Games and Play Day 1

Adrianna Burton, Kimberly Dennin, Nadia Etemadi

What year do you think was the first CHI Play? (Don't Google it!)

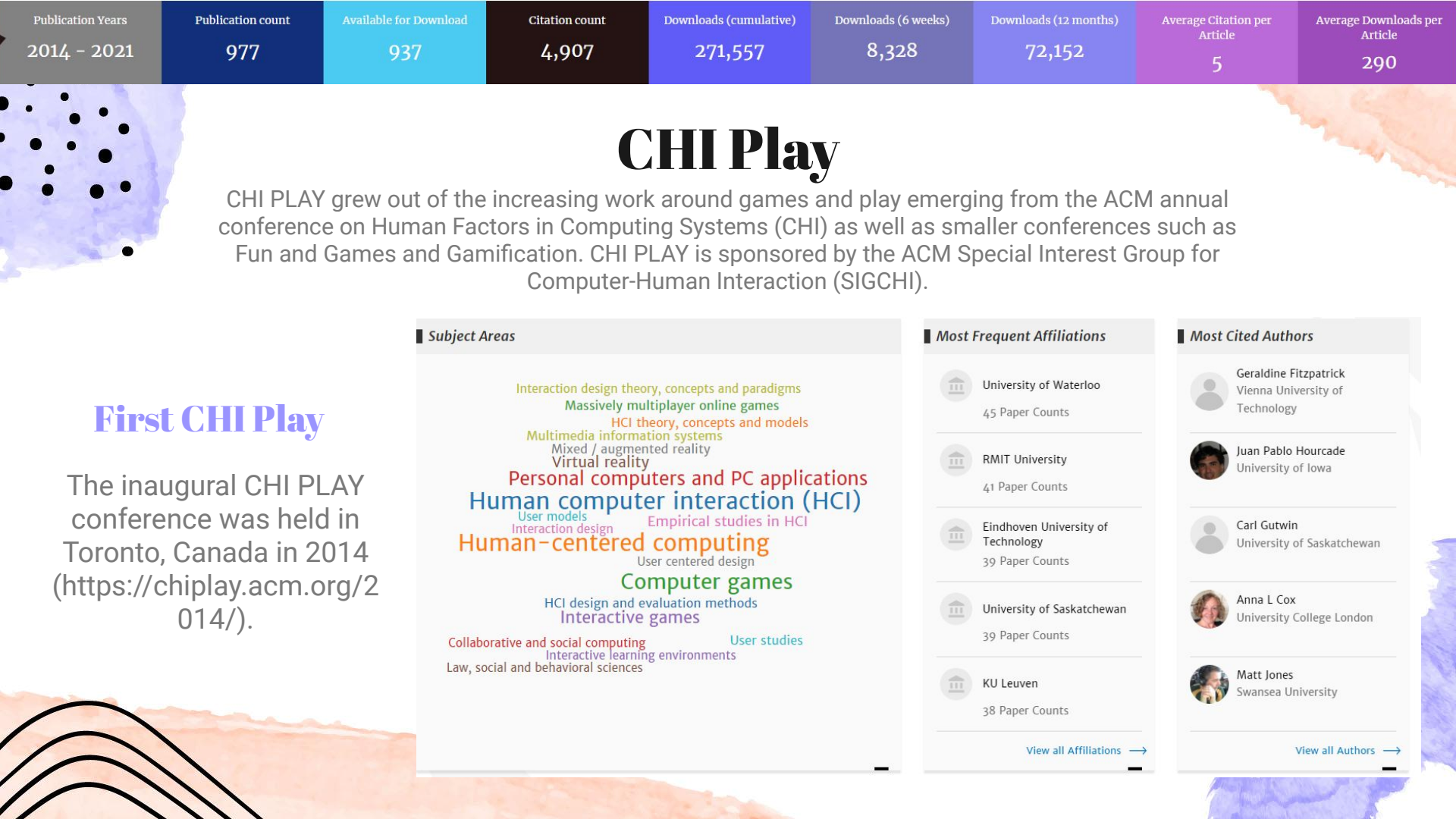## Join by Web

1. Go to **PollEv.com**
2. Enter **ADRIANNABURTON109**
3. Respond to activity

Join by Text

1. Text **ADRIANNABURTON109** to **22333**
2. Text in your message

CHI Play

CHI PLAY grew out of the increasing work around games and play emerging from the ACM annual conference on Human Factors in Computing Systems (CHI) as well as smaller conferences such as Fun and Games and Gamification. CHI PLAY is sponsored by the ACM Special Interest Group for Computer-Human Interaction (SIGCHI).

First CHI Play

The inaugural CHI PLAY conference was held in Toronto, Canada in 2014 (https://chiplay.acm.org/2014/).

Subject Areas

Interaction design theory, concepts and paradigms
Massively multiplayer online games
HCI theory, concepts and models
Multimedia information systems
Mixed / augmented reality
Virtual reality
Personal computers and PC applications
Human computer interaction (HCI)
User models
Interaction design   Empirical studies in HCI
Human-centered computing
User centered design
Computer games
HCI design and evaluation methods
Interactive games
Collaborative and social computing   User studies
Interactive learning environments
Law, social and behavioral sciences

Most Frequent Affiliations

University of Waterloo
45 Paper Counts

RMIT University
41 Paper Counts

Eindhoven University of Technology
39 Paper Counts

University of Saskatchewan
39 Paper Counts

KU Leuven
38 Paper Counts

View all Affiliations →

Most Cited Authors

Geraldine Fitzpatrick
Vienna University of Technology

Juan Pablo Hourcade
University of Iowa

Carl Gutwin
University of Saskatchewan

Anna L Cox
University College London

Matt Jones
Swansea University

View all Authors →

Have you seen
(EoD/11:59/23:59) AoE?

CHI Play 2022

November 2-5, 2022

Bremen, Germany, and anywhere on earth

Important Dates

(all times are 23:59 AoE):
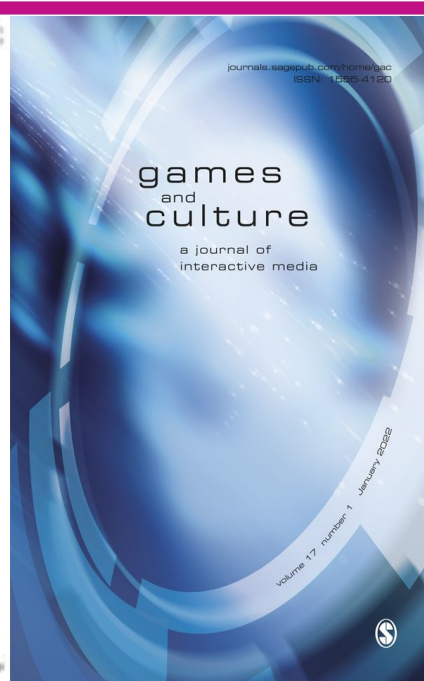**FULL PAPERS (JOURNAL ARTICLES)**

February 23, 2022	Full (journal) papers submission deadline
April 27, 2022	First-round notification
June 8, 2022	Revisions due
July 6, 2022	Final notifications given

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Exertion interfaces: sports over a distance for social bonding and fun

Florian Mueller, Stefan Agamanolis, Rosalind Picard

Overview

Problems being addressed

- Lack of social interaction
- Current technology only encourages interaction over a specific task
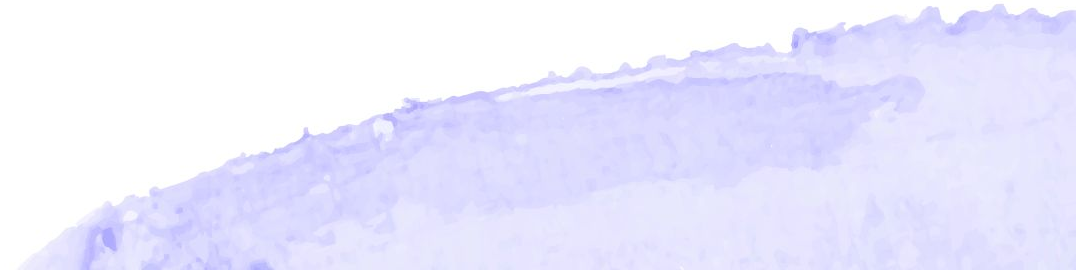
Solution

- Combine sports and telecommunication technologies in a game environment

Exertion Interface

Accomplish this task by introducing a new type of interface

- "An Exertion Interface is an interface that deliberately requires physical effort"
- Current examples?

Research Aims

"Develop a prototype "sports over a distance" application that incorporates an Exertion Interface, and to study the effects of this system as compared to traditional kinds of interfaces and game scenarios"

- Hypothesis: Exertion Interface better than traditional keyboard at introducing people and creating social bonds

Design Goals

Design goals

- Playable over a distance
- Facilitates exertion
- Allows the players to communicate with each other
- Involves mastering the skill of handling a ball
- Is fun to play
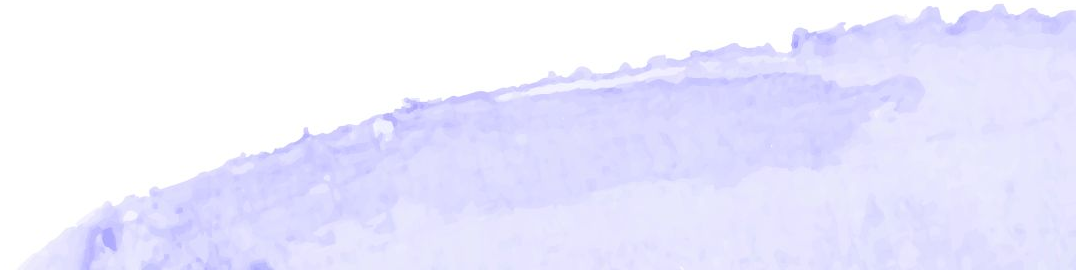
"Breakout for Two"

Gameplay

- Projection of the remote player is on the wall that is overlaid with 8 semi-transparent blocks
- Kicking a ball against the wall and aiming for the blocks
- Measures impact to determine if the blocks just crack or break
- Whoever breaks the most blocks wins!

Equipment

- Projector
- Video-conferencing camera
- Speakers
- 8 semi-transparent blocks

Evaluation and Results

Participants placed in pairs and played either the exertion or non-exertion version of the game

- After play, filled out a questionnaire
- After questionnaire, met each other in person for the first time and were interviewed

Results

- Those who played the exertion version "got to know the other player better, had more fun, became better friends, and were happier with the transmitted audio and video quality"

Discussion

How is "Breakout for Two" similar to or different from the other Exertion Interfaces mentioned earlier?

How practical/inclusive is "Breakout for Two"? Are there changes that can be made that would make it more practical/inclusive?

Why the emphasis on fun? What assumptions do the authors make about fun?

"Alone Together?" Exploring the Social Dynamics of Massively Multiplayer Online Games

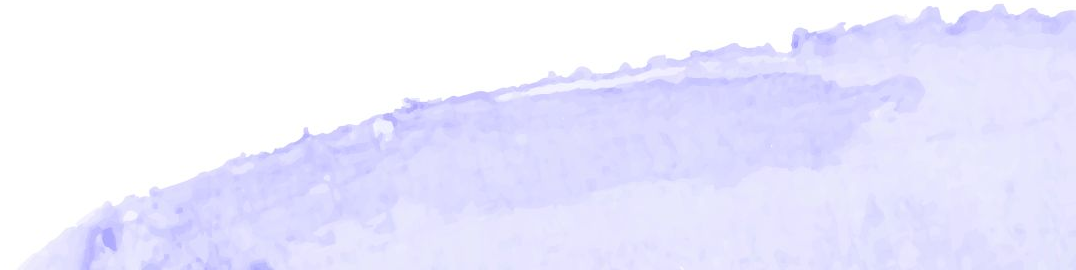**Nicolas Ducheneaut, Nicholas Yee, Eric Nickell, Robert J. Moore**

Overview + Introduction

MMOs are growing in importance due to popularity, economic social cultural importance (even in '06!)

Not a lot of data on how MMOs function as microcosms of the real world

Goal: acquire "social accounting" metrics to evaluate player grouping and how it affects playtime

Published in 2004 by Activision Blizzard

Not the first MMO, but certainly the most popular of the genre

Create a character of a chosen class and race, explore Azeroth and fight creatures, level up and gain experience

Players choose a server that can be PvP, PvE, or RP; different zones in Azeroth are restricted by level

Interesting that it is a tool seen in research in multiple instances (e.g. Corrupted Blood incident)

Research Methods

Authors conducted research by playing the game on its launch in 2004

- Had a main character and several alternates ("alts") on different servers
- Chose different character classes and races to get results as diverse as possible

Authors were able to create an app to take a census of the entire game every 5-15 seconds, collect data on the players

I wonder why the researchers couldn't recruit other players and save themselves some time?

The Social Dynamics of Large-Scale Gaming Communities

Playtime and leveling

- Weekly playtime of 10.2 hours, but most players have multiple characters on one account, so that average can go as high as 21 hours
- Linear level progression with a slight curve at higher levels; some levels represent milestones that may motivate players to work harder (such as the ability to have a mount to travel at level 40)
- Leveling Time (in mins) = (Current Level x 14.0) − 44

Social factor

- Some classes are not as easy to play solo as others
- Group playtime increases significantly after level 55

Guilds

- Guild turnover is very high and overall inefficient in leveling characters
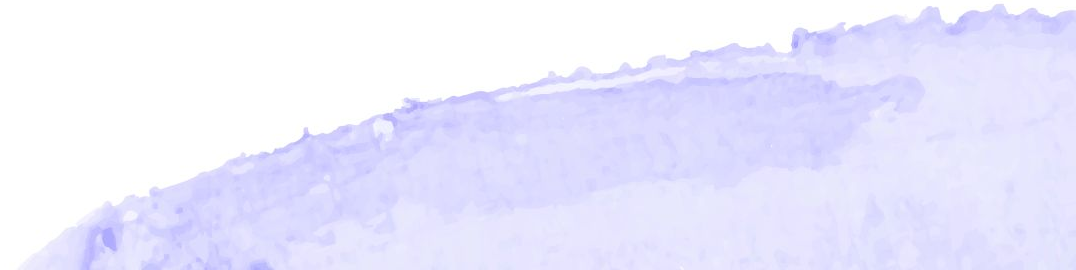- WoW is a leisure game, not real life−people have no issue ditching a guild

Results + Conclusion

Designing a successful MMO

- WoW, and other MMOs, are **communities, not games**
- Game design and reward structure keeps players coming back
- However, paper clarifies that MMOs serve as both games and communities, not necessarily emphasis on one over the other

Presence of other players

- Not so much friends, but more of an audience
- Other players can be a spectacle, something to laugh at
- A social presence to surround the player
- Cements the idea of being "alone together"

Discussion

What do you think about the idea of playing MMOs in this way, with a feeling of being "alone together"? Does it still apply when players play in groups or guilds? Do you think it applies to all MMOs, or can extend to other types of multiplayer games?

How do you think this concept of "alone together" manifests in real life? Do you think the onset of the pandemic makes players more or less likely to experience the game in this way?

How do you think this paper contributes to the HCI research field? What kinds of conclusions can we draw from the information presented here?