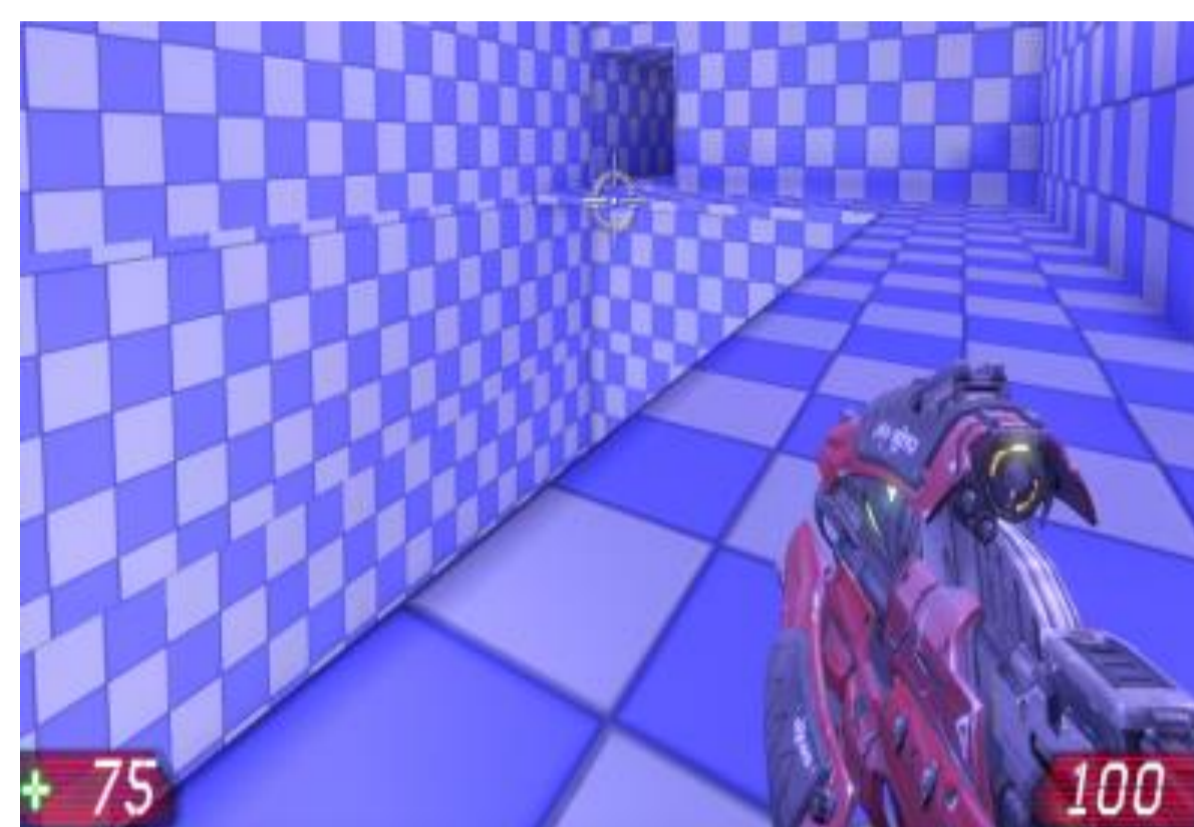


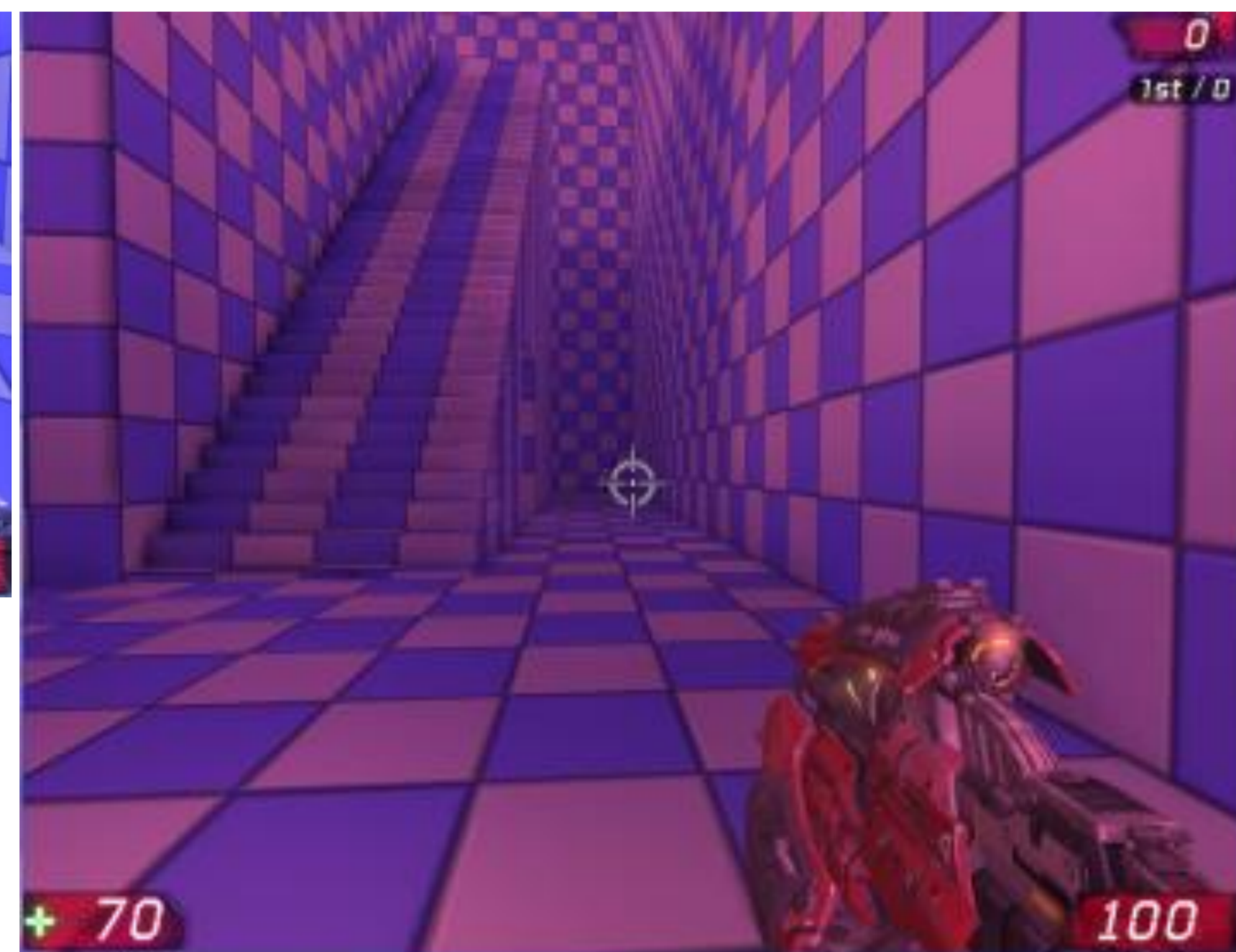
Ouch! How Embodied Damage Indicators in First-Person Shooting games Impact Gaming

How do FPS damage indicators influence players' affective states?



No damage being taken

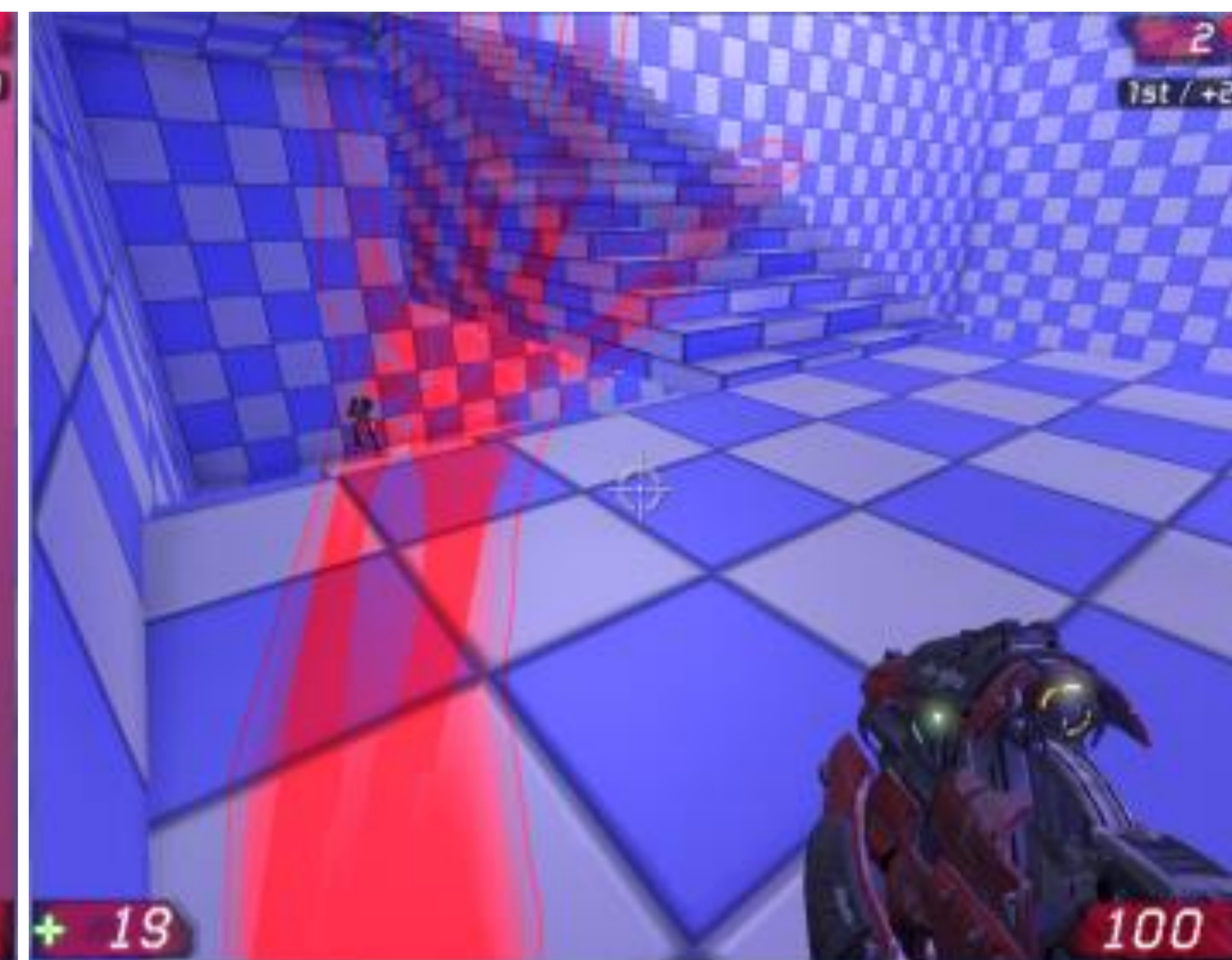
Comparative Study
(n=14)



Red Flash indicating being hit



Paper Doll indicating right arm hit



X-Ray indicating left arm hit

Observations

Players perceived enemies as **weaker** with **x-ray** than **red flash**, and even weaker with **paper doll**.

Paper doll was **not salient** enough for some players, for such reasons as being too peripheral.

Players thought **characters** would notice **injuries more** with **x-ray** than **paper doll**, and least with **red flash**.

Additional injury information with **paper doll** and **x-ray** added to players' gaming experience.

Many players found **x-ray** images **visually obstructive**, especially when many body parts were hit simultaneously.

Players found **red flash** and **x-ray** more **realistic** than **paper doll**.



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