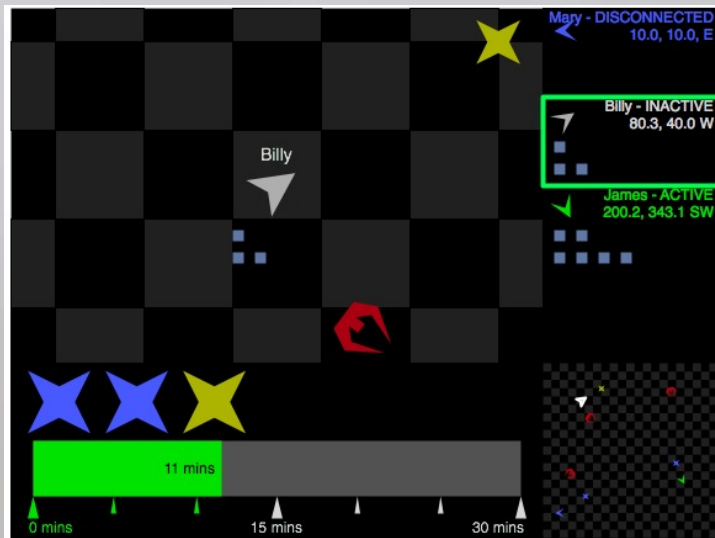


LoGTCog: Locative Gaming for Team Cognition



LoGTCog - purpose



study team cognition

enhance implicit coordination capabilities

LoGTCog - components

rogue signals

sit-down simulator

mobile

physiRogue

Brayton fire training field ethnography

rogue signals - overview

game; inherently motivating experience

interact with system through physical movement

interact with team members to complete goals

communication

face to face

over disembodied radio

single channel radio restricts communication

information is distributed across team members

emergency response & *Rogue Signals* characteristics

stressful, dangerous environments

communication

information differential

implicit coordination

time-sensitivity

physiRogue

built on sit-down simulator

physiological signals → psychophysiological
measures (stress level)

stress becomes game play component

attracts predators
informs coordinator

Brayton ethnography - overview

explore

practice

training

personal experience

methods

interviews

observation

surveys

LoGTCog – summer progress

paper on *PhysiRogue*

pilot studies and development

Rogue “sit down”

PhysiRogue

improvements to controls, mechanics, layouts, physiological sensing

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