A white teddy bear is shown from the chest up, with its arms at its sides. It is covered in various electronic components and wires. A blue square sensor is attached to its upper chest with a small orange tag labeled "Hug 7". A green circuit board with various components is attached to its lower chest. Numerous colored wires (red, blue, black, green) are connected to these components and run across the bear's body. A small black tag is visible on the bear's right arm. The background is a solid dark blue.

Emotional Engagement Through Alternative Controllers and Artificial Intelligence

NGC 2017

mlw

A cartoon character, Stitch, is shown from the chest up, holding a slice of pizza in his mouth. He has large, expressive eyes and a wide, toothy grin. The background is a dark, textured wall with a chain-link fence pattern. The text "Welcome!" and "Välkommen!" is overlaid on the left side of the image.

Welcome!
Välkommen!

hi

ustwo

WHO AM I?



Malena Klaus

www.malenaklaus.de

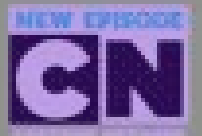
@dasmalle



Outline

- 1. What are emotions and why do we care?**
- 2. Alternative controllers and the possibilities**
- 3. The Teddy Controller**
- 4. AI and the possibilities**
- 5. The Future**

Emotion



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“

Emotion is essential to learning. It is literally neurobiological impossible to think deeply about things you don't care about

Dr. Immordino-Yang

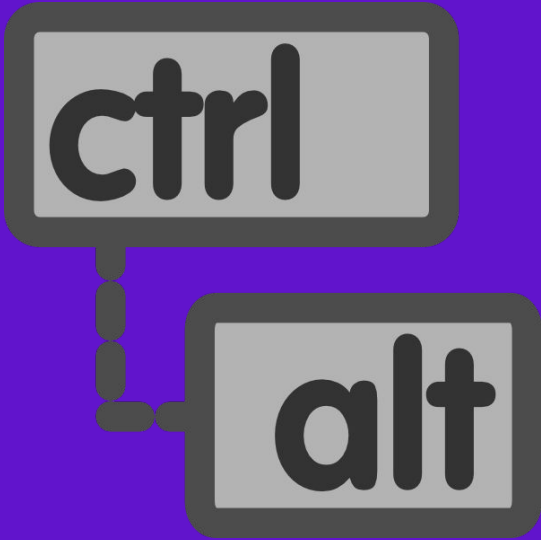
Emotional Construct

- Dynamic process
- has a beginning and an end
- Is of relatively brief duration
- Affects:
 - Feeling
 - Neurophysiological response patterns
 - Motor expression



Alt. Ctrl





Alt. Controller

- Designed to let us play differently
- Whole body experiences
- New experiences that regular controllers can't provide
- Remove mental design constraints



shakethatbutton.com



What did I do?



Teddy Controller

- Recognised as HID
- Various sensors
- RGB led & vibration output
- Completely soft

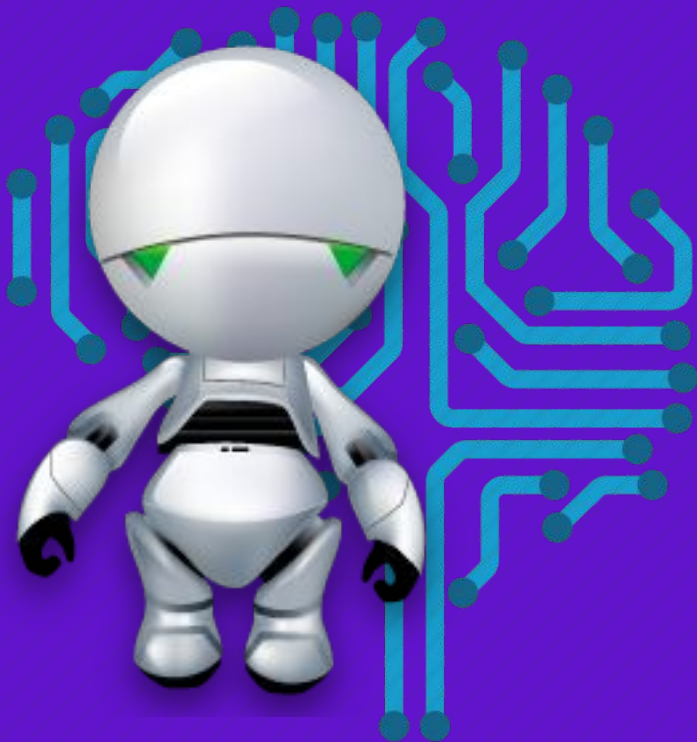
Learnings

- People get attached
- Shapes context
- Player Expectations
- Emotional connections need time
- Direct Input feedback necessary
- Strong opinions on how to treat the bear





Art- ificial intelligence



Artificial Intelligence

- As Input
 - Voice
 - Emotion
 - Sentiment
- As NPC's
- Adjustable difficulty



Clev: Why do you want to know my name?

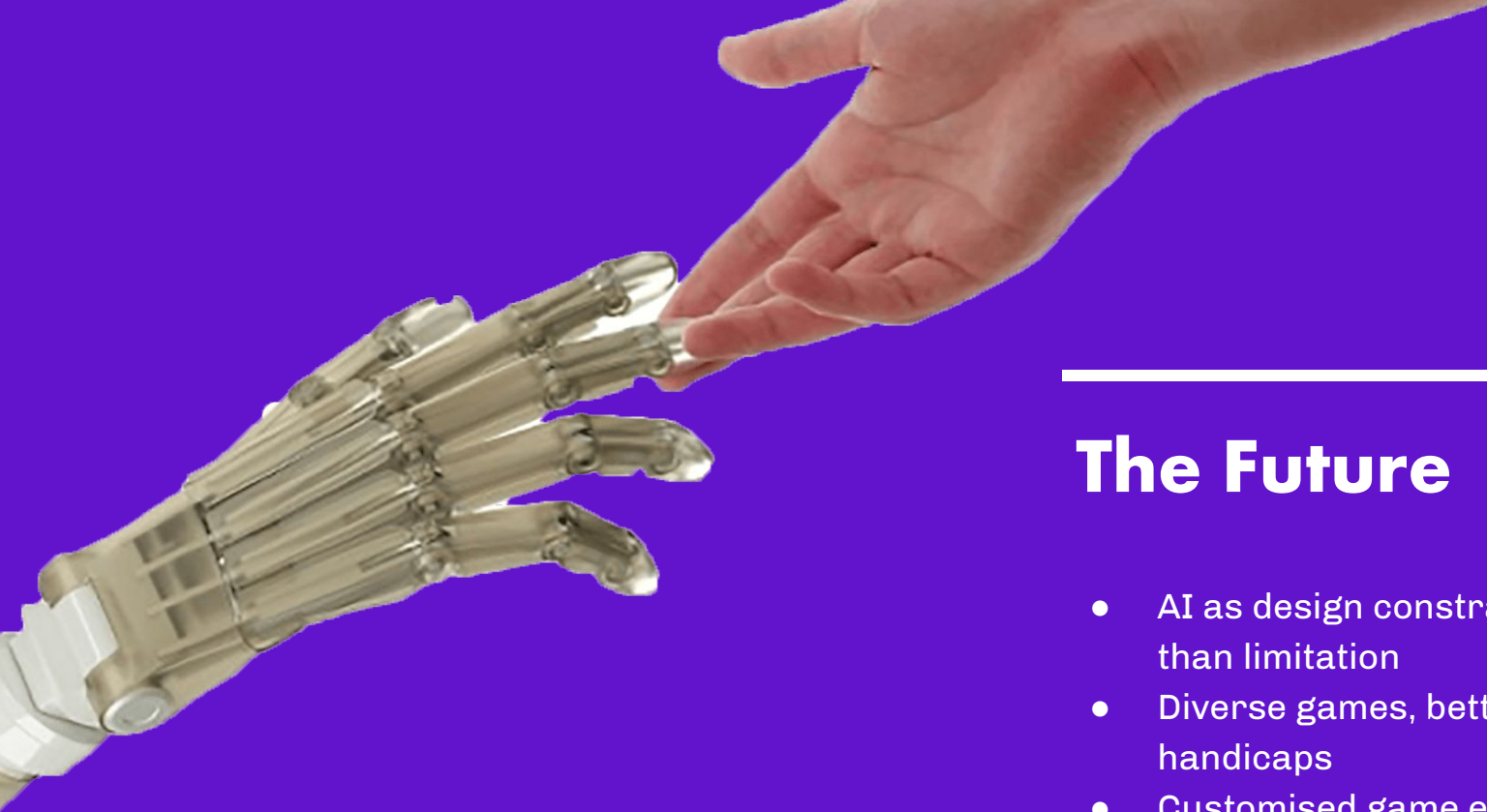
User: So I can let someone murder you.

Clev: Okay then. My name is Molly.

The Future

The Future

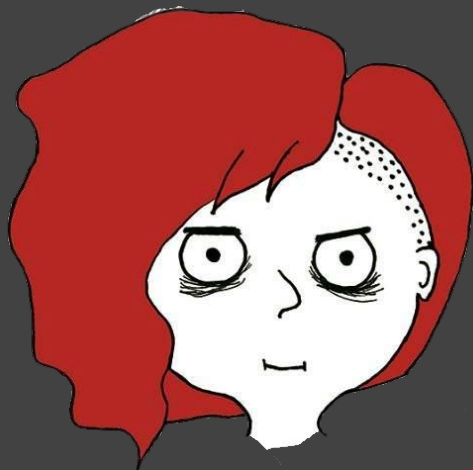




The Future

- AI as design constraint rather than limitation
- Diverse games, better support for handicaps
- Customised game experiences

Thank you



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msm



Questions?

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