

# Formal Logic





# *Overview*

- Problem
- Why Serious Games?
- The User Interface
- Representative Tasks
- Design Changes
- Looking Ahead
- Closing Remarks



# Problem

off the mark.com by Mark Parisi



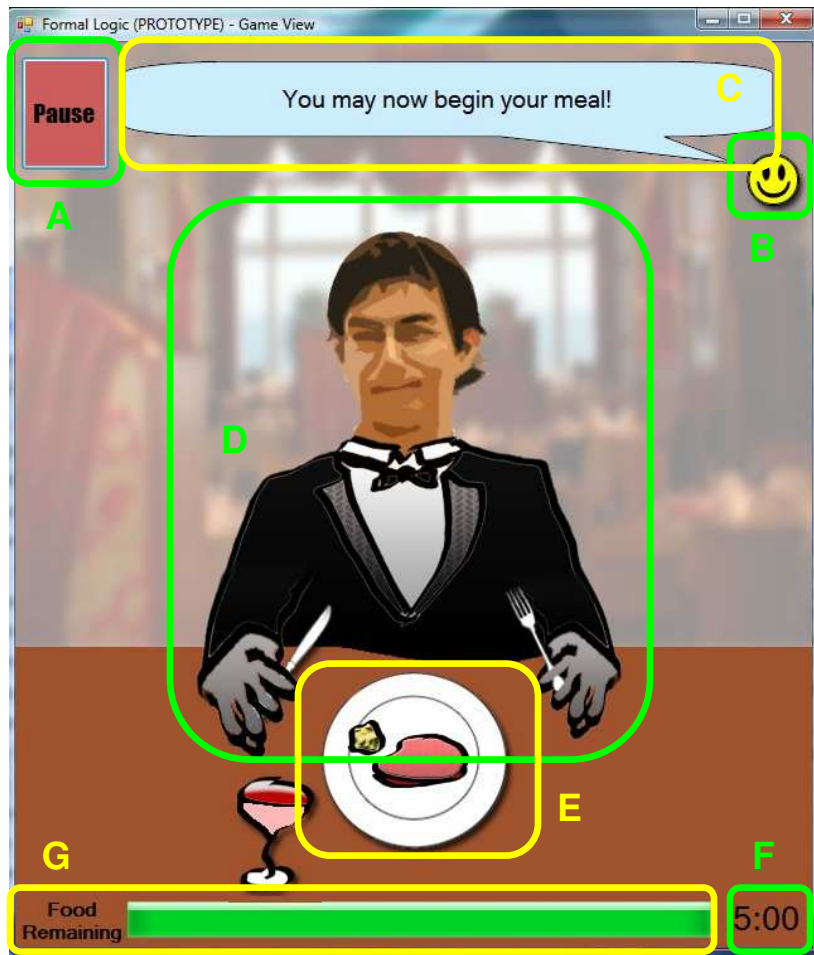


# Why Serious Games?

Solution	Pros	Cons
Etiquette Class	<ul style="list-style-type: none"><li>• Hands on experience with expert</li><li>• Practice with other students</li></ul>	<ul style="list-style-type: none"><li>• \$\$\$</li><li>• Significant time commitment</li><li>• Must leave home</li></ul>
(Online) Articles	<ul style="list-style-type: none"><li>• Free (web)</li><li>• Explanatory diagrams</li><li>• Don't have to leave house</li></ul>	<ul style="list-style-type: none"><li>• Dubious quality/accuracy</li><li>• No hands on tasks</li></ul>
Serious Game	<ul style="list-style-type: none"><li>• Scalability of scope</li><li>• Feedback</li><li>• Free (possibly)</li></ul>	<ul style="list-style-type: none"><li>• Lack of true immersion</li><li>• Limitation of tasks</li><li>• Generalization</li></ul>



# The User Interface



**A:** Pause Button

**B:** Instructor

**C:** Instructions

**D:** Avatar

**E:** Food

**F:** Timer

**G:** Food Remaining



# *Representative Tasks*



Pause the game



Pass salt and pepper



Complete a meal



Eat a meal with distractions



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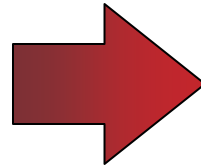
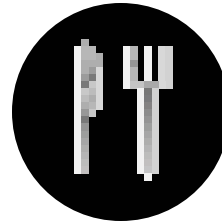
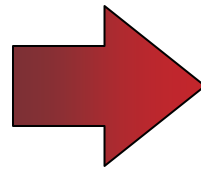
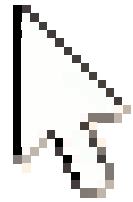
Complete a meal



Eat a meal with distractions

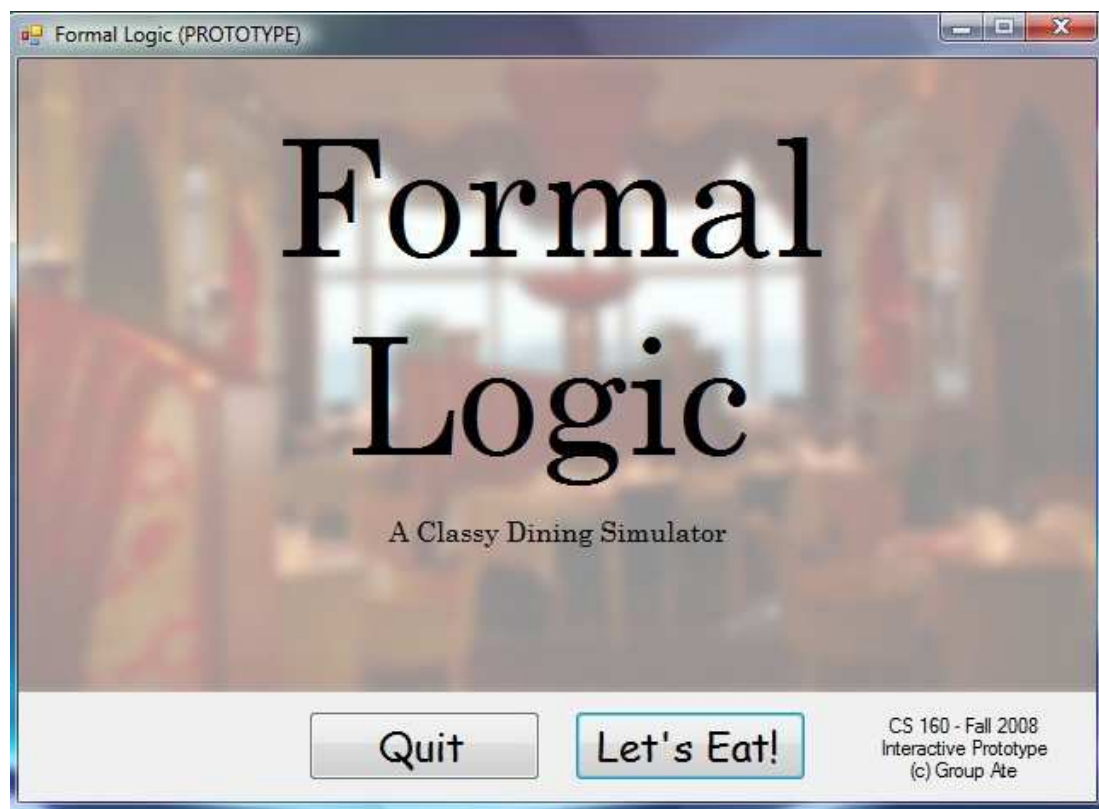


# *Design Changes*





# *Looking Ahead*





# *Looking Ahead*





# *Looking Ahead (2)*





# Looking Ahead (3)





# Closing Remarks

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*Questions?*



