

Report of Working Group I

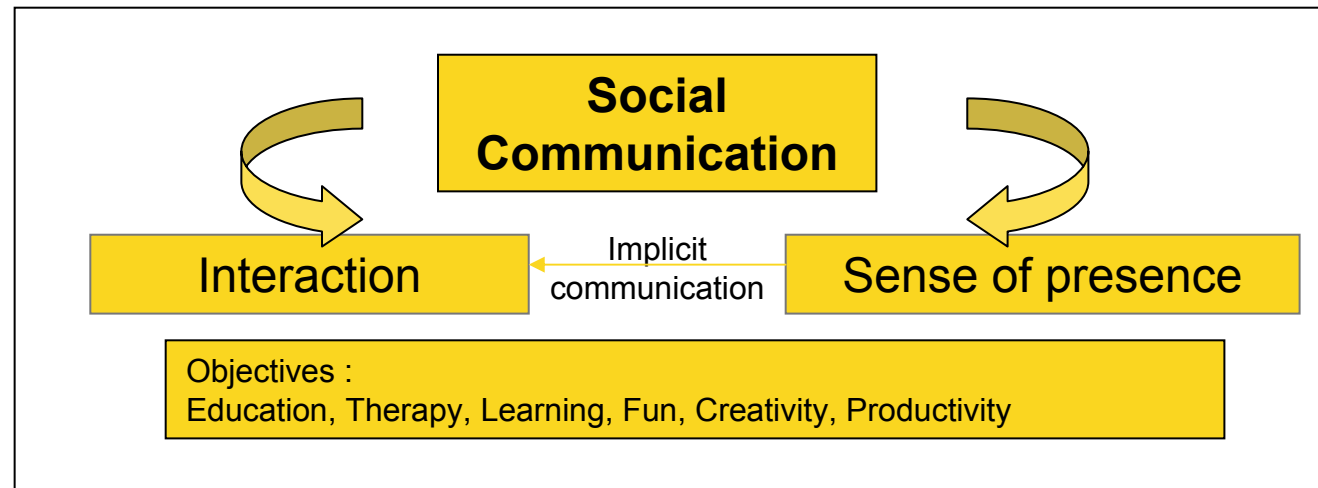
“Game Structures & Collaborative Environments”

Brussels, 12.5.2005

Moderator : Prof. Matthias Rauterberg

Cluster : JOY FACTOR

M. Rauterberg, H. Diener (& E. Leibbrand)



Create Flow –
Experience in CSCW

Intrinsic
motivation

Gaming in
every day life

Gaming / Working Hybrids

Combining seamlessly working
and gaming environments

Non-verbal
communication

Cluster : JOY FACTOR

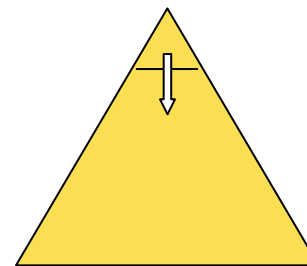
M. Rauterberg, H. Diener (& E. Leibbrand)

Short term goals :

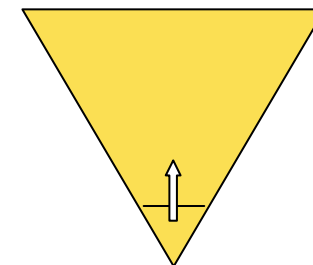
- Learning along the process
- Production with fun
e.g. Adventure game as production tool for
 - text documents (e.g. proposals)
 - Medical applications (e.g. diagnosis)
 - Cooking (e.g. inventing new recepies)
- full body activation and engagement
 - e.g. shared audiospace for
 - discussions during walking
 - video conference
 - audioconference meetings

Long term goals :

- Management style
- Knowledge management
- People empowerment
- Smell technologies



extrinsic motivation



intrinsic motivation

Cluster : DEVELOPMENT

M. Masuch, H. Heinzl, M. Janusch

Develop « soft » components
of collaboration like
trustbuilding and link to
technology

Scalable game development
architecture

Using the same environment for novice
and professional users

Next Generation : middleware tools

Next Generation : system architecture

How to mediate
functionality ?

Games versus CSCW

Cluster : DEVELOPMENT

M. Masuch, H. Heinzel, M. Janusch

Short-term goals

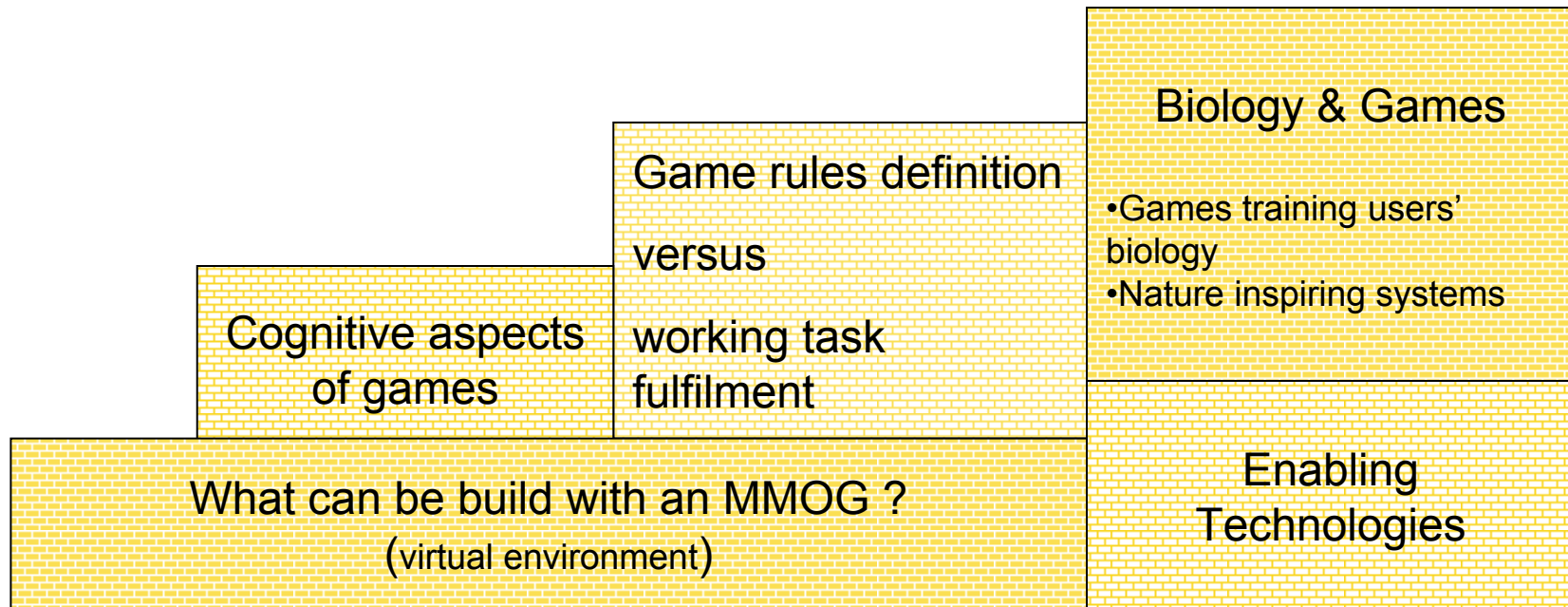
- Rapid game prototyping
 - fostering the transformation of ideas into games
- Distributed authoring of virtual environments
- Collaboration of virtual teams in asset production process
- Game development as a collaborative game

Long-term goals

- Bring new game design ideas into the game industry
 - preserve « soft skills » in the collaboration
- Configurability / adaptability of tools by end users
 - enabling end users to become developer

Cluster : SYSTEM CHARACTERISTICS

M. Masuch, H. Heinzl, M. Janusch



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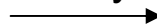
Bio-inspired, self-organising principles

Short-term goals

- media and content creation
 - What could be the added value of game technologies
- bio feedback from games
- flexibility of interaction with/via system

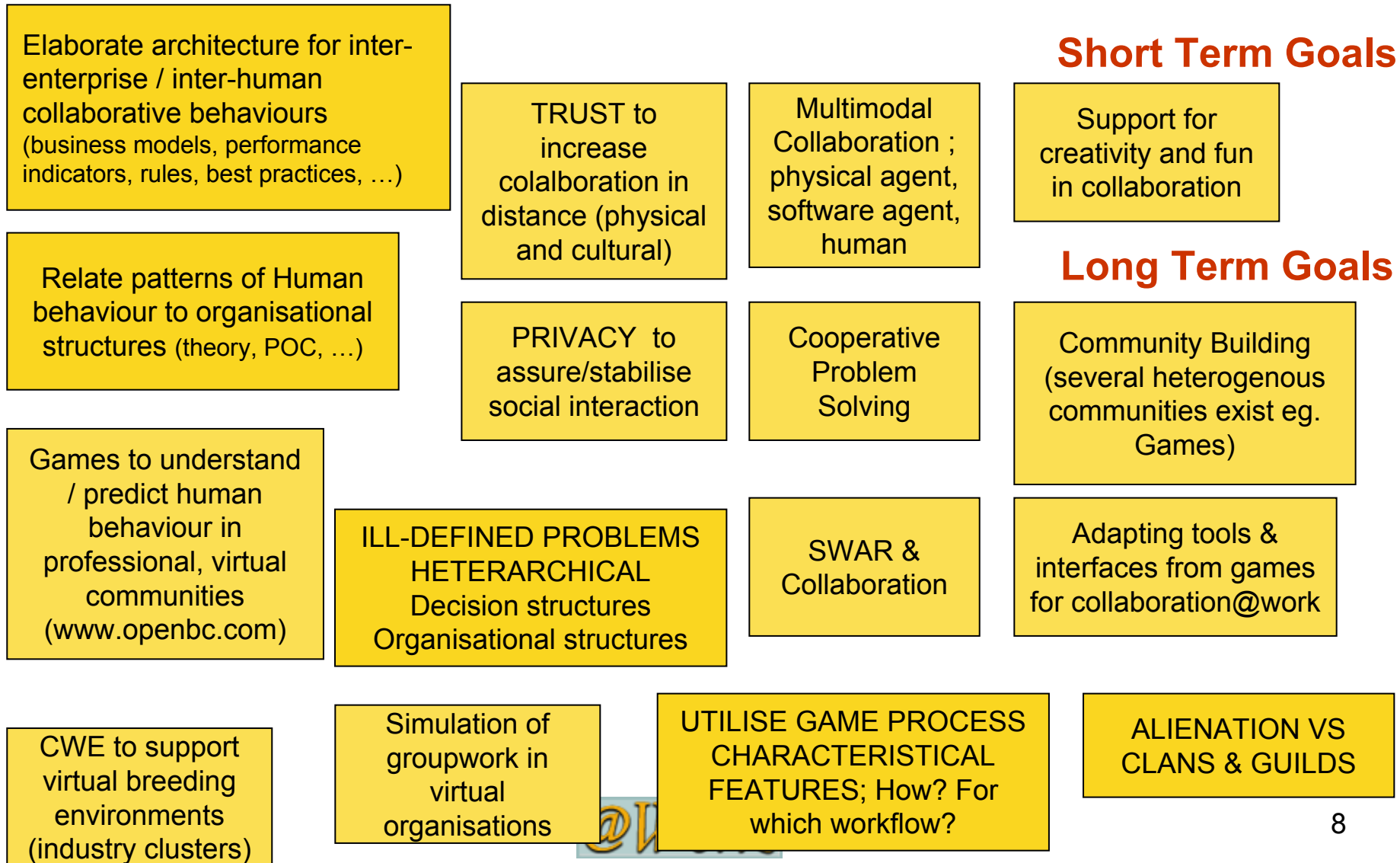
Long-term goals

- handling of increased complexity
 - Self adapting; standards for integration
- seamless integration of different technologies
- dynamic / flexible system structures



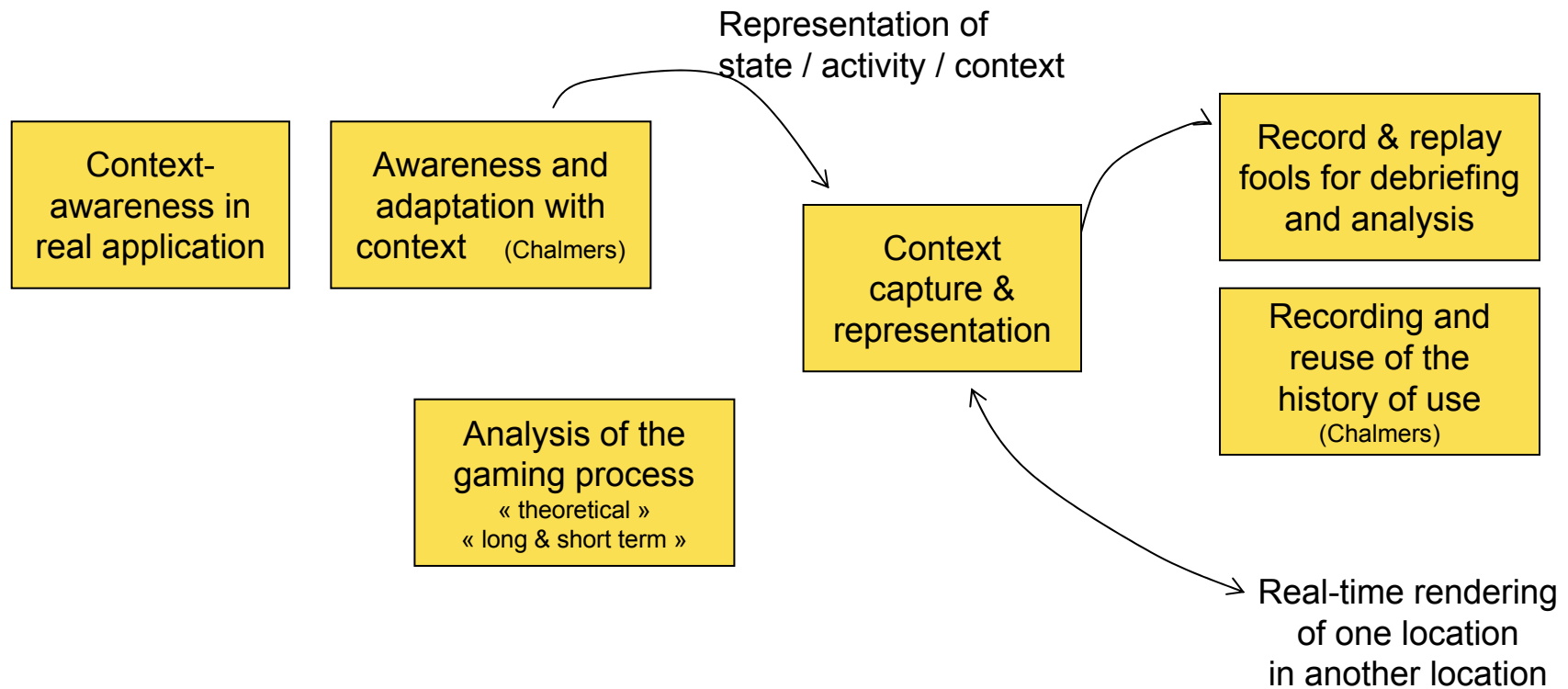
Cluster : COLLABORATION

Sergey K., Richard W., Jens E.



Cluster : Context Awareness & Analysis

Christina, Boriana, Karoly, M. Chalmers



Cluster : Context Awareness & Analysis

Christina, Boriana, Karoly, M. Chalmers

Short-term goals

- practical methods for representing and reusing people's activity
→ reflection on play or work, learning / adapting how one uses the system
- Analysis / theory that is grounded in game play and social interaction

Long-term goals

- Rich broad models / understanding of context – more than just state ... also history, subjectivity ...
- Bringing understanding of all games' application areas up to a high standard
... and synthesizing framework

————→ **more / deeper / better**