

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.

Text Example

- 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)

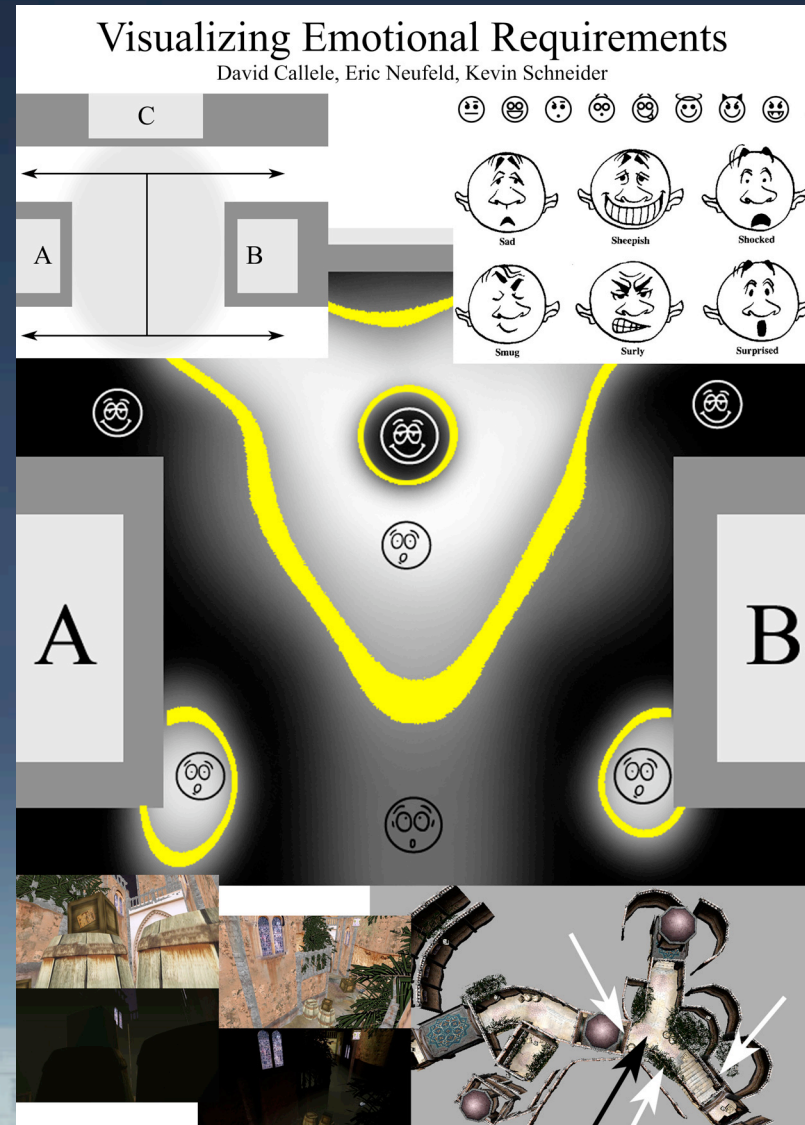
Emotional Requirements (ERs)

- 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

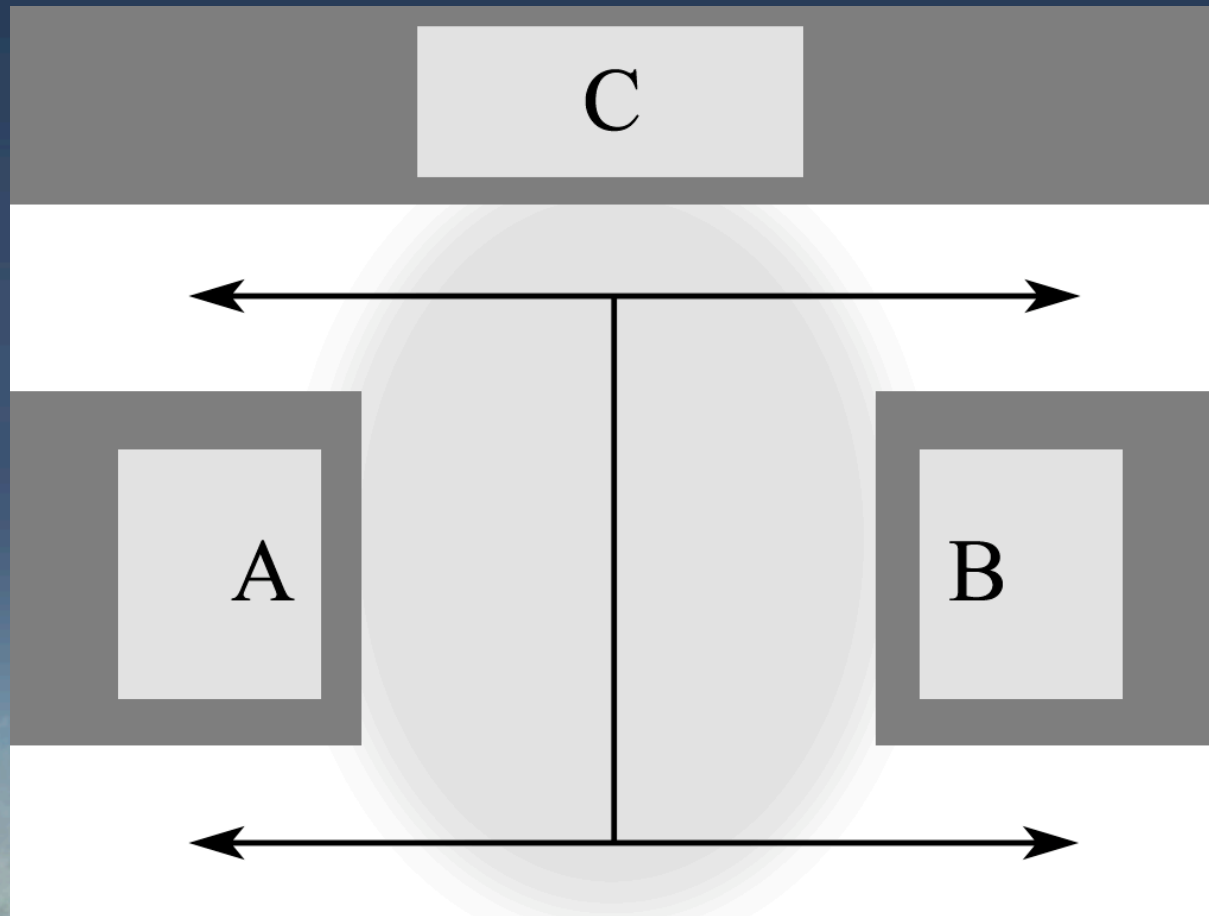
ERs in Practice

- 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

Poster Review



Designer's Concept

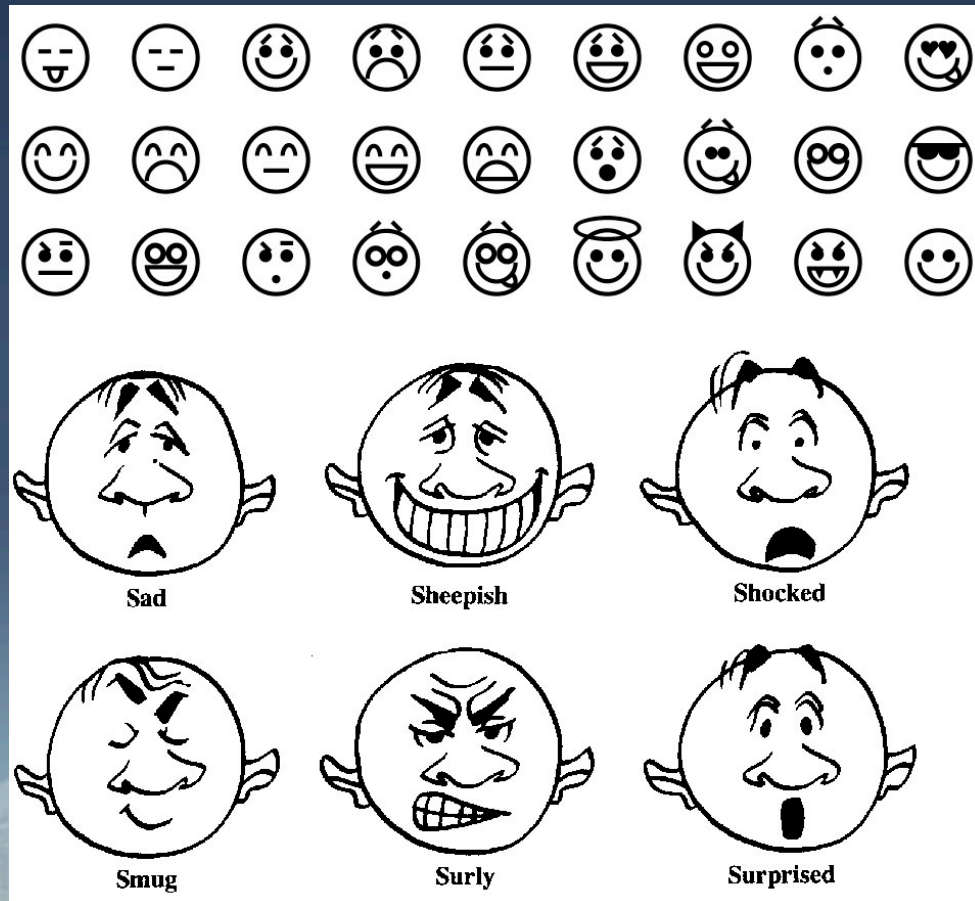


Reminder...

- 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.

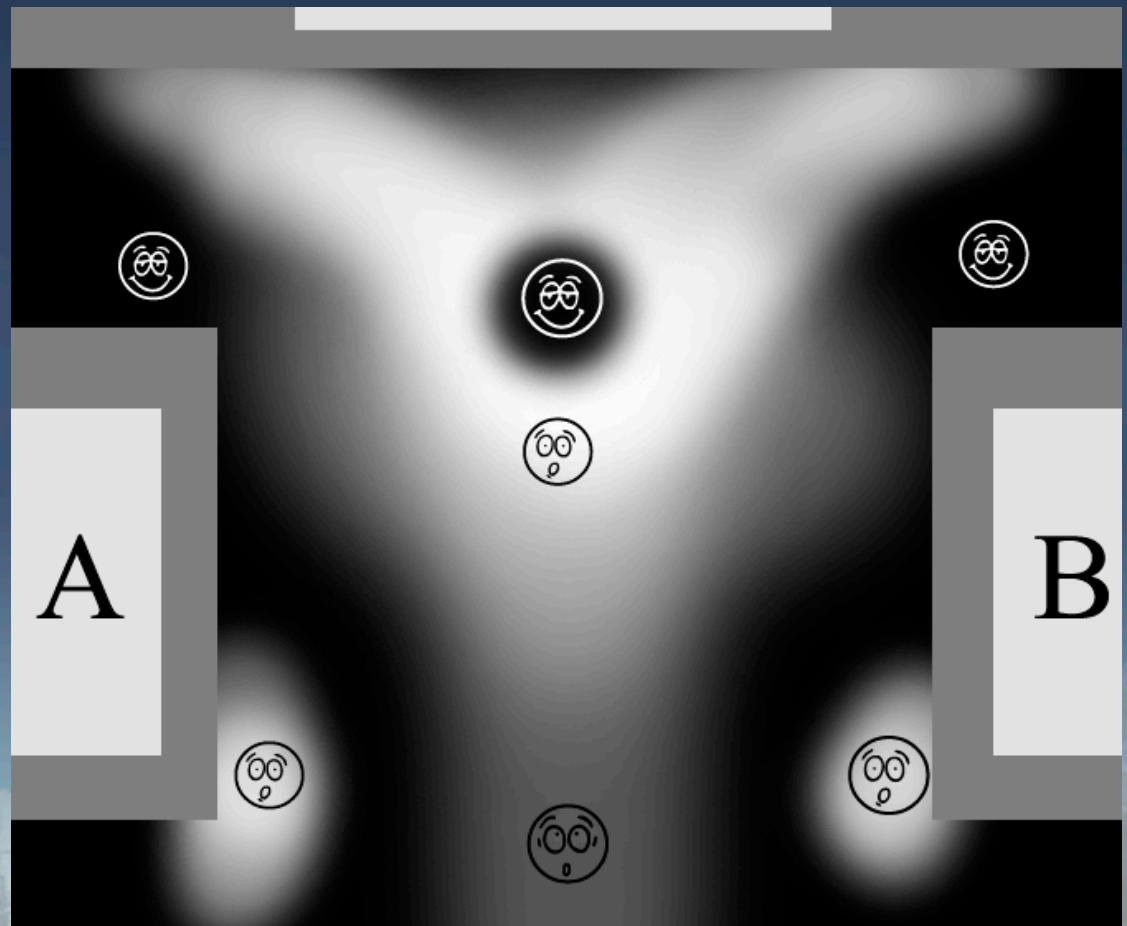
Emoticons

- Designer's intent
- Universal language



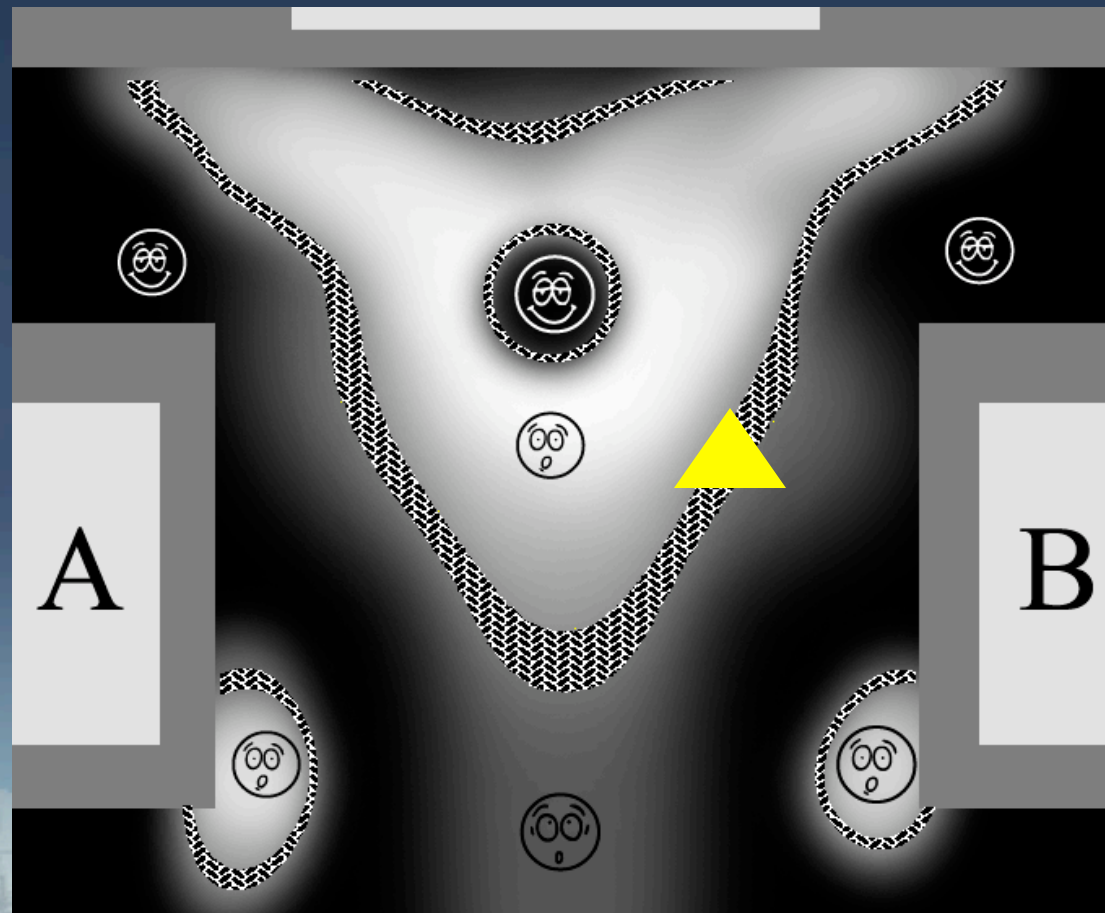
Emotion Intensity Map

- Player experience
- Situated within game world



EIM for Production

- *Where guidance*



EIM in Color and Grayscale

FEAR

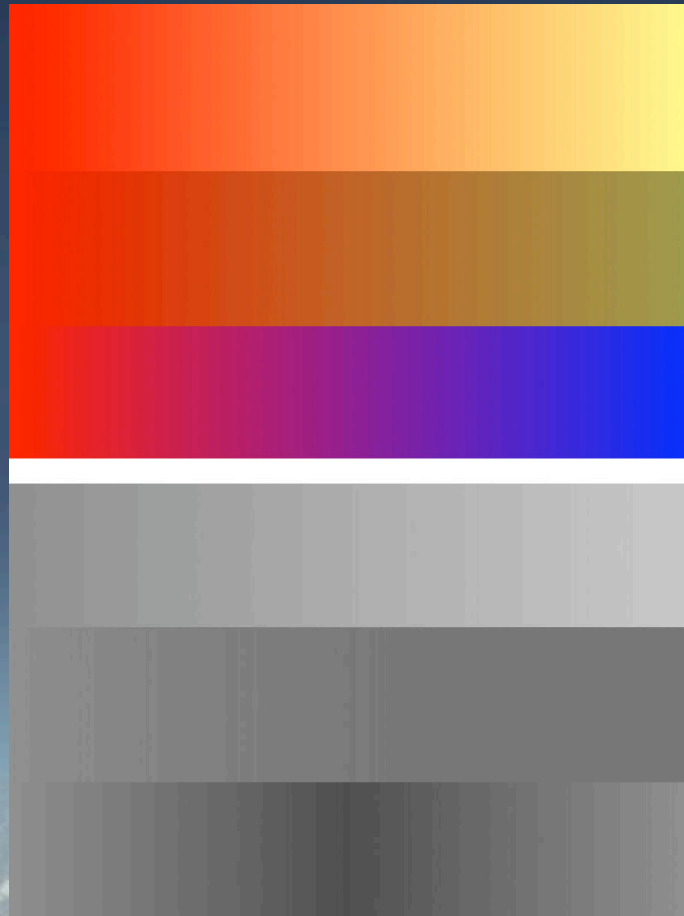
FEAR

FEAR

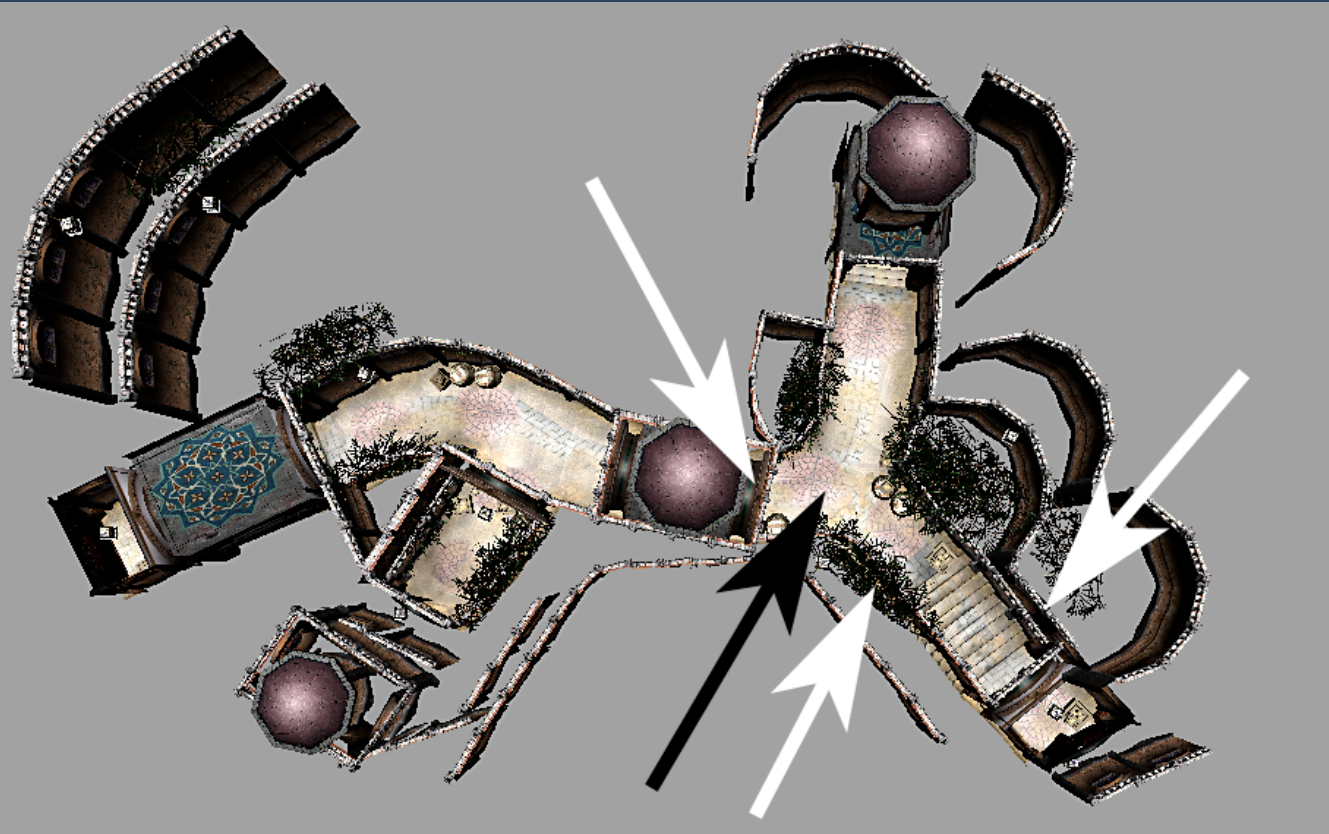
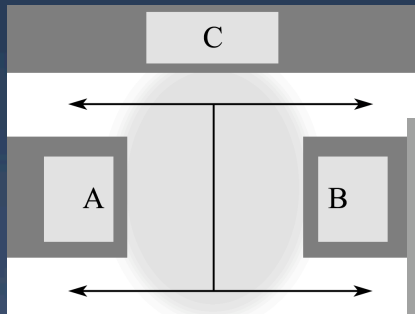
RESENTMENT

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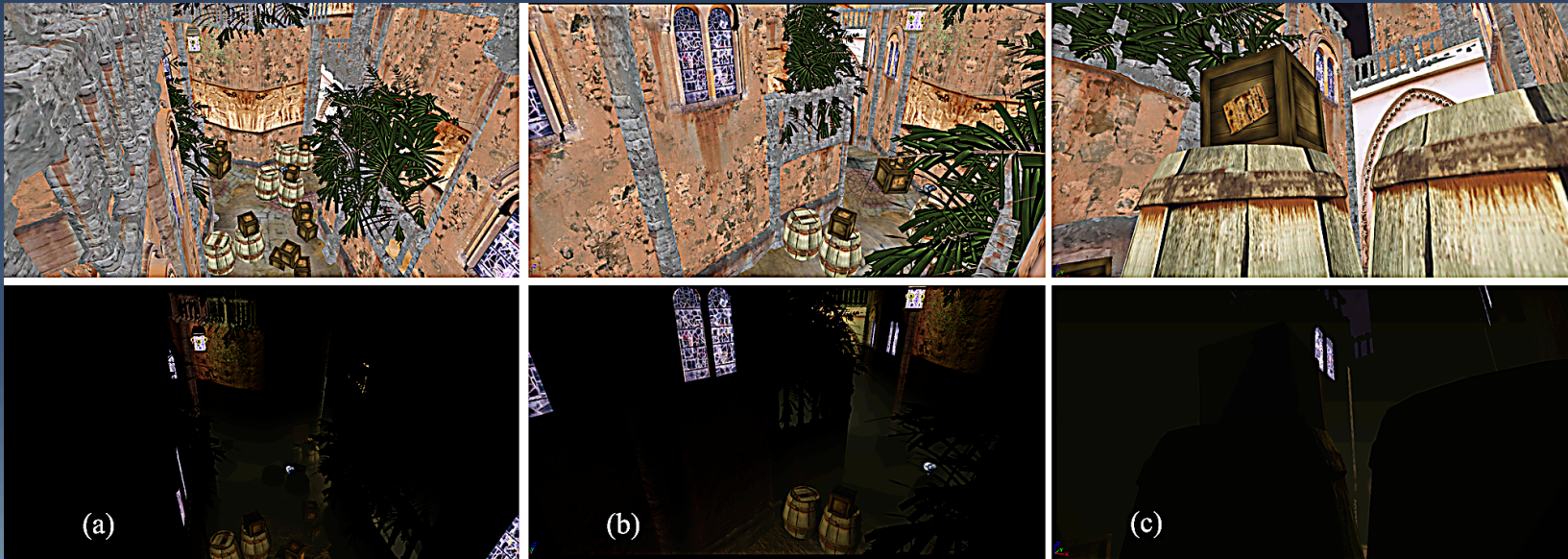
RELIEF



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!