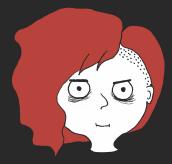
Emotional Engagement

Through Alternative Controllers and Artificial Intelligence

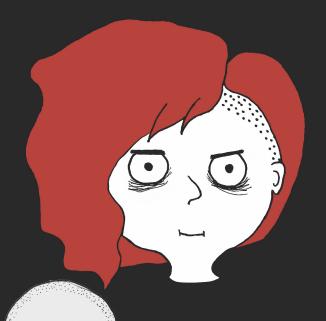




Ready?



WHO AM I?





@dasmalle











Outline

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



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

Dr. Immordino-Yang

Emotional Process

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

Which function do emotions have?

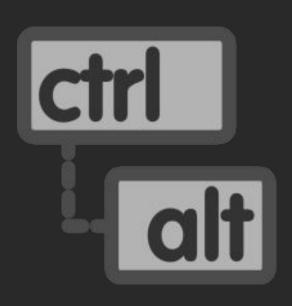
- quasi-automatic response mechanism
- influenced by feelings
- decouple stimuli-response chains
- allow selection between multiple reactions
- "fail safe" with prepared action tendency
- helps to process information quickly

Feelings

- reflection mechanism
- integrates all components of the emotional state
- consequence, not cause
- mediates between motivation, behavior and cognition



Alternative Controllers



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





Teddy Controller



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

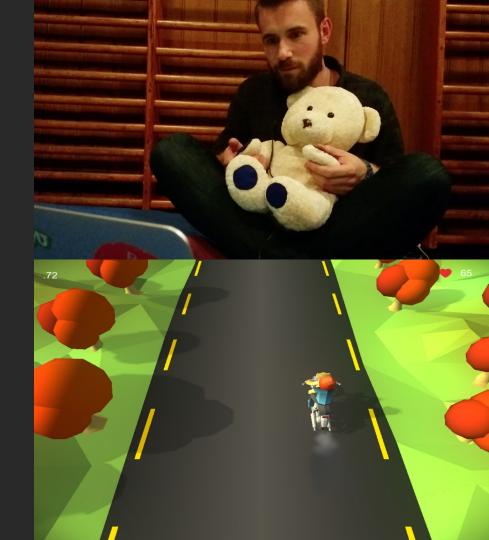
Playtests

- capacitive touch
- asteroids clone
- "choke the bear"
- disconnect between controller and game
- input processing slow



Playtests

- pressure sensor
- vibration feedback
- led
- teddy representation in game







Learnings

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



Learnings Hardware

- 20 h per bear
- hardware cost 35 \$
- 3-6 weeks delivery times
- conductive fabric hard to get
- Difficult to industrialize due to soft electronics
- potentially fire hazard





Use what you have...





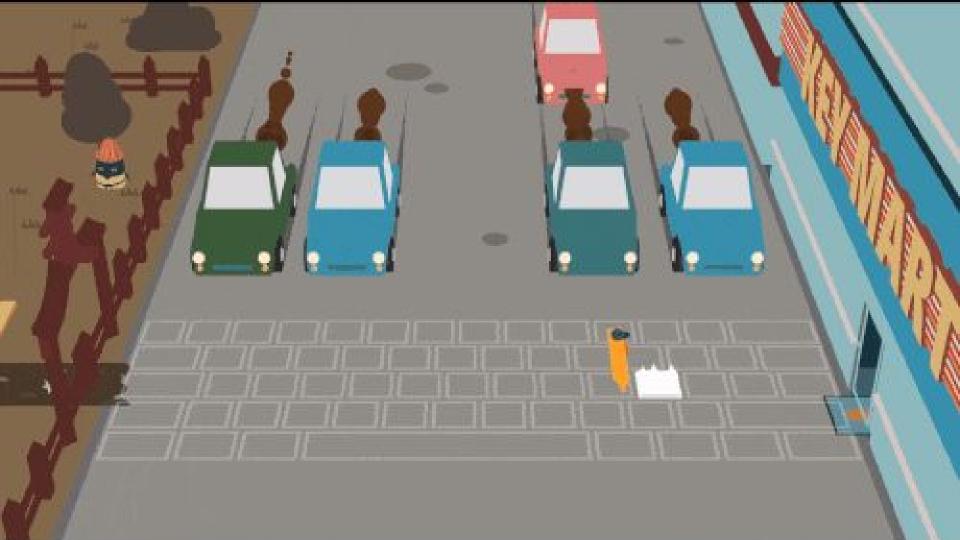
...but in a different way!



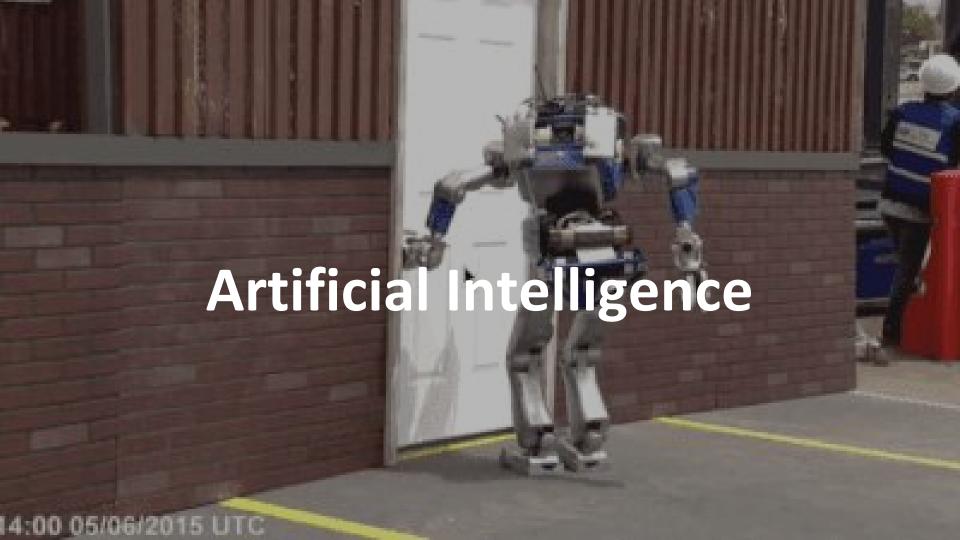
GAMEPLAY



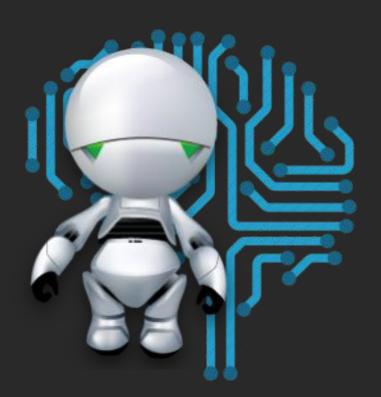








Artificial Intelligence



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









Chatbots

Clev: Why do you want to know my name?

User: So I can let someone murder you.

Clev: Okay then. My name is Molly.

Facial Emotion Detection

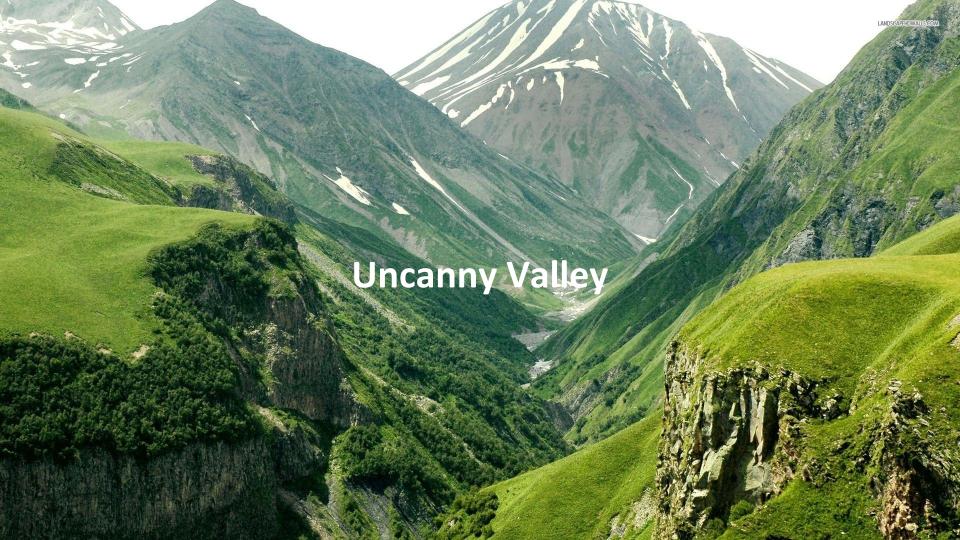
- no sensors needed
- glasses, beards & accessories problematic
- computational intense
- "resting impression often wrong"
- referencing facial expression can be connecting or uncanny

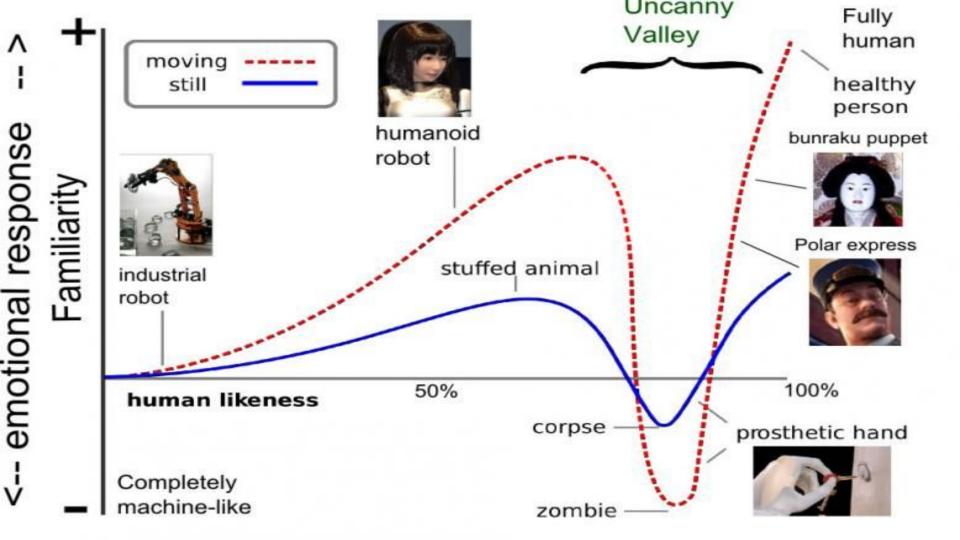


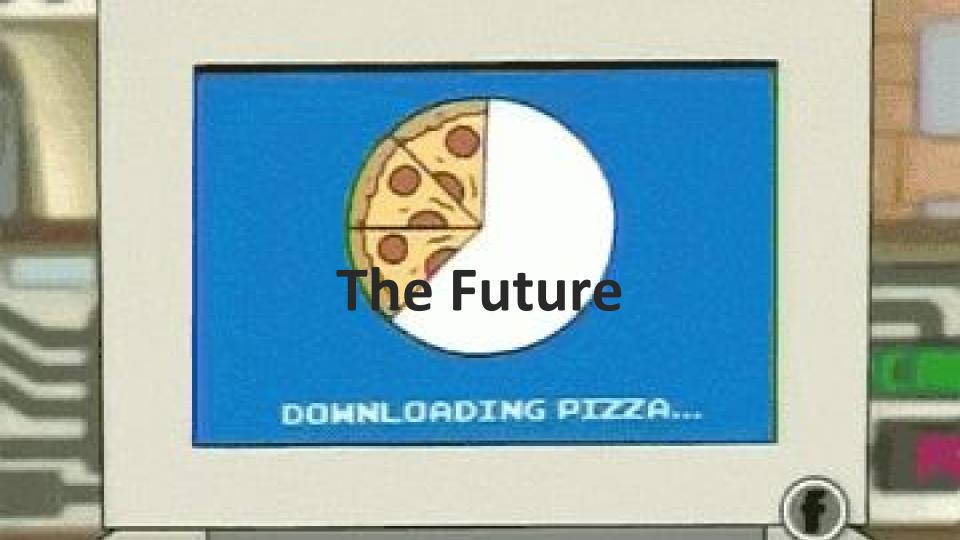
Sentiment Analysis

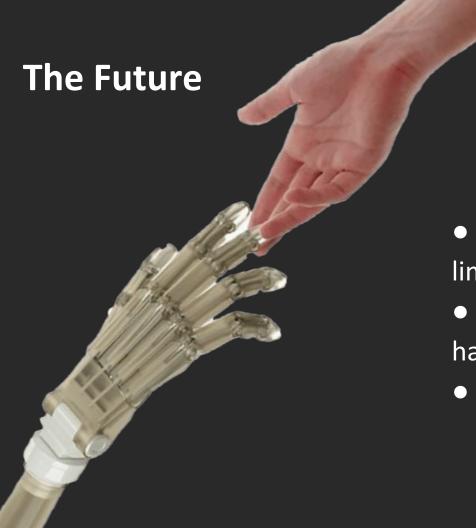
- identifies the sentiment of a text
- varying accuracy
- no sarcasm/ irony
- implementations range from simple to super complex
- paid services like IBM watson











 Al as design constraint rather than limitation

 Diverse games, better support for handicaps

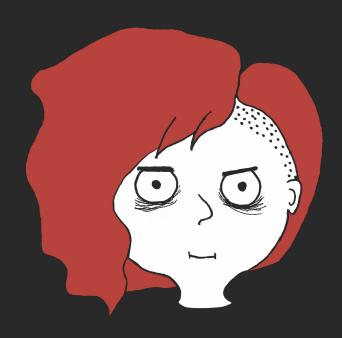
Customised game experiences

Bert's Future



- playtesting with kids
- wireless
- standalone, no screen
- open source, DIY, or commercial?

Thank You!



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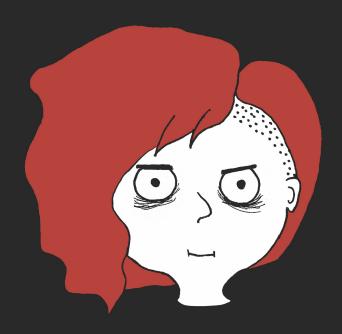
@dasmalle

malenaklaus@gmail.com

www.malenklaus.de



Questions?



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@dasmalle

malenaklaus@gmail.com

malenklaus.de