Evaluation of the User Experience in the Use of Game Control

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1 Introduction

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2 Overview of Research

2.1 The Goal

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2.2 Question of Research

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3 Method

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3.1 Design

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3.2 Participants

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3.3 Materials

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3.3.1 The Games

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3.3.2 Game Controllers

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3.3.3 Emotiv Epoc

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3.4 Experimental Procedure

All participants were invited to UFF Laboratory

3.4.1 Task 1

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3.4.2 Task 2

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3.5 Measures

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3.5.1 Physiological Data - EEG

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3.5.2 Game Performance

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3.5.3 AttrakDiff Questionnaire

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3.5.4 SUS Questionnaire

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4 Results and Analysis

Displayed equations or formulas are centered and set on a separate line (with an extra line or halfline space above and below).

4.1 Results of Phisiologycal Data - EEG

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4.2 Results of Game Performance

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4.3 Results of AttrakDiff Questionnaire

Program listings or program commands in the text are normally set in typewriter font,

4.4 Results of SUS Questionnaire

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4.5 Correlation between Physiological Data - EEG and AttrakDiff Questionnaire responses

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4.6 Correlation between Physiological Data - EEG and SUS Questionnaire responses

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4.7 Correlation between Physiological Data - EEG and Game Performance

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5 Discussion

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5.2 Related Works

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6 Conclusion

The correct BibTeX entries for the Lecture Notes in Computer Science volumes can

7 References

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