IS Department Seminar

For Interaction's Sake - At the Intersection of Games and HCC

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COFFEE: 3:15-3:30
TIME: 3:30-4:30
LOCATION: GITC 1403

ABSTRACT
Zero-fidelity simulation (ZFS) games provide the opportunity for players to practice skills in abstract, simplified, inexpensive, and motivating environments, supporting Digital Everyware by making computer games integral part of education. These environments do not seek to mimic the real world, but capture salient human-human/human-information components of practice and distill these into carefully designed experiences. Dr. Toups's primary research develops a ZFS game to train firefighters to communicate and coordinate effectively, without re-creating the physical environment of firefighting. In the present talk he describes this research, as well as his research into mixed reality for ZFS, which drives computation into day-to-day life. The talk concludes with his future research agenda developing a ZFS and mixed reality core and expands into explorations of the value of human-centered computing in games and the potential to use gaming to enhance memory recall.

BIO
Digital game play is the human-computer interface in its purest form; people play games to experience interfaces. Dr. Toups's research develops gameplay through which participants practice real-life skills, with an emphasis on disaster-response contexts and team coordination. His work incorporates ethnographic approaches to understanding existing practice; zero-fidelity simulations that capture abstract, human-centered aspects of practice; mixed reality computing that engages players in human-human, human-environment, and human-computer interaction; and mobile, collaborative technologies that support sensemaking in disaster.