

User-Defined Game Control with Smart Glasses in Public Space

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ABSTRACT

Without specific game controller and direct-touch, game control on Smart Glasses differs with existing console and mobile games. Although current game control set on Smart Glasses is explored by developers based on system limitation, the set is not reflective of user behavior. To create better game control, we presented an user-defined game control study in public space to collect user behavior. In all, 2448 game controls from 24 participants were logged, analyzed, and paired with think-aloud data for 17 commands performed with 3 interaction methods (On-Body, In-Air and Phone) and 2 glasses forms (Google Glass and Epson BT-100). Our findings indicate that users choose area relatively unobtrusive to perform the game control, and glasses form does influence how users creates game control. We also present a complete user-defined game control set with agreement scores and taxonomy. Our results will help designers create better game control sets informed by user behavior.

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INTRODUCTION

RELATED WORK

Game Control

Glass Input

Gaming in Public Space

User-Defined Gesture

DEVELOPING A USER-DEFINED GAME CONTROL SET

Overview and Rationale

Game Task Set

Participants

Glass Forms

Interaction Methods

Procedure

RESULTS

CONCLUSION

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REFERENCES