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A body as a Game Controller

Game design has come a long way from using your keyboard and a mouse on a user's computer. Now as technology is growing and it has been growing for years, game designers and creators have the ability to create games with the human body. In the text *Experiencing the Body as Play,* the authors talk how to design for games with the aspect of using a user's body to control how the game is played. The most common example can be the Wii, where we have to use our bodies as a controller. For example, when you play a sports game on the Wii like tennis a user has to hold a controller in their hands and their whole arm helps that controller to be functional to play the game. With the help of "some nifty Bluetooth technology to translate our body movements directly onto the screen" (Lehrer) a user would have to swing and move their feet to get to the ball with the Wii controller in their hands. However, is that all that a body can do when it comes to - as the article likes to call it - bodily games. By holding a controller, we are using our body, but what if there was a possibility of going a step further and getting rid of a controller. It would seem that bodily games can be helpful for health purposes, for example the apple watch or the fit bit, and can be used for entertainment like the Wii. We all know that there is no way a user can play a digital game without a little help. So, what if that help was implanted into our skin? Will it work for entertainment or health research?

Taking the idea of implanting one or more sensors in body in order to play a digital game is by no means an easy task or from what I know of the top of my head; it has never been done. I'm pretty sure if it has been done it would have been talked about. Having a game controller inside the body gives the whole digital game world a different view. It will bring an entire new audience. It will most probably be an audience who is up to the adventure of using their body for game science. It is where you put your body at risk for others. Because if it doesn't work for you than they will take that information and make it better, but you are the one that suffers if something goes wrong. Technology that is inside the body that is used for digital game play has in fact already been done. In 2018, in Australia, a lab of researchers was in the press with a "ingestible video game designed to measure just how willing people are to ingest a machine" (Baron). The game is called "Guts Game" and "the goal is to kill off a virtual parasite by altering your body's temperature" (Baron). This game needs two players and the goal of the game is to "rack up points by changing their body's core temperature via hot or cold showers, ingesting liquids of varying temperatures, eating spicy food, and exercising" (Baron). How the information gets transferred is from the digestive tracks to a receiver. The game ends when a player excreteas the sensor after a few

days.  This is not the type of game one would think when they hear the word game but it can still feel like one. If you are the competitive type, a user might even find this game fun because if you really are the competitive type, then you would want a challenge and a chance to be a part of something like this.

This is not the ideal game someone will think about when the words digital game is said. It is more of a health care experiment with a twist. It seems more of a way to advance health care than a fun game to play on a rainy day when you have nothing to do. Still sticking with the concept of games and the body, it is said that virtual reality can help with rehab. In May 2018, a company named Mindmaze "received FDA clearance to bring a virtual reality rehabilitation platform to market for stroke and traumatic injury patients" (Coravos). This is not exactly what using your body as a controller is but it is close to the aspect of having a digital games effect someone body and digital games being made for the body instead with the help of the body to control how the game is played. With technology like this; digital games and video games can truly be for everyone, if they want to go this route of having games try to help you. Of course, not everyone is going to believe that a video game can help your health, so it might not be for everyone. But for those who want to try something different for their health, it might be a good place to start.

In conclusion, there can be many different ways a human body can be used within the technological world. It can be either for scientific or health research or healthcare reasons, or it can be for entertainment. No one can tell you what to do with your body or with the way you work with technology. With the advances in the technology world today, it was only a matter of time the human body gets involved.

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