



familiarity of challenges and
optimal experience in
movement interaction games

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how to introduce
unfamiliar challenges in movement
interaction games to promote flow states?

The background features a dark blue field with a repeating pattern of faint, light blue geometric shapes, including circles and squares. On the left side, there is a dense, glowing cluster of 3D cubes in shades of orange, red, and blue, with some translucent rings or loops intertwined with them, creating a complex, crystalline structure.

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In this talk...

Considering challenges as Composite

Familiar challenges in commercial kinect
games

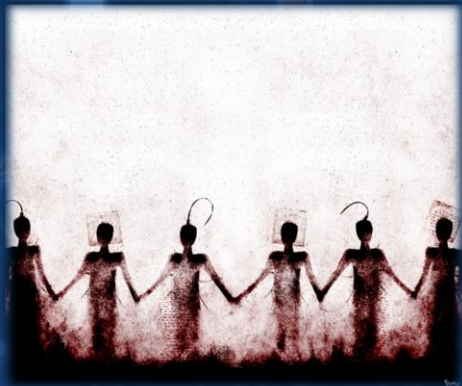
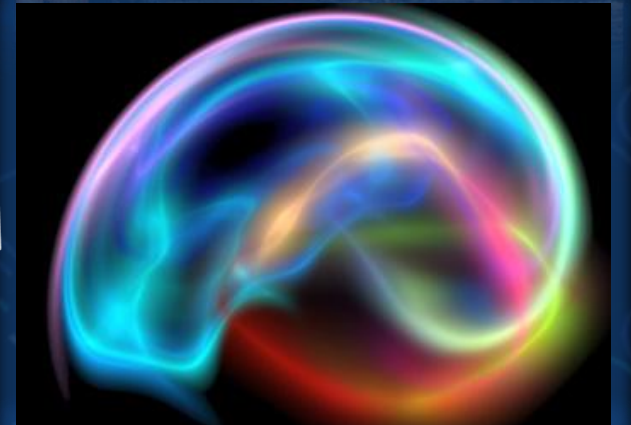
A MIG in a familiar way

Introducing a coordination challenge

Evaluation Methods

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Composite challenges



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Familiar challenges in commercial kinect games

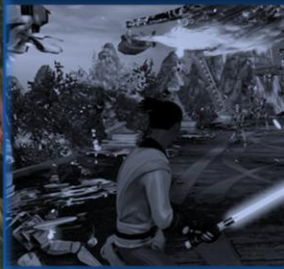


KINECT™
for  XBOX 360.

for  XBOX 360™
KINECT™

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Controlling the avatar with your body through a defined path.



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Controlling the avatar with your body through a defined path.



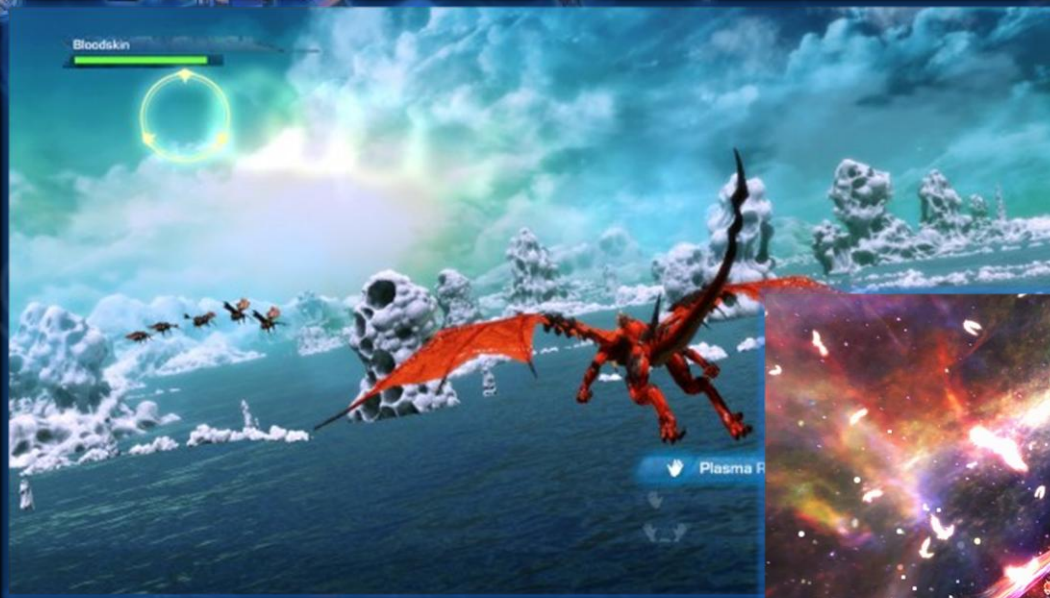
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Controlling the avatar with your body through a defined path.



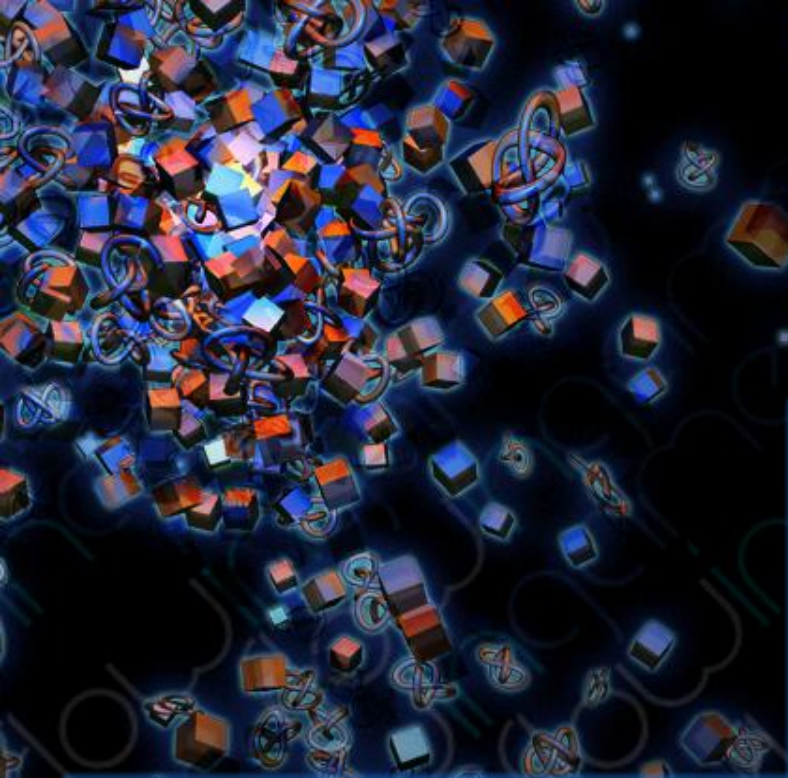
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Aiming with hands



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Aiming with hands





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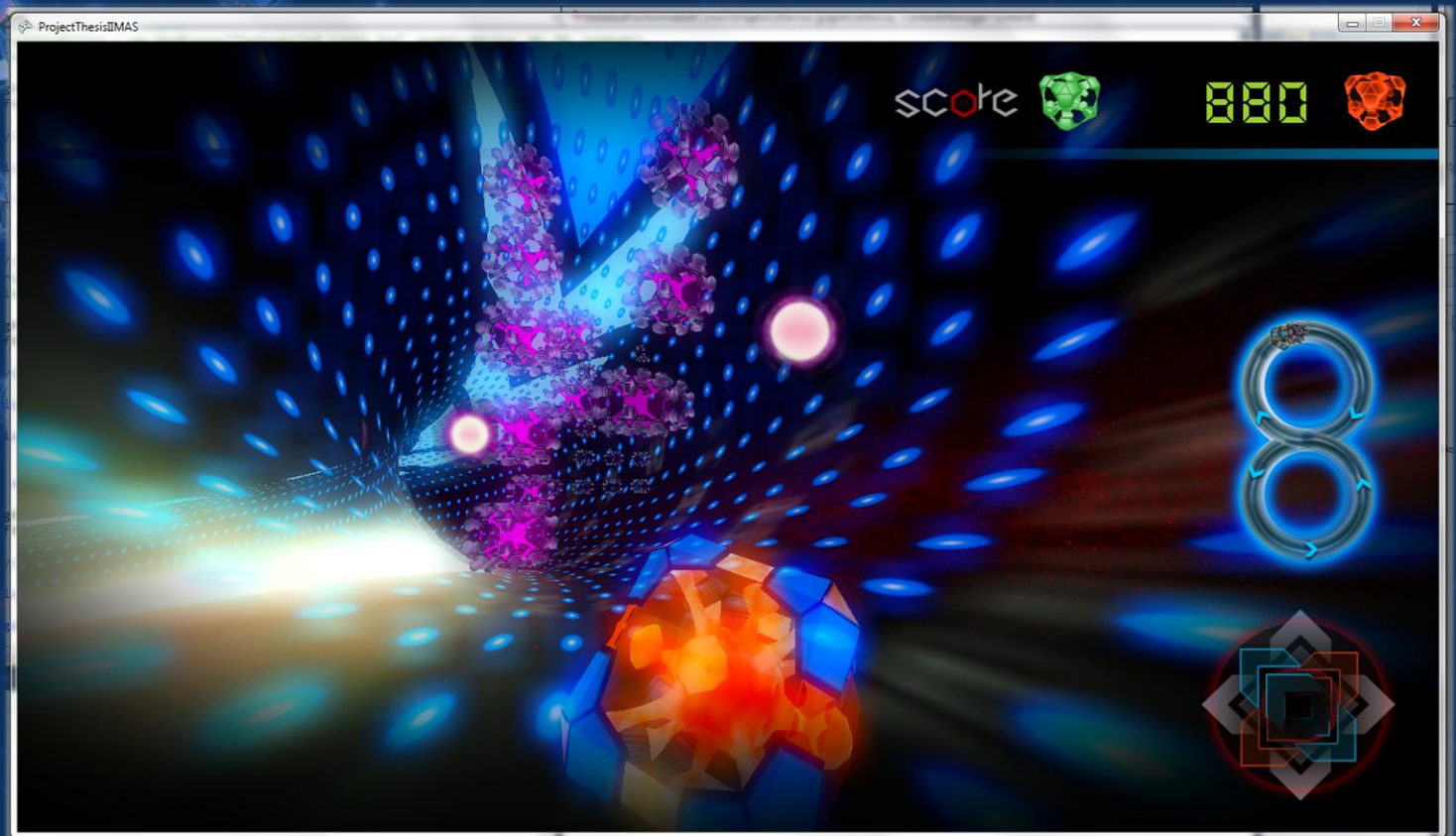
Child of Eden

“It's rare for me to play a game and feel nothing but happiness, but that's what happened when I stepped in to save Eden. In a way, Child of Eden touched my soul. Yes, that sounds cheesy, but it's true”.

Kristine Steimer. IGN Review.

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Introducing familiar challenges



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Introducing a coordination challenge



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Evaluating the approach

- Universum
- Ecologically valid condition
- Well-known instruments for flow
 - We will compare:

Familiar

Unfamiliar

Unfamiliar
motivated



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Child of Eden Video



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Our Game with the coordination challenge

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Questions??