

About Exertion Interfaces

Written by Floyd

Monday, 09 October 2006 07:49 - Last Updated Monday, 31 January 2011 08:43



Exertion Interfaces is the home of research on the use of exertion as input to computer technology, which is most buoyant in exertion games, also called exergames or exergaming.

This research is led by [Florian 'Floyd' Mueller](#) and has received the generous support from the Fulbright Foundation, Stanford University, MIT Media Lab, Microsoft, Distance Lab, the University of Melbourne, London Knowledge Lab, the University of Technology Sydney and the Commonwealth Scientific and Industrial Research Organization and numerous grants from the US, the Australian, the UK and the German Government.

The work on exertion interfaces has resulted in over 60 publications, and was presented at the top conferences in the field of interaction design and computer games, including several best paper nominations. Some of the publications became the most cited papers in the field according to Google Scholar. The work has also been in demand by industry worldwide, for example design workshops were conducted for Microsoft Asia. Exertion interfaces work has been shortlisted for the European Innovation Games Award (next to Nintendo's WiiFit), influenced the Microsoft Xbox Kinect, received honorary mentions from the Nokia Ubimedia Award, was commissioned by Wired's Nextfest, exhibited worldwide and attracted substantial international research funding. The exertion interface games were played by over 20,000

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players across 3 continents and were featured on the BBC, ABC, Discovery Science Channel, Wired magazine and many more international media outlets.

Florian 'Floyd' Mueller is a Fulbright Visiting Scholar at Stanford University, USA. Originally from Germany, his research has spanned interaction design, human-computer interaction, game research, tangible interfaces and computer-supported cooperative work conducted at the University of Melbourne (Australia), Xerox Parc (USA), FXPalo Alto Laboratories (USA), MIT Media Lab (USA) and Media Lab Europe (Ireland). Floyd was also a principal scientist at the Commonwealth and Scientific Industrial Research Organisation (CSIRO) in Australia, leading a research team of 12 staff on the future of "Connecting People". Floyd is also a Microsoft Research Asia Fellow and by some regarded as the world's expert in human-computer interaction research on exertion games.

He taught the first [class](#) on this topic at the Royal Melbourne Institute of Technology, Australia, which resulted in [several inspirational prototypes](#), acknowledged internationally.

Florian Floyd Mueller's personal page is at floydmueller.com.