

Video Game Design

Chapter 3 Game Interaction

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What do you think about Game Interaction?

- 15 minutes brain storming (team up 4 students)
- Define game interaction
- Write a list of game interactions (e.g. visual interaction)
- What is the most important key for game interaction?

Game Interaction Definition

- I play game means “I interacts with game or other players”
- Video games are interactive electronic entertainment.
- Action \Leftrightarrow Response
- What else?
-
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List of Game Interactions

- Visual (light and graphic)
- Sound (sound FX)
- Force feedback (vibration, push & pull force)
- Sensors (motion, accelerometer, gravity, vibration, light, temperature, infrared, ultrasonic, neural, etc.)
- Controls
- Video/Image
- Location

List of Game Interactions

- Network
- Text
- Social (text, chat, voice, face to face, video, action in game)
- Mind

Future of Game Interaction

- Game Consoles
 - Nintendo Wii ==> 3DS Wii remote with Nunchuck, Balance board
 - Microsoft XBOX 360 ==> Kinect
 - Sony PlayStation 3 ==> PlayStation Eye, PS move
- PC & others
 - Virtual Reality, Game Devices,
- Ubiquitous computing

Game Consoles

- Nintendo
 - [3DS](#)
 - [Wii](#)
- Microsoft XBOX 360
 - [Kinect](#)
- Sony PlayStation 3
 - [PSP, PlayStation Eye, PS Move](#)

Consoles



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PC & Others

- Virtual Reality
- Game accessory
- Game Devices
- Toys
- Sports' equipments
- Tools

PC & Others



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Here is another comparison image (displaying the game Half Life 2) taken from the promo movie, which shows how much more gameworld you will see:



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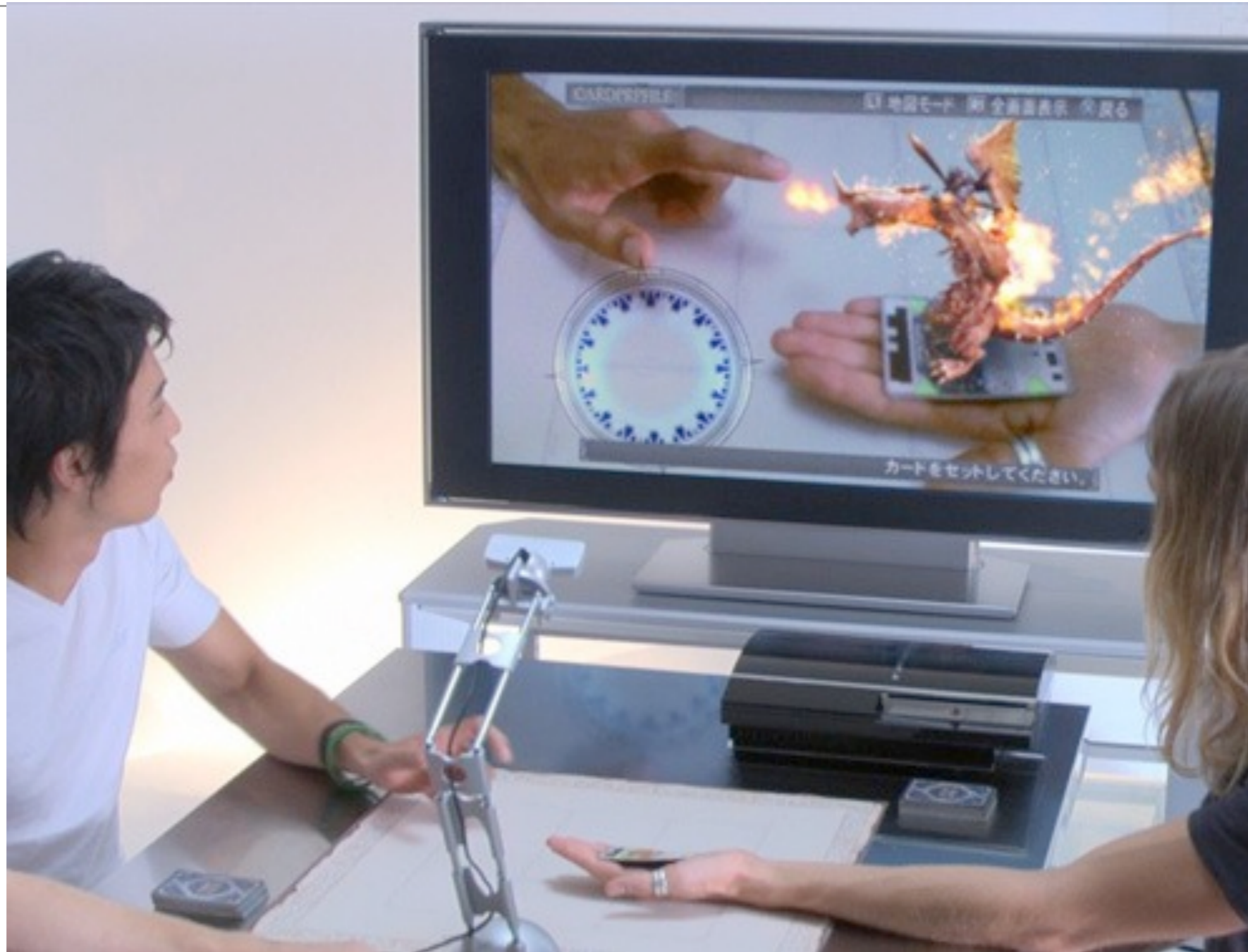
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Ubiquitous Computing

- Anywhere
- Anytime
- Mixed world (Game world & Real world)
- Multimedia
- Change the way to play game
- Various technologies (embedded, mobile, wearable, sensors, etc.)

Interaction bring experience

- Explorers(players) like to have new experience
- The right interaction can bring good or new experience to players.
- Challenges!
 - Finding the right interaction for your game
 - Innovation
 - Must fun

Summary

- Definition
- Type of interactions
- Controls
- Platforms
- Pick the right interaction

Think out of the box