The Individual And The Group In Console Gaming

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Computer-Supported Cooperative Work

Computer-Supported ~~Cooperative~~ Work

Contentious

Computer-Supported ~~Cooperative~~ Work

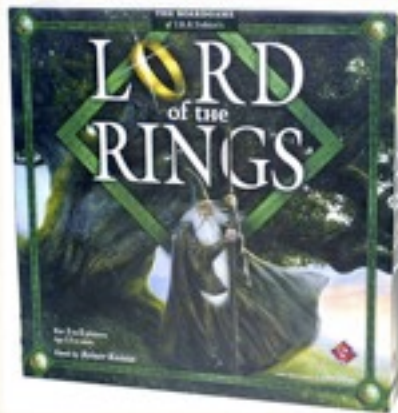Competitive

Computer-Supported ~~Cooperative~~ Work

Image from brainygamer.com

7

Images from connecticon.org, areyougame.com, www.game-town.nl

8

Competitive
Games

Cooperative
Games

[Adapted from Zagal et. al 2006, in *Simulation & Gaming*]

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Competitive
Games

Cooperative
Games

Individual Interests

[Adapted from Zagal et. al 2006, in *Simulation & Gaming*]

10

Competitive
Games

Cooperative
Games

Individual Interests

Mixed Interests

[Adapted from Zagal et. al 2006, in *Simulation & Gaming*]

Competitive
Games

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Competitive
Games

Cooperative
Games

Collaborative
Games

Individual Interests

Mixed Interests

Group Interests

[Adapted from Zagal et. al 2006, in *Simulation & Gaming*]

Game Mechanics

Competitive
Games

Cooperative
Games

Collaborative
Games

Individual Interests

Mixed Interests

Group Interests

?

?
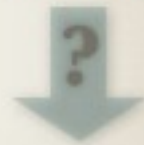
Group Dynamics

Individual Focus

Mixed Focus

Group Focus

Although it's a game that four players have to cooperate to solve puzzles, when you play it... you actually end up competing a lot more in that game than you do cooperating.

- Shigeru Miyamoto

Image from nintendoworldreport.com

Exploring Sociality in Gaming

* Massively Multiplayer Online Games

    * Ducheneaut et al. [CHI 2006, JCSCW 2007...]

    * Nardi et al. [CSCW 2006...]

* Console and/or Physical Games

    * Voida & Greenberg [CHI 2009]

    * Sall & Grinter [JCSCW 2007]

* Handheld Games

    * Szentgyorgyi [CHI 2008]

Methods

Group Gameplay

Focus group

Gaming Group	Participant Demographics								Platform Observed	Games Observed
	Youth		Adults		Mature Adults		Elders			
	Female	Male	Female	Male	Female	Male	Female	Male		
Group A Siblings & their Cousin		P1–P3							Wii	Super Smash Bros Brawl Mario Kart Wii
Group B Friends		P4–P6							Wii	Wii Sports—Tennis Wii Sports—Golf
Group C Siblings	P7, P8								Gamecube	Paper Mario
Group D Couple			P9	P10					Wii	Lego Star Wars
Group E Friends				P11, P12					Xbox360	Grand Theft Auto IV Burnout Paradise Halo 3
Group F Couple			P13	P14					Xbox360	Guitar Hero III Rock Band
Group G Residents of a Retirement Community							P15–P17		Wii	Wii Sports—Bowling
Group H Residents of a Retirement Community							P18–P20		Wii	Wii Sports—Bowling
Group I Child & his Parents		P21	P22	P23					Wii PS2	Boom Blox American Idol (Karaoke)
Group J Child & his Parents		P24	P25	P26					Wii	Wii Sports—Tennis Wii Sports—Bowling Dance Dance Revolution Hottest Party Rock Band
Group K Couple & her Mother			P27	P28	P29				PS3	Rock Band
Group L Siblings, their Parents, Uncle & Grandparents	P30, P31	P32	P33, P34	P35	P36				Wii	Wii Sports—Tennis Wii Sports—Baseball Wii Sports—Golf

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Emphasizing the Individual

* Talking Trash
* Falling Prey to the Computer's Holding Power

Emphasizing the Group

* Constructing Shared Awareness
* Reinforcing Shared History
* Sharing in Success and Failure
* Engaging in Interdependence and Self-Sacrifice

Pivot Points

* Negotiating Individual Contributions to the Group
* Reviewing Scores

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Emphasizing the Individual
Talking Trash

P2:   I'm in first!

P3:   Not for long!

P2 & P3
(Youth males, cousins)

Emphasizing the Individual
Talking Trash

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P2 & P3
(Youth males, cousins)

Emphasizing the Individual
Talking Trash

P26 [Dad]:   How about I do drums?

P24 [Son]:   Fine, then I'll do guitar.

P25 [Mom]: No, I'm doing guitar.

P24 [Son]:   I'm gonna do guitar.

P25 [Mom]: No way, I'm doing guitar.

P24 [Son]:   First one to touch it...

P24–P26
(An adult couple and their youth son)

Emphasizing the Individual
Falling Prey to the Computer's Holding Power

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Emphasizing the Group

Constructing Shared Awareness

P4 Wind... wind!

P5 And consider the downhill,
though, so it's probably pretty
straight...

P4 The wind is going this way... so
you want to go that way....

P5 That's good.

P4 , P5 & P6
(Youth males, friends)

Image from frequencycast.co.uk

Emphasizing the Group
Reinforcing Shared History

P5: Remember that time that you, like, just got mad and gave up trying...

P4: (Laughing)

Shot it back and forth for like half an hour?

P6: Yeah, that sucked!

<div align="right">P4 , P5 & P6
(Youth males, friends)</div>

Emphasizing the Group
Sharing in Success and Failure

P24 [Son]: We're going down!

P25 [Mom]: Who is?

P24 [Son]: We are...

P25 [Mom]: Going where?

P24 [Son]: ...as a band.

P25 [Mom]: Oh dear!

<div align="right">P24–P25
(Youth male & adult female, his mother)</div>

Emphasizing the Group
Sharing in Success and Failure

Oh boy, we're rusty, aren't we?
We haven't played in a while

> P17
> (Elder adult female, played with
> other gamers in her retirement
> community)

Emphasizing the Group
Engaging in Interdependence and Self-Sacrifice

P13: If you get enough star power, you can bring them back.

P14: You have to kind of plan ahead. If you know it's going to be a hard song... and you know that maybe one of your friends is not going to make it, you're actually probably not going to use it.

P13: Store it.

P14: You're going to store it for, to save them, rather than to try to... boost your own life gauge.

P13 & P14
(Adult female & adult male, couple)

Emphasizing the Group
Engaging in Interdependence and Self-Sacrifice

P10: There are certain points where you do something and if the other person is way far behind...

P9: And, like, the things that we're doing were timed too.

P10: Yes. So you have to go quickly.

P9: ...but if you can't find the guy... can't jump high enough or can't fly—

P10: Drop out!

P9 & P10
(Adult female & adult male, couple)

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Pivot Points

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Pivot Points

Negotiating Individual Contributions to the Group

P27: Bogus, we didn't get our first star...

P29: You should play the guitar.

P27: You know, a bass part is what you need.

P29: Should I switch it?

P27: Nah, you're good.

P29: No I'm not!

P27 & P29
(Adult female & mature adult female, her mother)

Pivot Points

Reviewing Scores

P24 [Son]:   Yeah! Woohoo!

P25 [Mom]:   We did it!

[scores displayed]

P26 [Dad]:   I sucked.

P25 [Mom]:   Maybe you shouldn't quit your job, dear.

P26 [Dad]:   I only got fifty-two.

P24–P26
(Youth male playing with his adult parents)

Pivot Points

Negotiating Individual Contributions to the Group • Reviewing Scores

Images from the XBox 360 Guitar Hero manual & dreamyouralive's Flickr photostream

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Both group- and individual-oriented gaming practices were present in competitive, cooperative, and collaborative games, transcending the classic modes of gameplay with which they would most likely be associated.

Many Thanks

For More Information...

* The individual and the group in console gaming. *Proc. CSCW 2010.*

* Wii all play: The console game as a computational meeting place. *Proc. CHI 2009.*

* Console gaming across generations: Exploring intergenerational interactions in collocated console gaming. To appear in *Universal Access in the Information Society.*

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