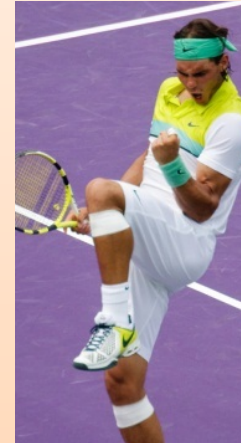To what extent can players use their bodies to communicate outside the rules of the game ?

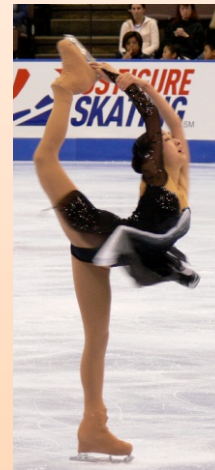| -	Secondary Performance	+

Focus on play

Convey emotion

To what extent can players explore the many ways of movement to achieve a goal?
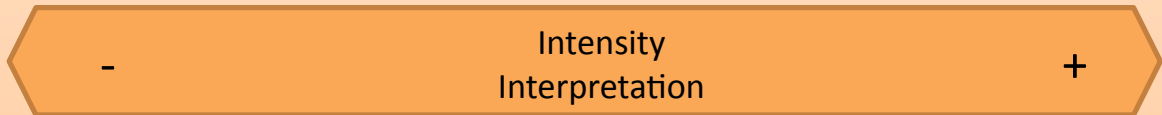
-	Movement Variety	+

Train muscle memory

Express self

To what extent is intensity interpreted?

Intensity Interpretation
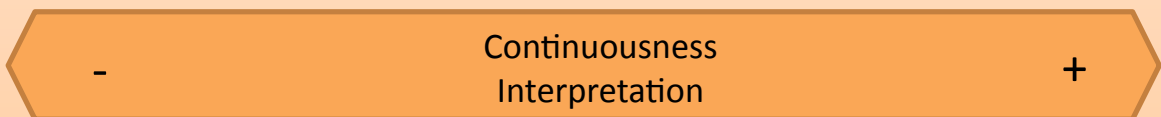−   +

Focus on skill

Communicated:
Allows "sending
a message"

Interpreted by the game:
Allows making up for skill

To what extent are pre-movements and follow-throughs interpreted?

Continuousness Interpretation
−   +

Focus on power
Simplifies game
movements

Communicated:
Supports anticipation
and deception

Interpreted by the game:
Game can offer feedback
for learning

To what extent is physical effort interpreted (in contrast with performance)?
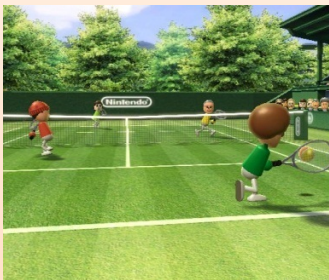
- Effort Interpretation +

Focus on movement efficiency

Communicated: May affect nature of game: competitive-collaborative

Interpreted by the game: Allows comparison between beginner and pro

To what extent are movements mapped from the physical world to the virtual world?
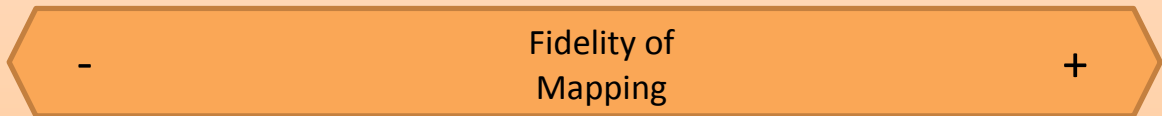
- Fidelity of Mapping +

Allows beginners to perform like pros

Supports becoming a true master

To what extent are movements mapped from the physical world to the virtual world?

| - | Fidelity of Mapping | + |

Allows beginners to perform like pros

Supports becoming a true master

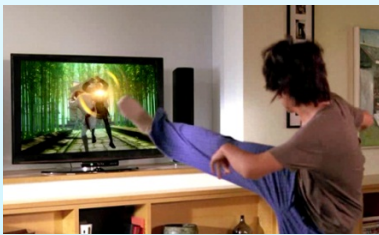To what extent can the player master the control of objects (like a ball)?

Tangibility

–   +

Adaptability   *Direct feedback loop*

To what extent does the virtual world offer feedback on the body?
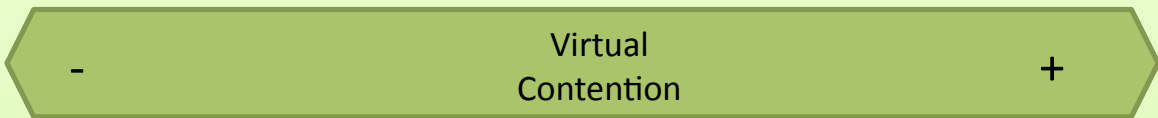
Haptic Feedback

–   +

Adaptability   *Direct feedback loop*

To what extent can players share
- space,
- an object or
- their bodies

in the virtual world?

Virtual Contention

−   +

Focus on own performance

Supports "my actions depend on your actions"

To what extent can players share
- space,
- an object, or
- their bodies

in the physical world?

Physical Contention

−   +

Low risk of injury

Supports bodily feedback from other player

To what extent does communication affect the virtual world and vice-versa?

Integrated Communication

−

+

Players can always easily communicate

Communication forms part of play

To what extent is managing exhaustion part of the game?

- — Exhaustion Management — +

Allows breaks for socializing and tactics negotiation

Focus on fitness, less on tactics

To what extent does the game encourage bodily synchronization?

- — Bodies in Harmony — +

Tactical change of rhythm

Facilitates co-operative pacing

To what extent is physical risk considered?

Physical Risk

−   +

Low chance of injury

Excitement due to risk-reward balance

Draft by Florian 'Floyd' Mueller, exertioninterfaces.com

Picture credits go to: