

Interaction via Tangibles and Virtuals in a Tabletop Application

The Game

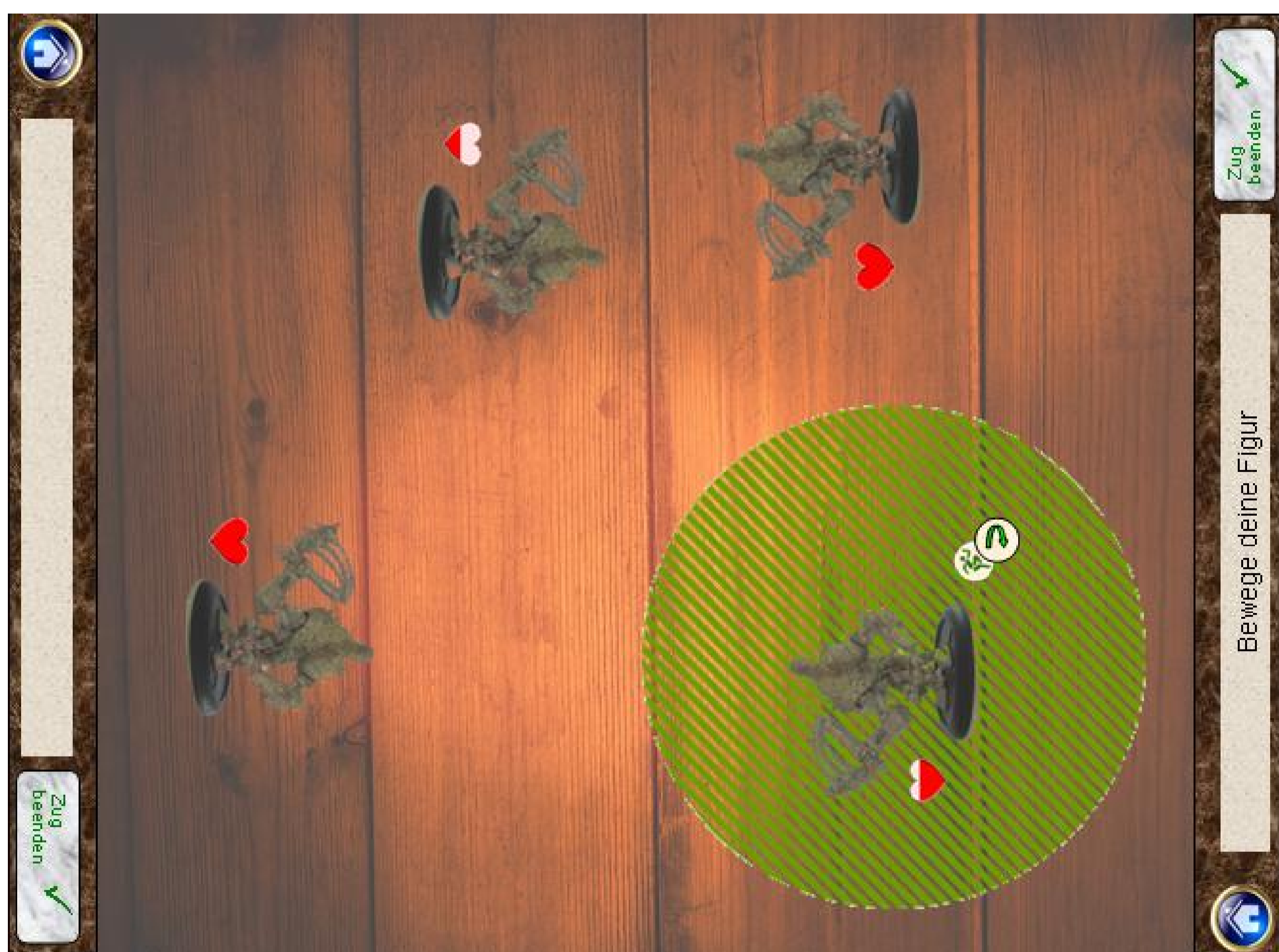


- Transfer of a traditional tabletop game to a simplified computer-based version
- We decided for the tabletop game "Warmachine" by Privateer Press
 - The game is played by two players
 - The game is centered around miniatures and corresponding cards

The Design Process

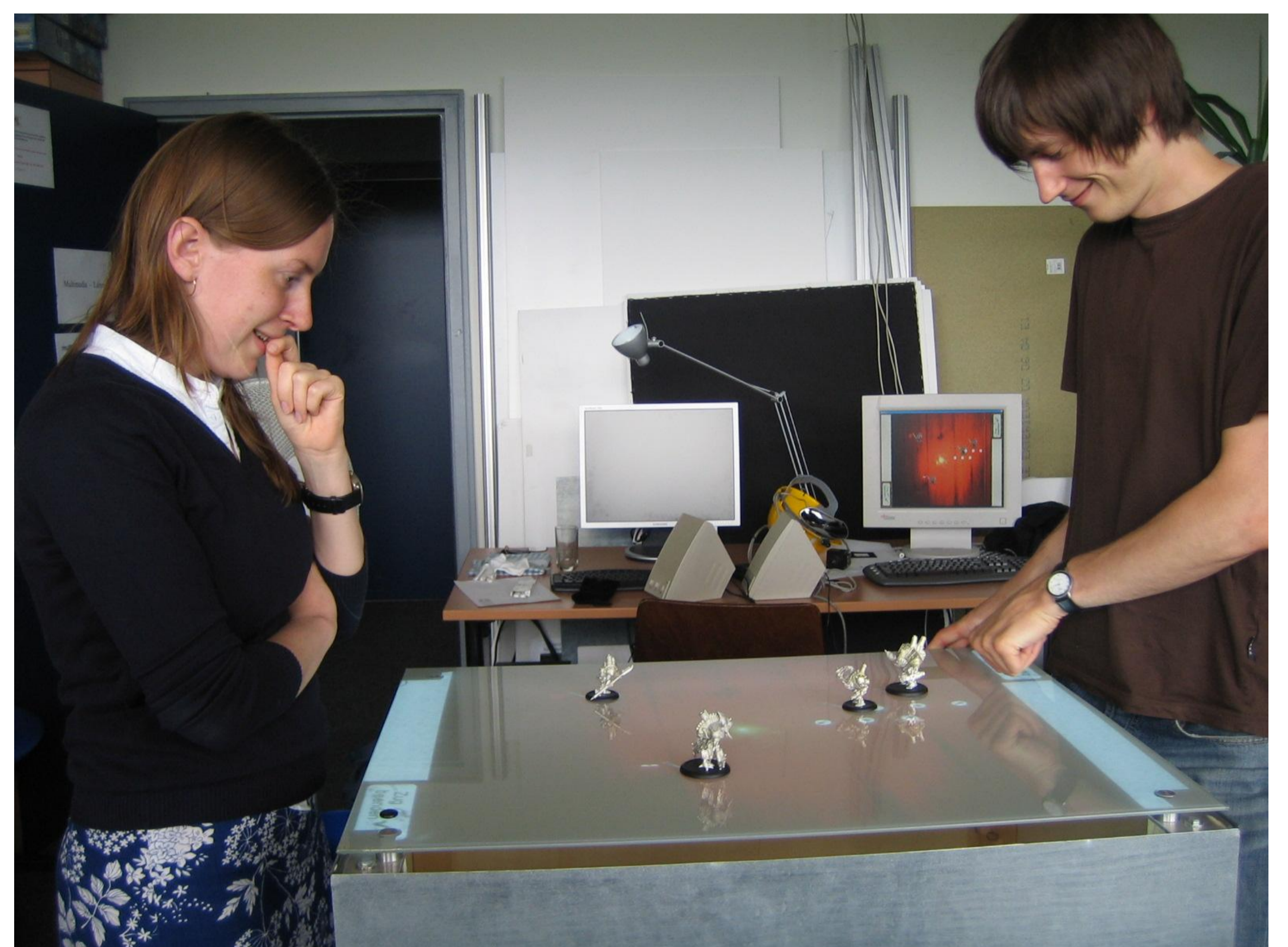
- A user-centered design process
- A number of interviews with questionnaires were conducted
 - Qualitative and quantitative questions, such as
 - background and experiences of a player
 - their playing habits
 - complexity of game rules
 - "What elements should remain physical or get virtual?"
- The questionnaires brought valuable insights concerning the question of whether to use tangibles or virtuals, e.g.
 - The use of tangibles helps maintain existing emotional bond between the player and play pieces like miniatures
 - Virtual play cards helps remember and understand of complex game rules

The Prototype



- A prototype application that makes use of a direct-touch tabletop
 - diffused illumination, rear-projected
- It employs the TWING application framework
 - developed at University of Augsburg
- Responsible for the visualization is Horde3D

A Preliminary Evaluation



- A first study was conducted with users recruited at short notice
- Preliminary results:
 - The users found it more enjoyable to interact with tangibles than with virtuals
 - Problem: virtuals can be occluded by tangibles from the perspective of one or both players