect?
* Can it cause physical injury?
* Is there a manufacturer warranty for any possible defects?
* What components make up the Kinect?
* What are the full capabilities of the Kinect?

Pervasiveness: Crossing National Boundaries

* Mexico
  + Language
  + Data Connection
  + Popularity
  + Affordability
* Germany
  + Language
  + Data Connection
  + Popularity
* France
  + Language
  + Data Connection
  + Popularity