

Video Games as Research Instruments

Workshop at CHI 2010

Advance Program

10-April-2010

University Room

9:00 – 17:00

8 Position Papers attending

9 participants plus 3 organisers

9:00 – 9:10 *Welcome to the Workshop.*

9:10 – 10:00 *Getting to know each other:* The first session will be dedicated to introduce the workshop, requiring participants to introduce themselves & their paper (Slides 1 & 2 for each group; 5 minutes each).

10:00 – 10:30 *Answer to the Questions:* Feedback from the participants upon the questions asked in the review process (Slide 3 plus props, 10 minutes each paper, first three papers).

10:30 – 11:00 Coffee break

11:00 – 11:50 Continuation of *Answer to the Questions* (Slide 3 plus props, 10 minutes each paper, last five papers).

11:50 – 12:30 *General discussion* regarding the use of videogames; questions to presenters.

12:30 – 14:00 Lunch

14:00 – 15:30 Participants will be divided into three groups to discuss the different characteristics of video games, used in their own experiences in order to identify common ground, key differences and unexplored possibilities.

15:30 – 16:00 Coffee break

16:00 – 17:00 Groups will present the conclusions and insights obtained from their individual discussions (5 minutes each group). General discussion in order to reach general conclusions regarding the use of video games as research instruments, the experiences of researchers using them, and ways in which different research areas could learn from each other or collaborate in the future.

(Coffee breaks are determined by CHI 2010)

Order of papers is the same as it appears on the webpage:

1. [*Ethical Aspects of Video Game Experiments*](#)
2. [*Wii Science: Teaching the laws of nature with physically engaging video game technologies*](#)
3. [*Game-Based Self Service Technologies*](#)
4. [*GamE in action: Using the GamE paradigm as a tool for investigating human emotions*](#)
5. [*Planning a Cosmopolis: Key Features of an MMOG for Social Science Research*](#)
6. [*The Eyes Have It: Measuring Spatial Orientation in Virtual Worlds to Explain Gender Differences in Real Ones*](#)
7. [*Study of User-Created Interfaces in Video Games*](#)
8. [*Video Games as Research Stimuli to Study New Ways to Assess User Experience*](#)