Visualizing Emotional Requirements

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Emotional Requirements (RE 2006)

- Capture game designer’s intent for the player experience
  - The means by which the player’s consciousness is cognitively engaged...

while simultaneously inducing (the desired) emotional responses in the player.
I approach the area with nervousness because I expect to be surprised in some way. When the attacks begin, I am afraid but I am optimistic that I can survive and I am excited by the challenge. I recognize a puzzle that I have to solve and when I do survive, I feel relieved and satisfied. When I fail, I am disappointed and if I fail too often then my annoyance can turn to frustration and anger.
Emotional Requirements (ERs)

- Designer Intent - target emotion
  - Emotional Intensity Map
- Artistic Context - look and feel
- Trial by Far Vista Studios, feedback - missing guidance for production
  - how to induce the target emotion
  - where to place the inducing element(s)
Emotional Requirements (ERs)

- Designer Intent - target emotion
- Artistic Context - look and feel
- Emotion Prototype (Smith ‘99, ‘07)
  - Emotion Marker, Cue, Trigger
  - Action, response to emotion marker
  - Goal, purpose of action
ERs in Practice

- Overcome communication challenges between pre-production and production
- Desired characteristics
  - Lightweight, in designer’s language
  - Preferably visual
  - Situated within the game world
  - Accessible without special skills
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Poster Review
Designer’s Concept
Reminder...

- I approach the area with nervousness because I expect to be surprised in some way. When the attacks begin, I am afraid but I am optimistic that I can survive and I am excited by the challenge. I recognize a puzzle that I have to solve and when I do survive, I feel relieved and satisfied. When I fail, I am disappointed and if I fail too often then my annoyance can turn to frustration and anger.
Emoticons

- Designer’s intent
- Universal language
Emotion Intensity Map

- Player experience
- Situated within game world
EIM for Production

- Where guidance
EIM in Color and Grayscale

FEAR

FEAR

FEAR

RESENTMENT

???

RELIEF

David Callele et al.
University of Saskatchewan
REV 2009
Concept -> Implementation
In-Game Views
Strengths

- Situated within game world
- Strongly visual
- Very rapid capture of highly complex information
Weaknesses

• Does not support complex emotion mixes, transitions
• Not all elements are visual
  • action and goal are still textual
• Complex 3D spaces not easily represented in plan view
• Lack of facial feedback, cues
  • Support for using emoticons
Open Questions

• How many emotions are needed?
  • Are emoticons or facial sketches the best option?

• General applicability?
  • Beyond the combat game
Discussant

• And your questions...

Thank you!