

Möguleikir

- Hvernig er hægt að nota leikjahönnun í ólíkum viðfangsefnum

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Last chance!



Please practice!



It's been years...

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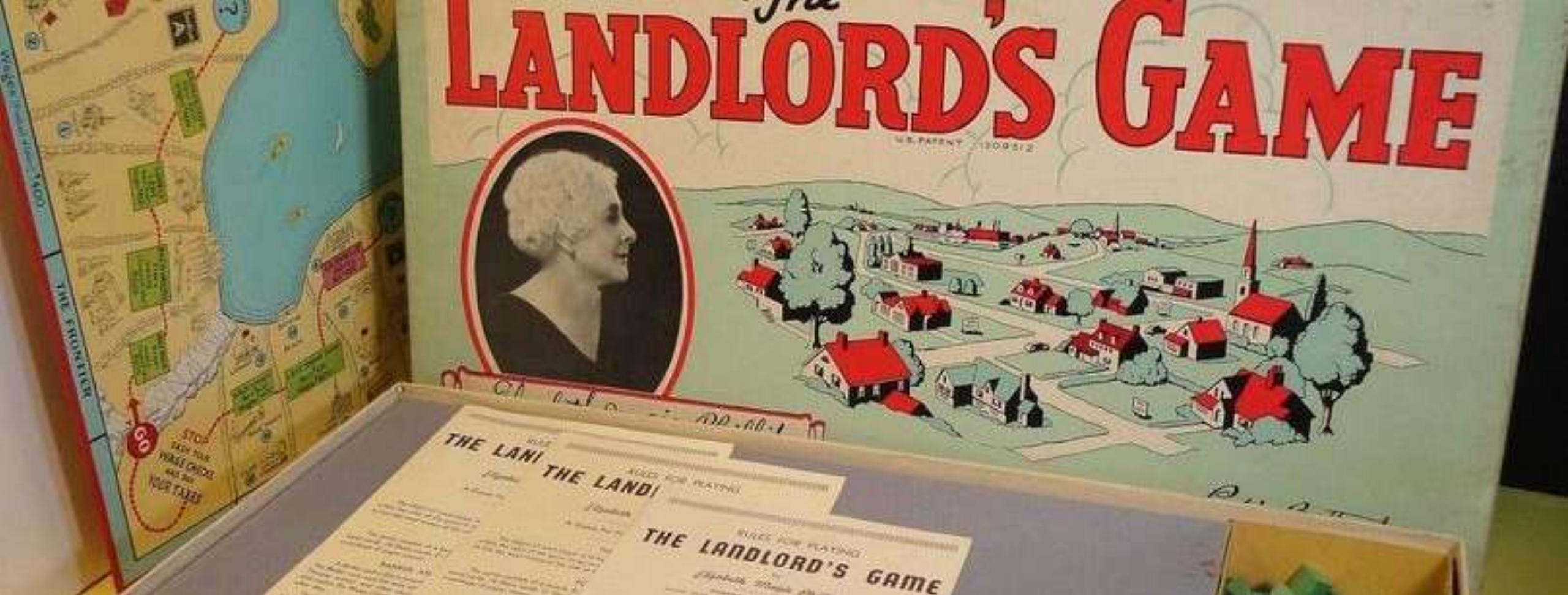
Gamification != Leikur



◆ Fast-Dealing Property Trading Game ◆



MONOPOLY



**Kennsluleikur eftir Elizabeth Magie.
Sýnir áhrif mismunandi efnahagskenninga (reglna) í gegnum
leigumarkaði.**







"A SPOONFUL OF SUGAR HELPS THE
MEDICINE GO DOWN"



Fólk nýtir fyrst það sem er sýnilegt





**Ef við tökum
þetta í burtu, er
eitthvað fleira
sem við getum
nýtt?**

Hvað eru leikir?



**Hvað eru
innihalda
leikir?**



Leikir eru hönnuð kerfi

Reglur

Auðlindir

Takmarkanir

Valkostir

Endurgjöf (e. Feedback)

Afleiðingar

Leikir eru upplifun

Samvinna

Samkeppni

Sögur

Skapandi miðlun

Samfélög

Leikir eru hugbúnaður

Rauntíma keyrsla

Hermun (e. Simulation)

Leikjagervigreind

Gagnvirk sýndarumhverfi

Tæki til að byggja og breyta umhverfum

Þjálfunarkerfi fyrir fólk

Þjálfunarumhverfi fyrir gervigreind

Upplifunarstýring (e. Experience management)

Stafrænar persónur

Við getum nýtt okkur

upplifunarhönnun

sýndarumhverfi og hermun

nálganir úr gervigreindarlausnum

leikjavélar

sýndarveruleika

leikjaform eins og hlutverkaleiki, escape rooms etc.

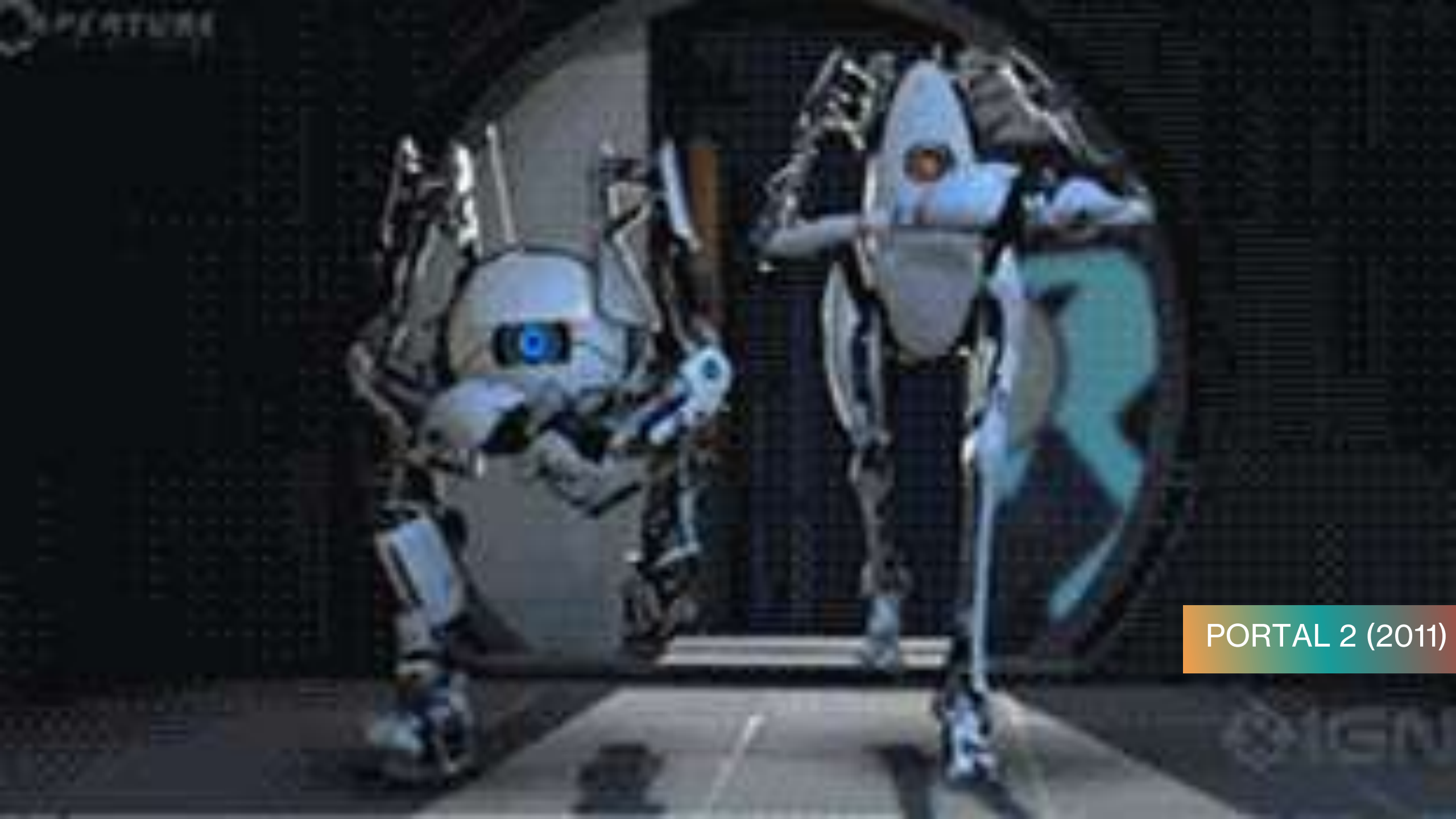
Alt-stýringu (e. Alternative controllers)



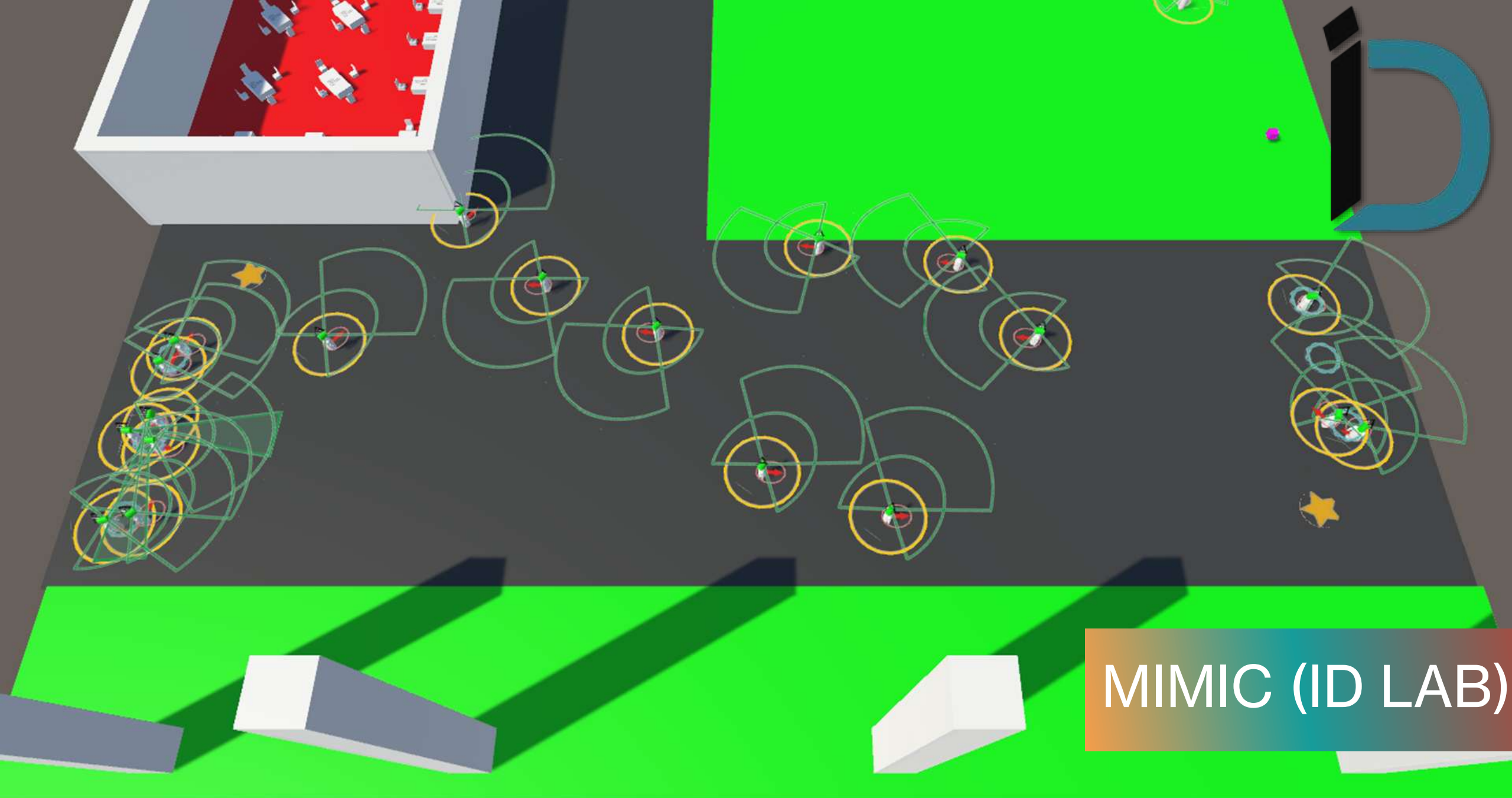
Mimic: Social Simulation for Robot Navigation

Í samstarfi við Honda Research Institute og Northwestern University





PORTAL 2 (2011)



MIMIC (ID LAB)

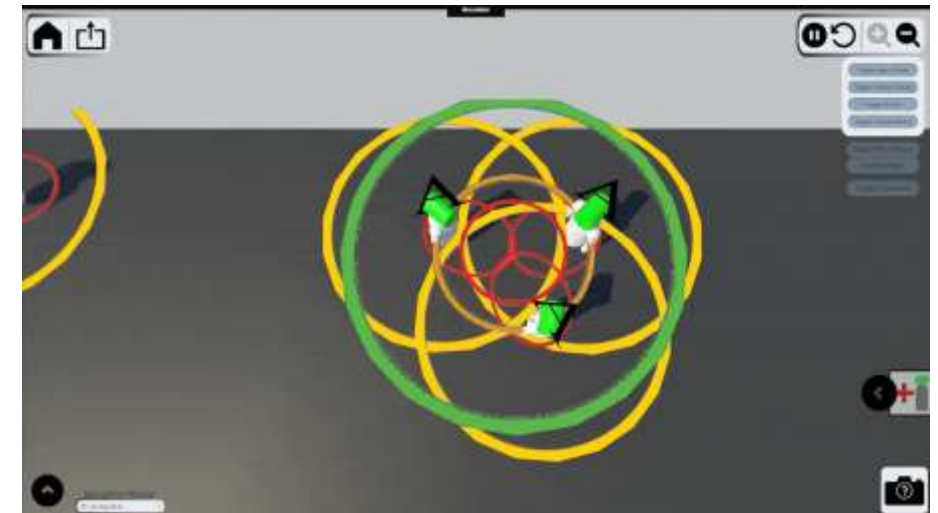
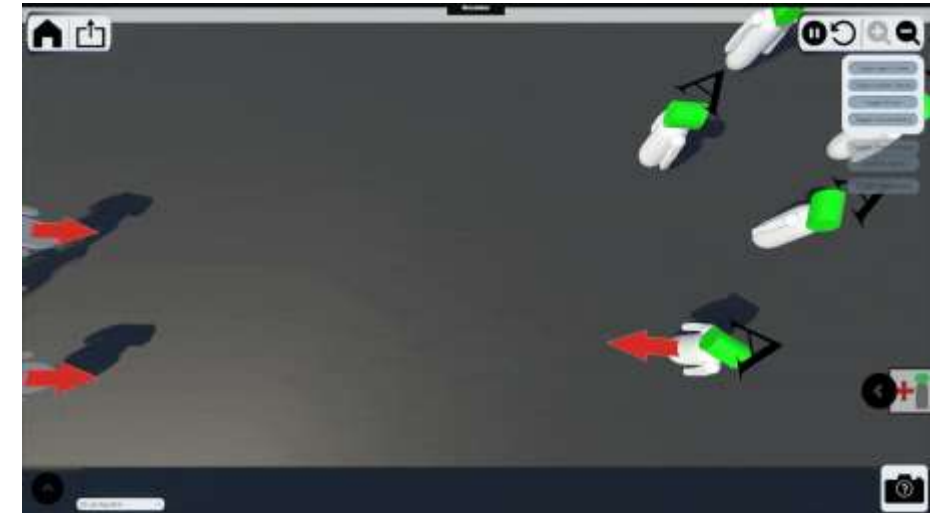
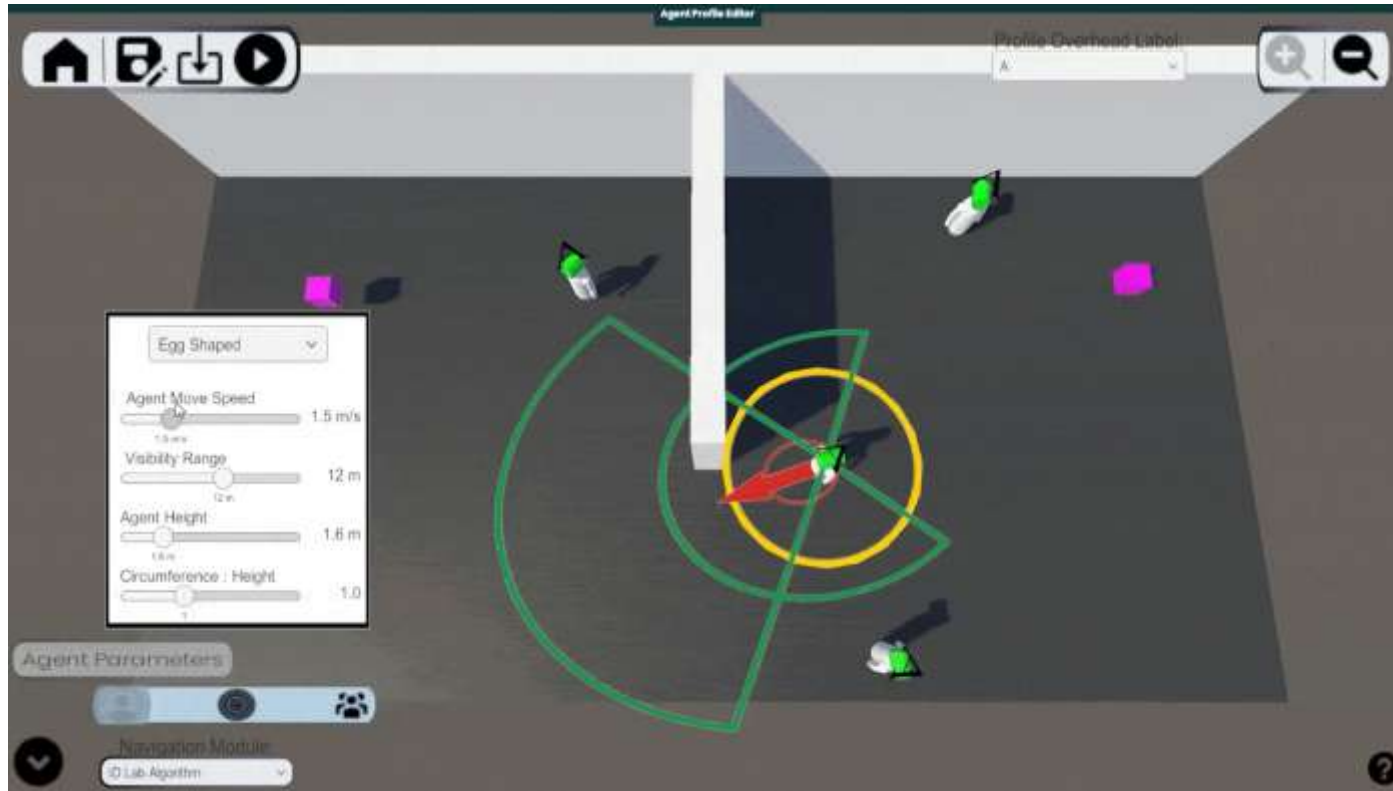


RAUNTÍMA HERMUN

AÐGENGILEG UPPSETNING

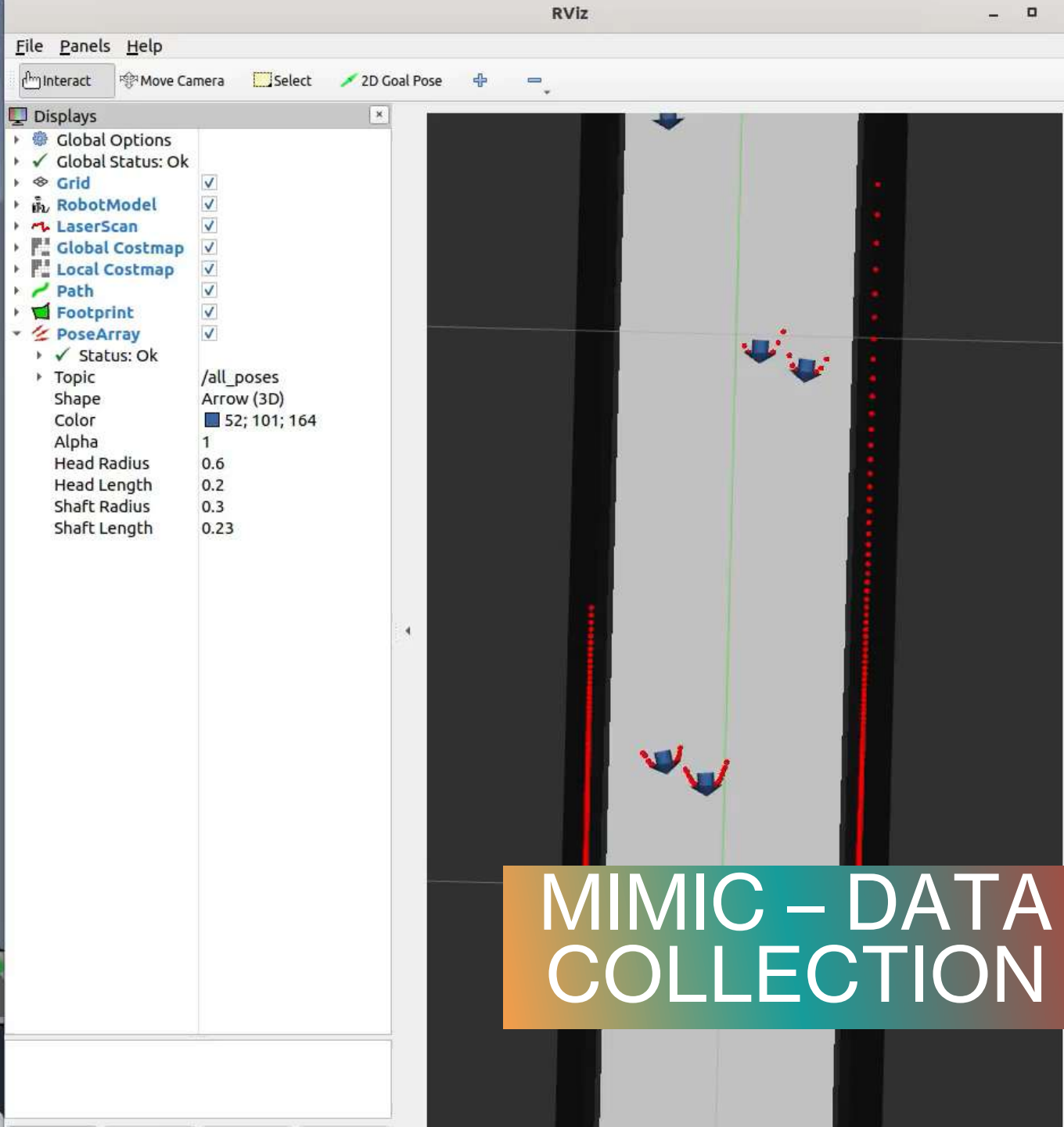
MARGAR TEGUNDIR AF
GAGNASÖFNUN

MIMIC (ID LAB)



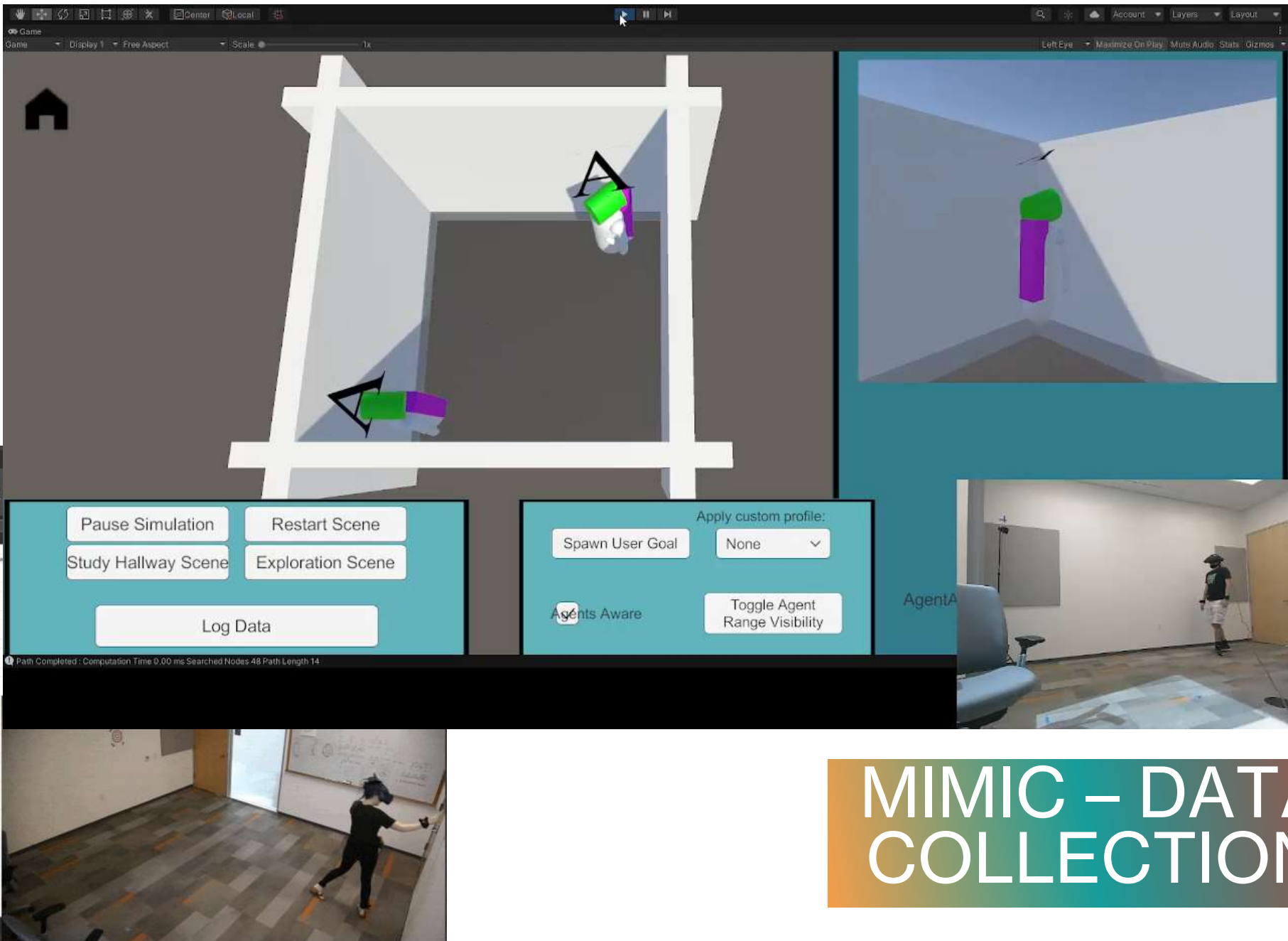
MIMIC -
AGENTS

MIMIC -
CUSTOMIZATION

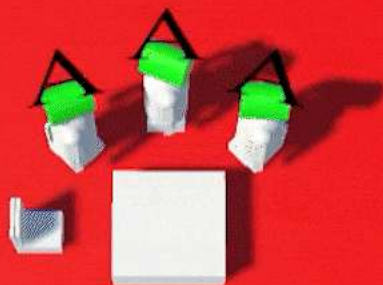


MIMIC – DATA
COLLECTION

Time	Agent ID	VR Status	Position X	Position Y	Position Z	Yaw Rotation	Velocity X	Velocity Y	Velocity Z	VR Hmd
1	864.884	1 ControlledVR	0	2	0	0	0	0	0	0
2	864.884	2 Idle S	1.54	1.42	0.5081333	1.570796	0	0	0	0
3	864.884	1 Idle S	-1.2	-1.44	0.5081333	-1.570796	0	0	0	0
4	864.884	1 ControlledVR	2.172021	2.502933	0.5082102	2.513403	2.172021	-0.4870849	0.5082102	0
5	864.884	2 Navigating	1.54	1.42	0.5081333	1.570796	0	0	0	0
6	864.884	2 Navigating	-1.2	-1.44	0.5081333	-1.570796	0	0	0	0
7	864.884	1 ControlledVR	2.880078	2.853543	0.483844	1.797489	-0.0813428	0.3838139	-0.02234614	0
8	864.884	2 Navigating	1.54	1.42	0.5081333	1.570796	0	0	0	0
9	864.884	2 Navigating	-1.2	-1.44	0.5081333	-1.570796	0	0	0	0
10	864.884	1 ControlledVR	2.087638	2.8933	0.4029420	1.795647	-0.0014443	-0.002248200	0.004018706	0
11	864.884	2 Navigating	1.54	1.42	0.5081333	1.570796	0	0	0	0
12	864.884	2 Navigating	-1.2	-1.44	0.5081333	-1.570796	0	0	0	0
13	864.884	1 ControlledVR	2.08428	2.894638	0.4342468	1.793339	-0.001709	-0.00061185	0.00424317	0
14	864.884	2 Navigating	1.54	1.42	0.5081333	1.570796	0	0	0	0
15	864.884	2 Navigating	-1.2	-1.44	0.5081333	-1.570796	0	0	0	0
16	864.884	1 ControlledVR	2.083489	2.854236	0.4785446	1.79408	-0.0003335	-0.00342369	0.004277642	0
17	864.884	2 Navigating	1.54	1.42	0.5081333	1.570796	0	0	0	0
18	864.884	2 Navigating	-1.2	-1.44	0.5081333	-1.570796	0	0	0	0
19	864.884	1 ControlledVR	2.08428	2.893788	0.5032212	1.793888	-0.0014257	-0.000597729	0.004696047	0
20	864.884	2 Navigating	1.54	1.42	0.5081333	1.570796	0	0	0	0
21	864.884	2 Navigating	-1.2	-1.44	0.5081333	-1.570796	0	0	0	0
22	864.884	1 ControlledVR	2.083741	2.853325	0.3950007	1.792537	-0.0003189	-0.000461102	0.002919556	0
23	864.884	2 Navigating	1.54	1.42	0.5081333	1.570796	0	0	0	0
24	864.884	2 Navigating	-1.2	-1.44	0.5081333	-1.570796	0	0	0	0
25	864.884	1 ControlledVR	2.083741	2.853325	0.3950007	1.792537	-0.0003189	-0.000461102	0.002919556	0
26	864.884	2 Navigating	1.54	1.42	0.5081333	1.570796	0	0	0	0
27	864.884	2 Navigating	-1.2	-1.44	0.5081333	-1.570796	0	0	0	0
28	864.884	1 ControlledVR	2.083741	2.853325	0.3950007	1.792537	-0.0003189	-0.000461102	0.002919556	0
29	864.884	2 Navigating	1.54	1.42	0.5081333	1.570796	0	0	0	0
30	864.884	2 Navigating	-1.2	-1.44	0.5081333	-1.570796	0	0	0	0
31	864.884	1 ControlledVR	2.083741	2.853325	0.3950007	1.792537	-0.0003189	-0.000461102	0.002919556	0
32	864.884	2 Navigating	1.54	1.42	0.5081333	1.570796	0	0	0	0
33	864.884	2 Navigating	-1.2	-1.44	0.5081333	-1.570796	0	0	0	0
34	864.884	1 ControlledVR	2.083741	2.853325	0.3950007	1.792537	-0.0003189	-0.000461102	0.002919556	0
35	864.884	2 Navigating	1.54	1.42	0.5081333	1.570796	0	0	0	0
36	864.884	2 Navigating	-1.2	-1.44	0.5081333	-1.570796	0	0	0	0
37	864.884	1 ControlledVR	2.083741	2.853325	0.3950007	1.792537	-0.0003189	-0.000461102	0.002919556	0
38	864.884	2 Navigating	1.54	1.42	0.5081333	1.570796	0	0	0	0
39	864.884	2 Navigating	-1.2	-1.44	0.5081333	-1.570796	0	0	0	0
40	864.884	1 ControlledVR	2.083741	2.853325	0.3950007	1.792537	-0.0003189	-0.000461102	0.002919556	0
41	864.884	2 Navigating	1.54	1.42	0.5081333	1.570796	0	0	0	0
42	864.884	2 Navigating	-1.2	-1.44	0.5081333	-1.570796	0	0	0	0
43	864.884	1 ControlledVR	2.083741	2.853325	0.3950007	1.792537	-0.0003189	-0.000461102	0.002919556	0
44	864.884	2 Navigating	1.54	1.42	0.5081333	1.570796	0	0	0	0
45	864.884	2 Navigating	-1.2	-1.44	0.5081333	-1.570796	0	0	0	0
46	864.884	1 ControlledVR	2.083741	2.853325	0.3950007	1.792537	-0.0003189	-0.000461102	0.002919556	0
47	864.884	2 Navigating	1.54	1.42	0.5081333	1.570796	0	0	0	0
48	864.884	2 Navigating	-1.2	-1.44	0.5081333	-1.570796	0	0	0	0
49	864.884	1 ControlledVR	2.083741	2.853325	0.3950007	1.792537	-0.0003189	-0.000461102	0.002919556	0
50	864.884	2 Navigating	1.54	1.42	0.5081333	1.570796	0	0	0	0

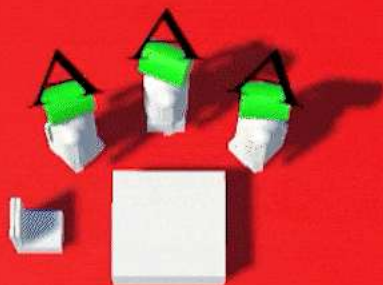


MIMIC – DATA COLLECTION



Með því að nota leikjahönnun og leikjataækni var hægt að halda áherslu á kjarna virkni, reikniléttari hermun og kerfis-arkitektúr, þrátt fyrir hátt flækjustig.





**Leyfði okkur að tryggja að
rannsóknarumhverfið væri
aðgengilegt fyrir fjölbreyttan
hóp vísindamanna og
fræðimanna þvert á
tæknikunnáttu.**



Við í MIMIC nýttum við okkur

upplifunarhönnun

sýndarumhverfi og hermun

nálganir úr gervigreindarlausnum

leikjavélar

sýndarveruleika

leikjaform eins og hlutverkaleiki, escape rooms etc.

Alt-stýringu (e. Alternative controllers)





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