

Capture own objects in games: Player participation, ownership and engagement

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Ημέρες
Ευχρηστίας &
Προσβασιμότητας
2014

Engagement

9-10 Δεκεμβρίου 2014

9/12: Αμφιθέατρο «Άλκης Αργυριάδης»
Πανεπιστήμιο Αθηνών (Πανεπιστημίου 30)

10/12: Κτήριο «Κωστής Παλαμάς»
Ακαδημίας 48 & Σίνα



Εθνικόν και Καποδιστριακόν
Πανεπιστήμιον Αθηνών

Ερευνητικό Πανεπιστημιακό Ινστιτούτο Εφαρμοσμένης Επικοινωνίας
Εργαστήριο Νέων Τεχνολογιών στην Επικοινωνία, την Εκπαίδευση και το Μ.Μ.Ε.
<http://www.media.uoa.gr/usability>

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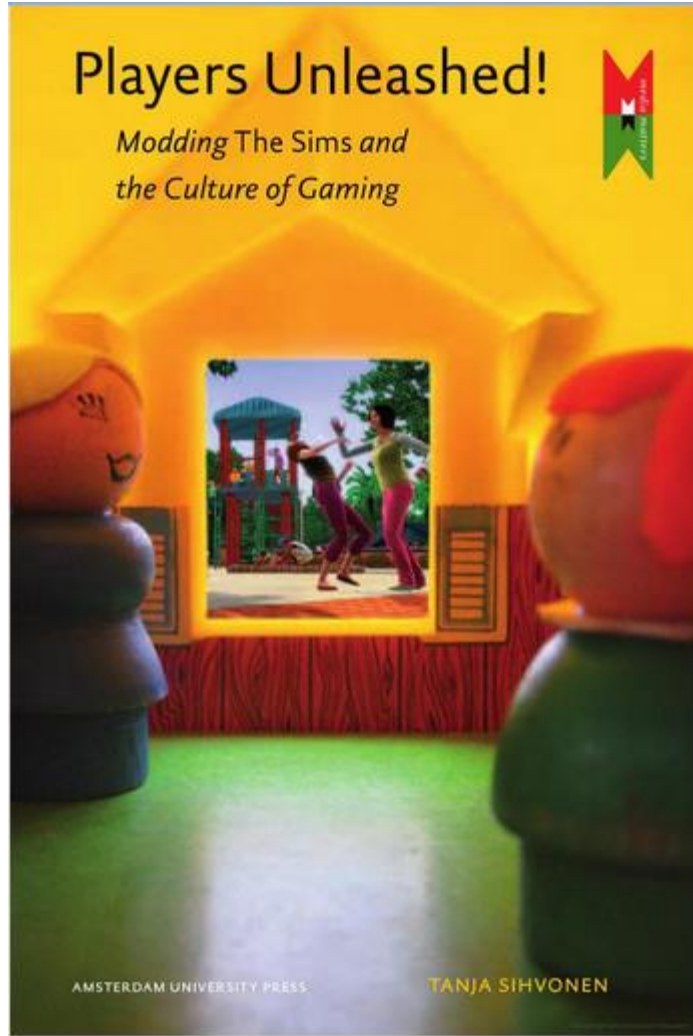


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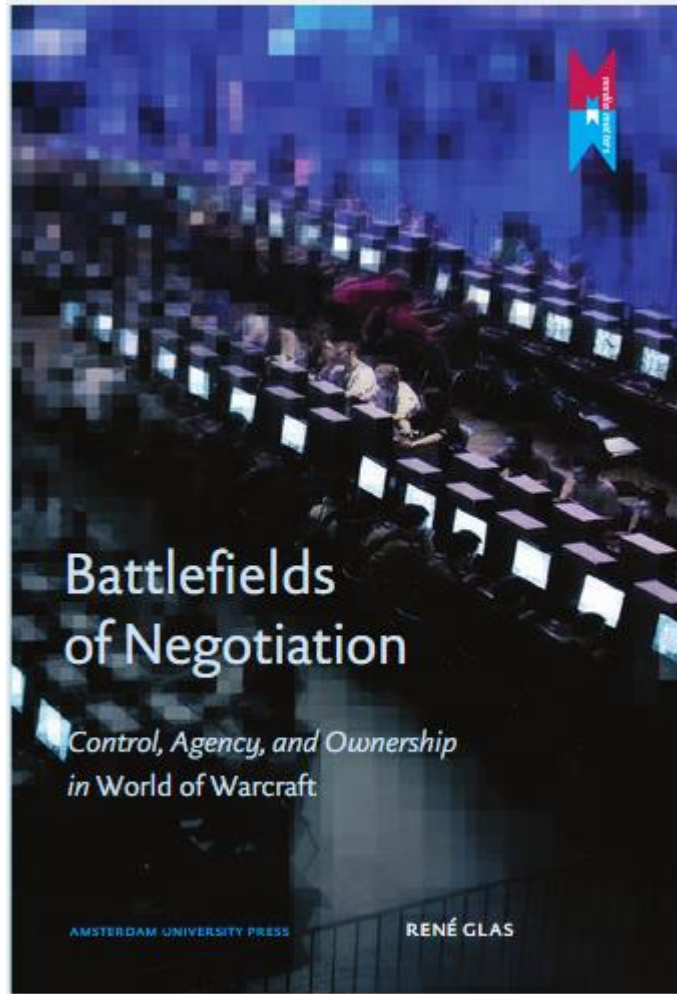
**Games and player
participation:
The productive
player**



modding

Tanja Sihvone, *Players Unleashed!: Modding the Sims and the Culture of Gaming*, Amsterdam University Press, 2011

The “ownership” issue in games

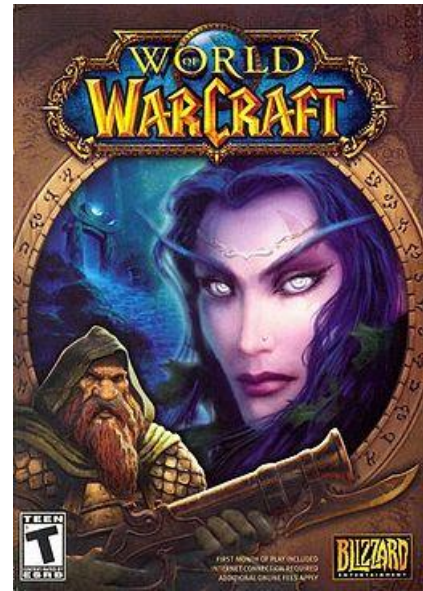


Battlefields of Negotiation:
Control, Agency, and
Ownership in World of
Warcraft, R. Glas,
Amsterdam University
Press, 2012.

<http://www.reneglas.nl/>

Participation

What defines WoW as a subculture is its participatory nature, with participation describing not just modification practices or the creative appropriation of the game's fiction but also play itself.



Ownership and participation

The player participation is a system in which the line between creator and consumer is blurred and in which the de facto **ownership of game space** can come to lie increasingly in the hands of productive players.

Player protest in WoW



Blizzard communication:

Attention: Gathering on a realm with intent to hinder gameplay is considered grieving and will not be tolerated. If you are here for the Warrior protest, please log off and return to playing on your usual realm. We appreciate your opinion, but protesting in game is not a valid way to give us feedback. Please post your feedback on the forums instead. If you do not comply, we will begin taking action against accounts. Please leave this area if you are here to disrupt game play as we are suspending all accounts.

Modes of player participation



T.L. Taylor

Pushing the Borders: Player Participation and Game Culture in J. Karaganis (ed.),
Network_Netplay: Structures of Participation in Digital Culture, New York

Modes of player participation

Playing digital games and participating in their broader culture is possible through the production of auxiliary tools, websites, social networks, structures, and practices that are created and maintained by the players.

Resources, include game hints, cheats, and walkthroughs, community newspapers and message boards, ancillary game applications, and information and knowledge repositories.

Ownership and engagement

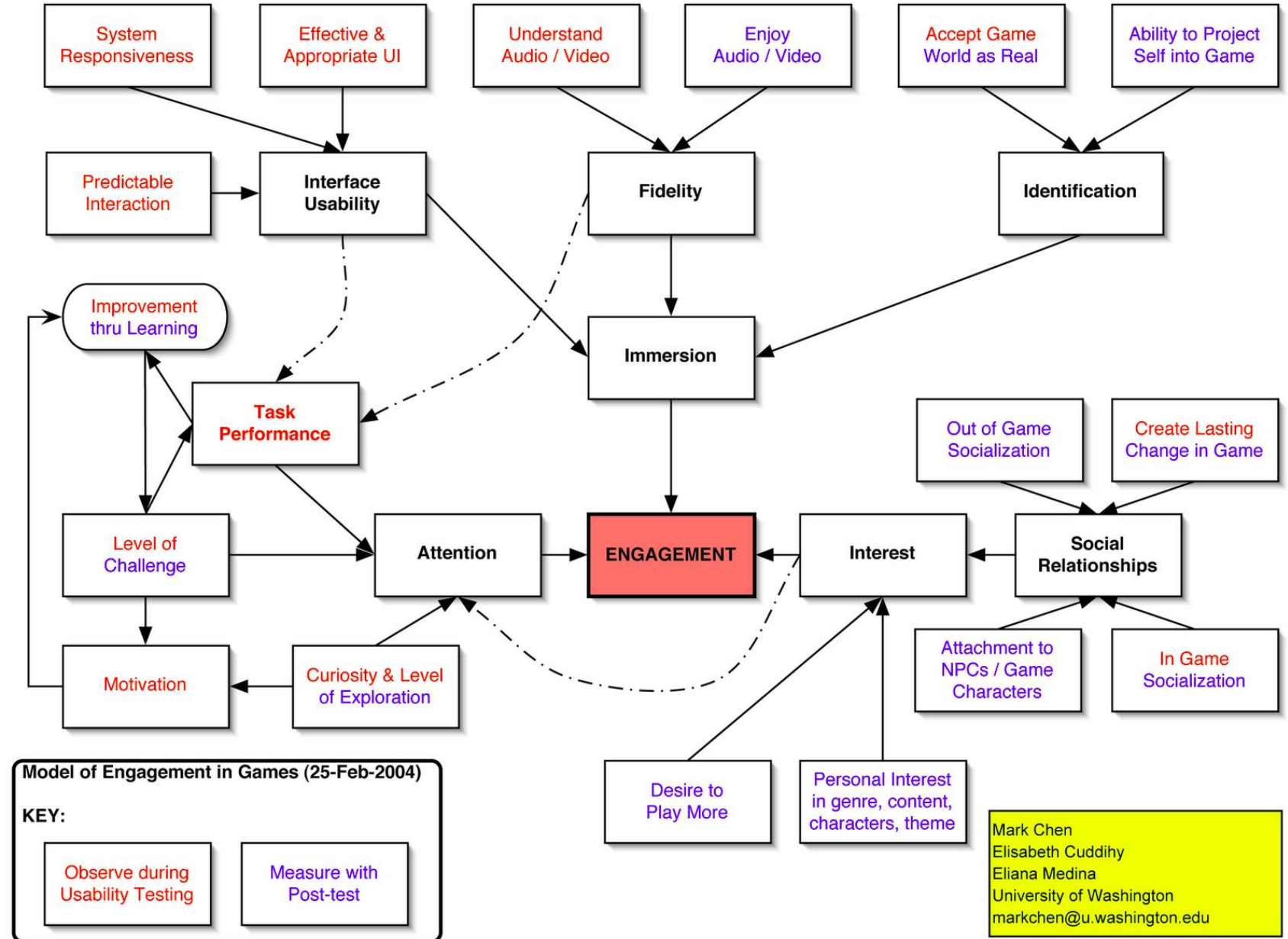
Engagement in games

Engagement is a sustained level of involvement caused by capturing a person's interest, holding the majority of a person's attentional resources, and placing the person in an immersive state.

Chen et al.
2005

Model of Game Engagement:

- Immersion
- Attention
- Interest



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Models of engagement

Models of engagement in games is informed by diverse disciplines including game design theory, presence-virtual reality (VR) and simulations research, narrative immersion from literary theory, and motivation literature from psychology and cognitive science.

Chen, M., Kolko, B., Cuddihy, E., & Medina, E. (June 2005). Modeling and measuring engagement in computer games. Further research in player experience and immersion (Ermi & Mäyrä, 2005), an exhaustive synthesis of presence literature (Beck et al., 2011), and even a different research group's independent modification of Witmer and Singer's Presence Questionnaire (Brockmyer et al., 2009).

Engagement – various perspectives

VR : **presence** (Zeltzer, 1992; Heeter, 1992; Bystrom et al., 1999; Witmer & Singer, 1998),

Games : **fun** (Heeter et al., 2003).

Cognitive psychologists : (intrinsic and extrinsic) **motivation** (Malone, 1980; 1982; Malone & Lepper, 1987; Keller & Suzuki, 1988; Alessi & Trollip, 2001),

Education: **role-playing** (Gee, 2003).

Game industry **emotion** (Lazzaro, 2004) **feedback** loops (Prensky, 2000; Crawford, 1982), **flow theory** Csikszentmihalyi (1990).

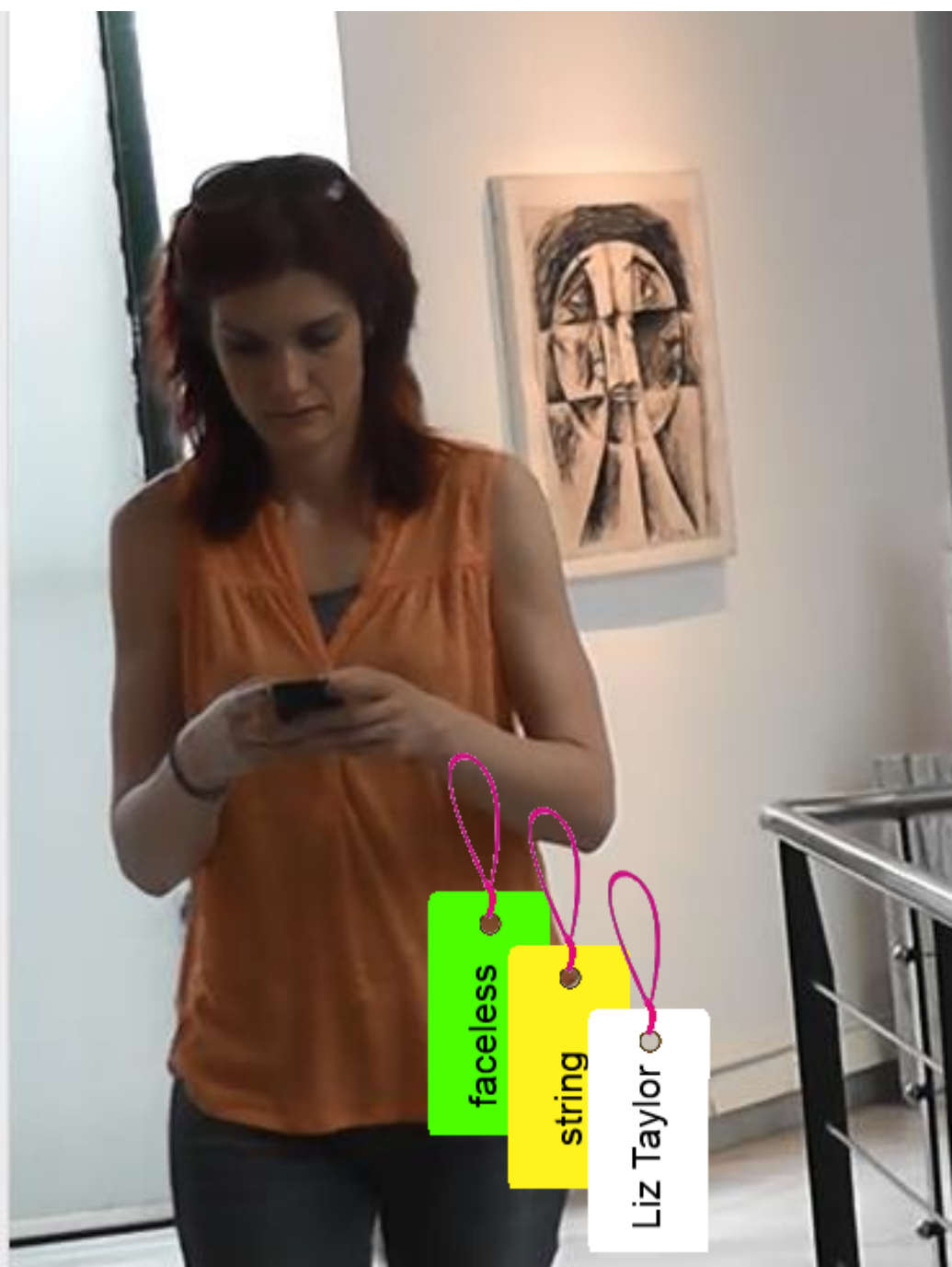
Extension of engagement model: Engagement related to ownership and participation

...we asked students to first create their own avatars by using an avatar creation website (doppleme.com). They saved their images as .gif files and submitted them to the teacher. The avatars were distributed around the perimeter of the SMALLab floor projection so that students could sit behind them and manipulate them during play. This ownership proved to be very engaging; indeed, all students who did not have a self-created avatar on the first day of the study made certain they had created one by the second day.

Ownership in simple card games

Once players have collected enough cards, they choose which of those cards they will use in their decks. This lends a sense of ownership to the game, as players have the opportunity to demonstrate their skills, as players and as creators. See studies on Pokemon meta-narrative and its effect on ownership and engagement.

TaggingCreaditor :
Content editing
for tagging games



Taggling



A location-based game for a museum (MMCA)

Players are given sets of tags that need to untangle by placing them to the corresponding artwork

Taggling

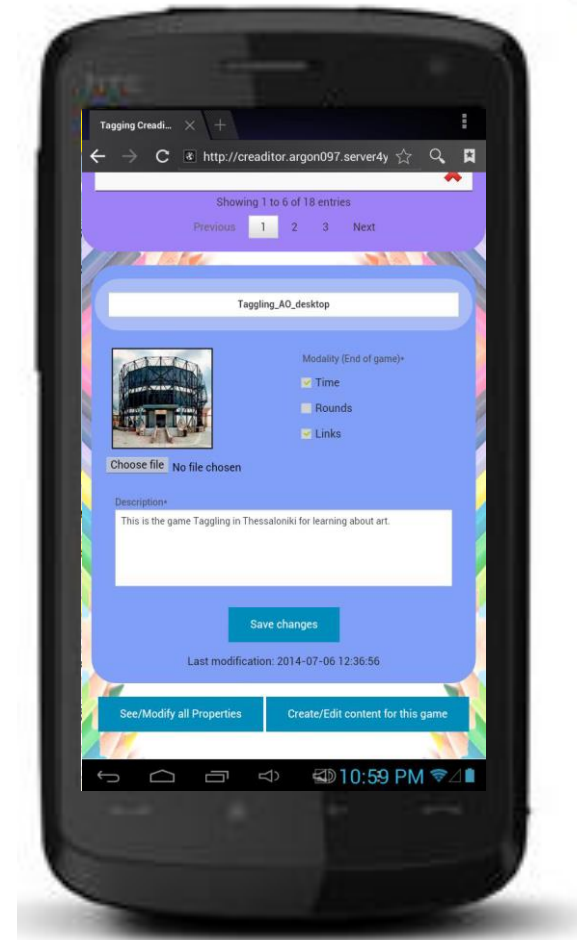


Action: tags attached and
moved between exhibits

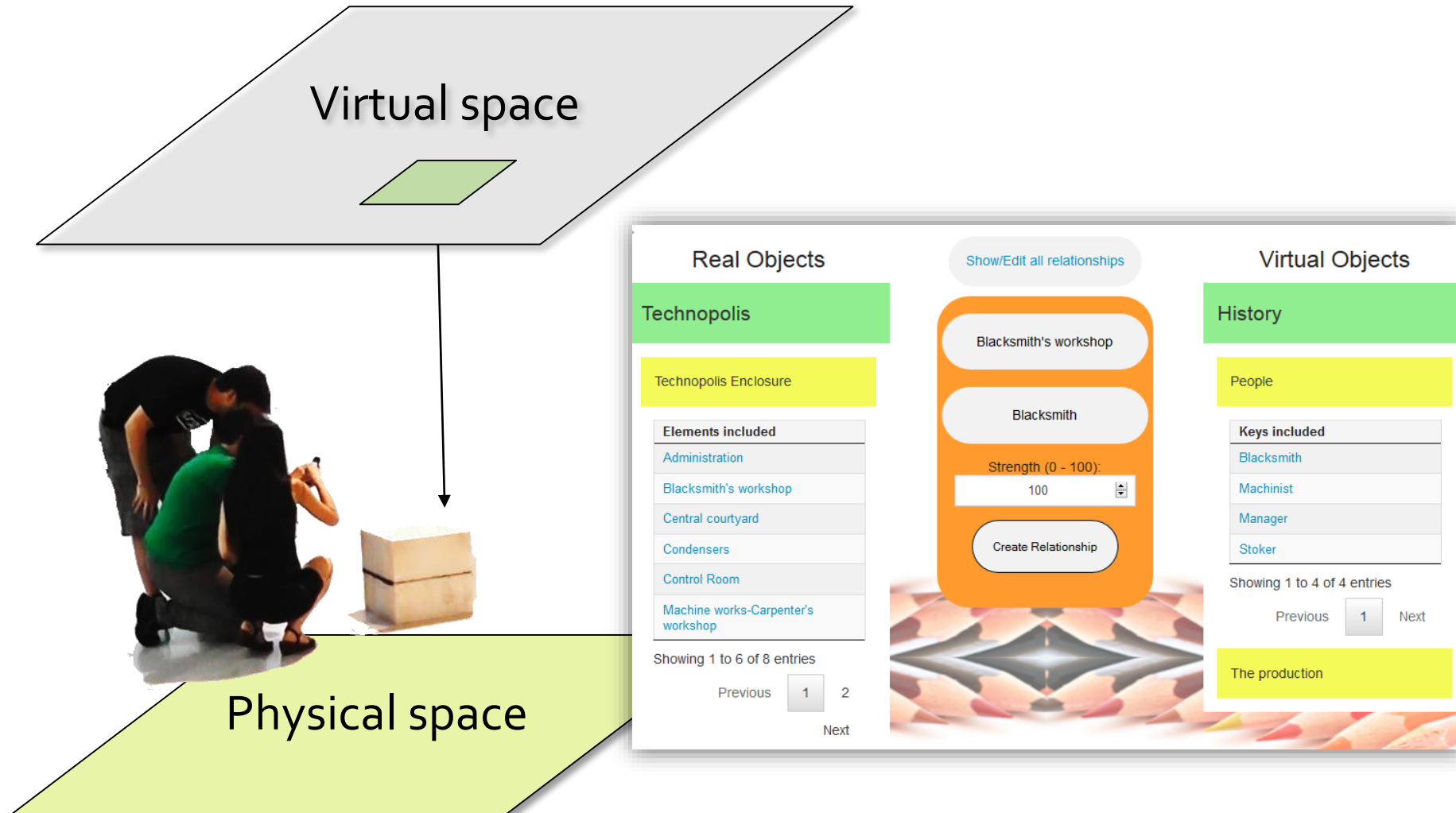
Support for content creation in tagging games

(e.g. a school teacher
can design a specific
version of the game for
a school visit)

[Sintoris, et al. 2014](#)



TaggingCreaditor: a tool to edit content for location-based games like Taggling



CR-Play :
Capturing real
objects in games

CR-Play: capturing own objects-scenes



End users can capture real world data from digital cameras or smart phones.

Editing captured scene

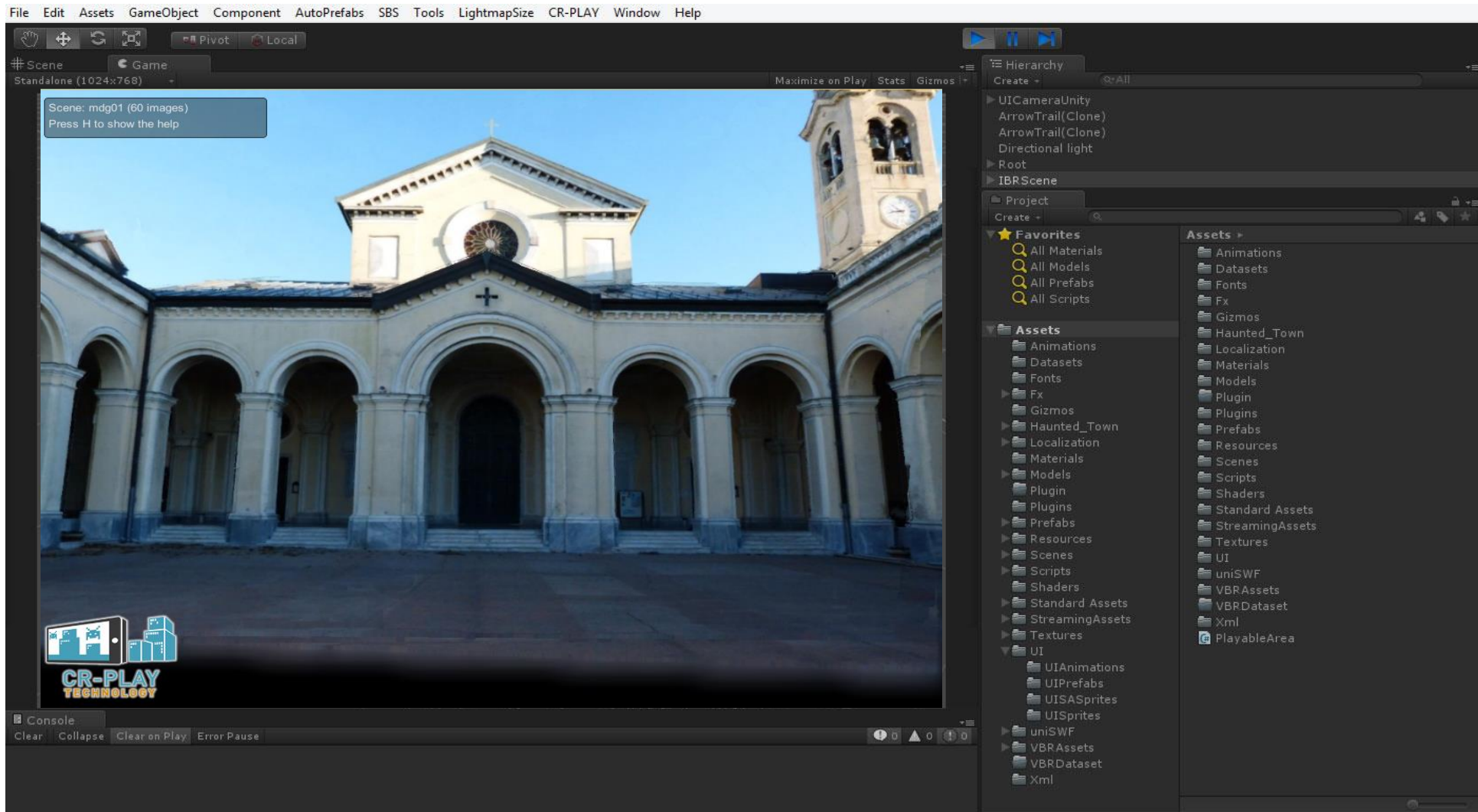


Create and edit captured scenes . Example: with Unity 3D (Unity Technologies)

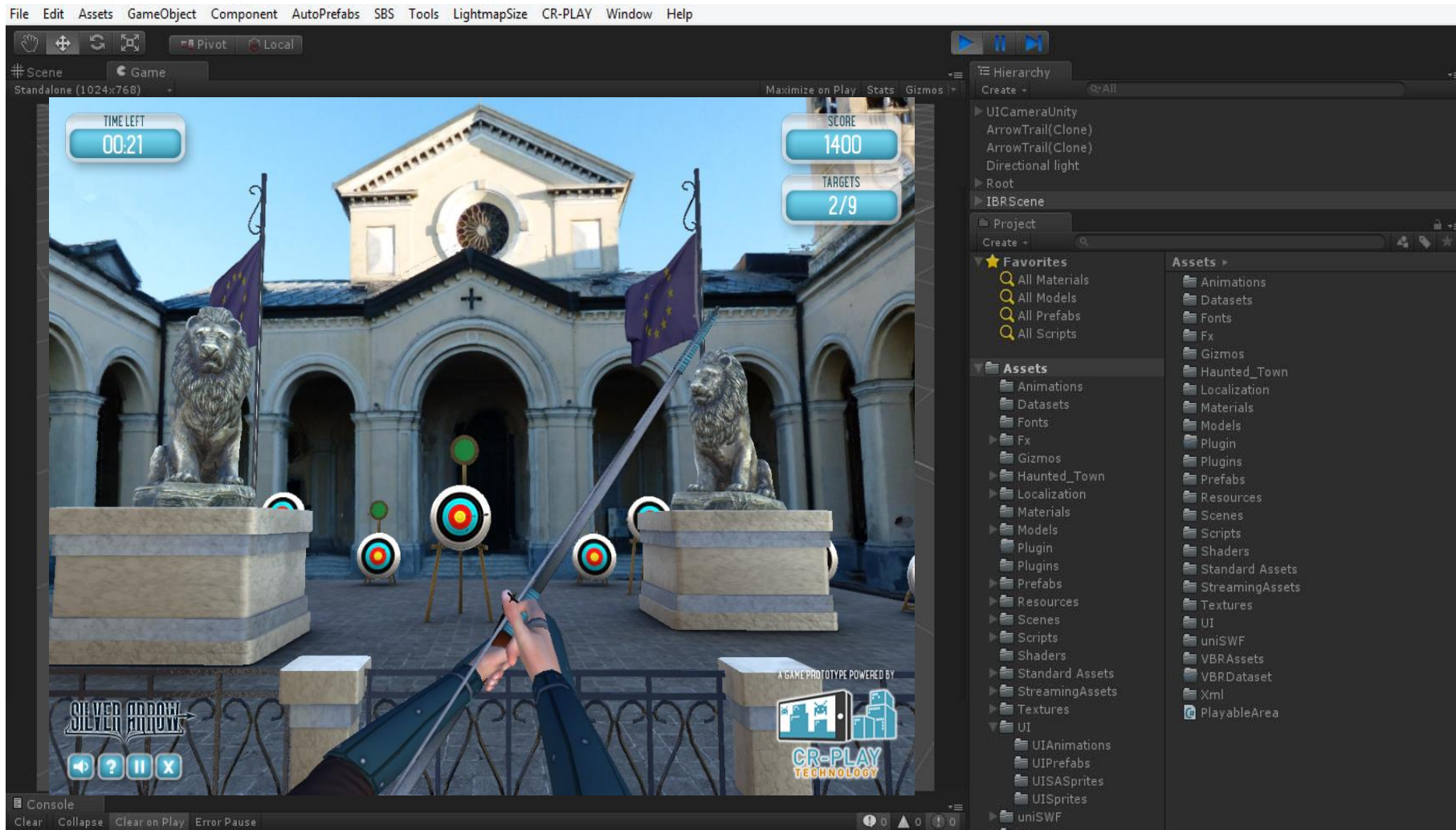
Point clouds are generated by input images



Image-based rendered object created



Mixed with synthetic objects in game



- Engagement is related to ownership and participation
- games need to support participation more actively
- need to study the effect of approaches like TaggingCreaditor and CR-Play

Capture own objects in games: The effect on player engagement

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