

# Play With Glasses : Exploring Game Design Space On Google Glass

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## ABSTRACT

short version introduction?

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- wearable device
- google glass Wearable device
- 80%Lgoogle GlassLLL
- Google GlassLLunexplored area
- run 24user study Game Design GuidelineGoogle GlassLL-TopicControl, Eye Tiring, Social Acceptable.
- user imagination, LLExplore Glass Game Design Space
- RunUser Study 2, User Study 3, User Study 4LControl, Eye Tiring, SoicalTopic

One of the major recent wearable computing breakthroughs is Google's new eyewear computer, expected to be commercially available in 2014, referred to as Glass [5]. Eyewear computers are claimed to be the next evolution beyond smartphones.

Recent statistics show that around 70-80% of all mobile downloads is composed of mobile games [4, 6]. Such a large craze for ludic engagements in mobile environment has made

it an industry of high scope and visibility. As such, survey reports predict a rise of up to \$54 billion in revenue by 2015 [4, 6].

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## ACKNOWLEDGMENTS

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