



[Designing Sports: A Framework for Exertion Games](#) will be presented at [CHI 2011](#) in Vancouver, Canada, in May 2011. Acceptance rate was only 26%.

This long paper presents an understanding of how designers can approach the design of exertion games, offering insights from the design and teaching of exertion games. This work was done in collaboration with the University of Melbourne, Stanford University, Microsoft Research, the London Knowledge Lab and the University of Technology Sydney.