

Assignment 5A

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Call of Duty is the MMOG we choose.

A.

- Purpose
 - To bring a large group of games to share the same world and to make it as realistic as possible.
- Kind of Conversations Supported
 - The game supports one-to-one and group remote voice and chat conversations
- Awareness support
 - You can design your own avatars and also see labels like who is speaking.
- Social Protocols
 - No social protocol.
- Awareness information.
 - Team and user names and health level.
- Mode of Interaction seem natural..?
 - The mode of conversation is very natural with exception to all the vulgar language.
- How do players coordinate their actions in the game..?
 - They speak to each other and they make attack plans.

B.

- Supported forms of Interaction.
 - Voice and text

- Kind of visualisations included
 - Location map
- Switching between different modes of interaction.
 - Hand controller
- Social Phenomenon that happens
 - Vulgar and hated language

C. Design Issues

A fast way to switch between modes would be nice. A better way to see which player is currently talking would be helpful.