Games: The Killer App. for Pen Computing?

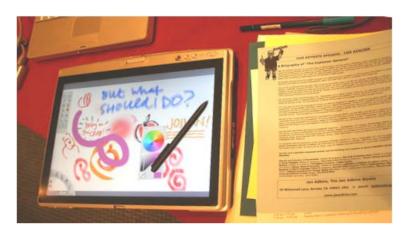
Eric Saund

Perceptual Document Analysis Area Intelligent Systems Laboratory Palo Alto Research Center

Pen to Paper



Practical Pen Computing Today



Draw & Paint programs



Form-filling



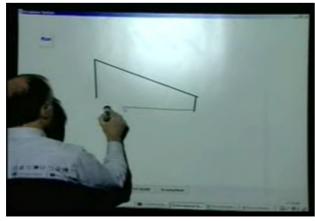
Mobile data collection



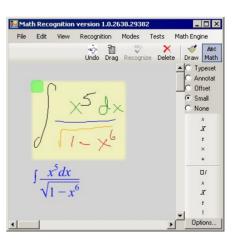
Vision of Pen Computing

Computers that respond intelligently to what we write, draw, and gesture.

- handwriting recognition
- diagram and drawing recognition
- gesture recognition
- interactivity
- direct manipulation simulations
- direct manipulation visualization



"MIT Sketching"



Brown Math Recognizer

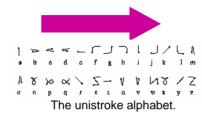
Outline

- Pen computing hardware and software
- Platform adoption
- Games
- Criteria
- Game properties and concepts
- (Inadequate) proposals
- Game-Changing Technologies

Pen Computing Hardware



Apple Newton



Modern PDA





Momenta

80 MHz processor 4 MB RAM 40 MB Hard Drive Built-in Fax / Data Modem \$5000 Tablet PC

1.6 GHz processor 1 GB RAM 40 GB Hard Drive \$2000

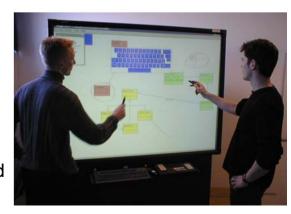








SmartBoard



Is Pen Computing Hardware Successful?



Robert Williams, Director of Mobile Platforms Division Business Development, showed a Tablet PC sales growth chart. Looks like things are moving up!

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Tablet PCs obviously aren't setting the world afire



<u>Click here</u> to read why it's taking so long for tablet PCs to catch on with users.



Don't Give Up on Pen Computing

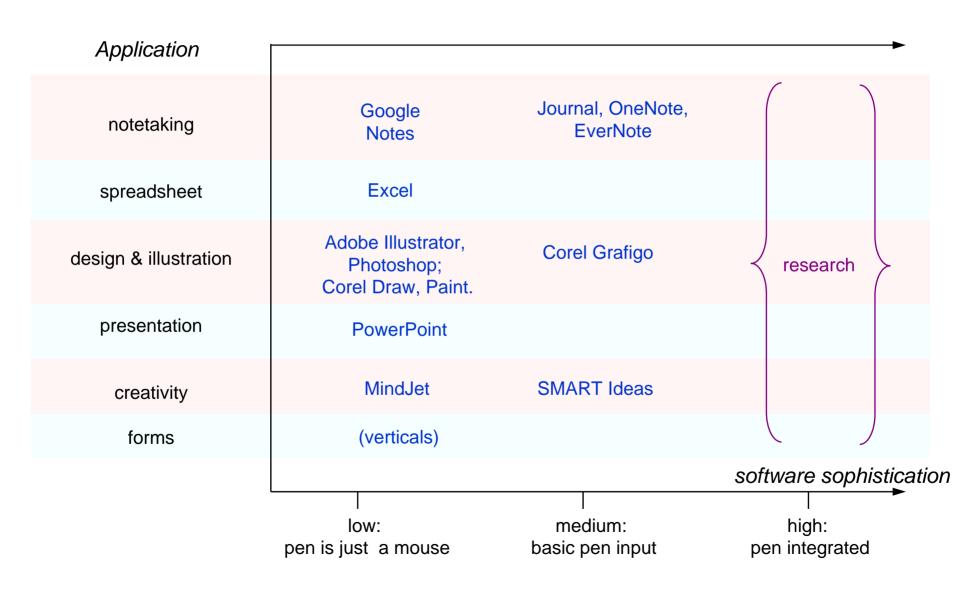
Michael Gartenberg Today's Top Stories . or Other Hardware Stories .

September 12, 2005 (Computeworld) -- When it comes to futuristic concepts, few ideas have captured the imagination like pen-based computing. The idea of doing away with a cumbersome keyboard for navigating and entering information has long been a Holy Grail but it has met with title success Microsoft's Tablet PC operating

Pen computing isn't dead, but it is stagnant.



Is Pen Computing Software Successful?



Search for the Killer App.

This brings on the natural question—how do you make a Tablet PC a "no-brainer" purchase decision? I've been giving this some thought and while my needs may very well be different than other users I know what would do it for me. A killer app. You see that mentioned a lot, that there is no killer app for the Tablet PC that would push prospective consumers over the edge.

http://jkontherun.blogs.com/jkontherun/2005/08/tablet_pc_a_nob.html

The Tablet PC Killer App conversation

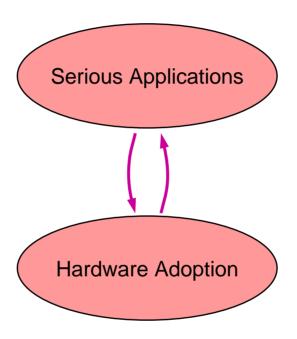
Posted 11/7/2005 by <u>lames Kendrick</u> (Hobile Tech Expert)

Comments (0) | Treadbades (0)

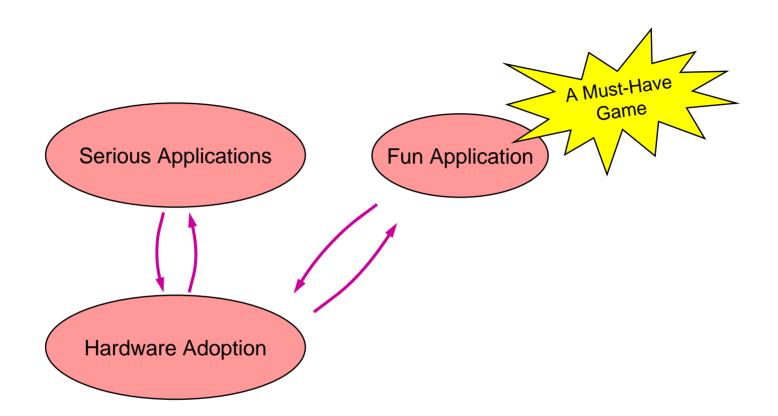
The search for the "killer app" for the Tablet PC always generates a lot of conversation and the current one <u>started by Lora of whatisney</u> is a good one. The theory is that once ...

http://blogs.ittoolbox.com/wireless/ontherun/archives/the-tablet-pc-killer-app-conversation-6428

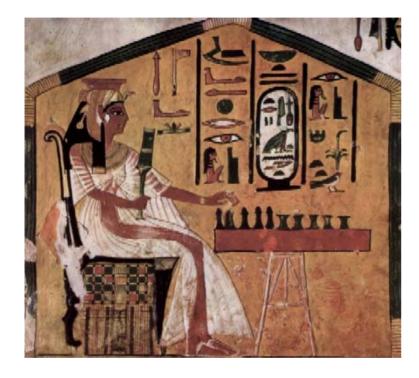
A Chicken-and-Egg Problem



Hypothesis



Games are Compelling



Wikipedia: Senet is believed to be the oldest board game.



The Quest to End Game Addiction

http://www.wired.com/news/holidays/0,1882,48479,00.html

Chess

Checkers

Go

Backgammon

Bridge

Poker

Blackjack

Scrabble

TicTacToe

Monopoly

Trivial Pursuit

RoShamBo

Dungeons & Dragons

Magic

Pokemon

Tetris

Settlers of Catan

Diplomacy

Risk

Rubik's Cube

Pictionary

Pong

The Sims

Suduko

InkBall

Computer Games

The Computer Game Industry







Half-Life



Starcraft



The Sims



Quake





Everquest



Halo



Grand Auto Theft



Animal Crossing

Nintendo DS

- 2 x 256x192 screens
- stylus input





Computer Games

The Computer Game Industry











Looking for a real travel deal?

This Week's Deals:







Folk Games

Author:

Description

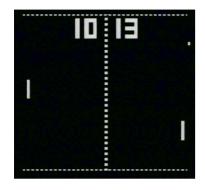
3mtb02.com

Think you can connect the dots?



http://www.addictinggames.com/scribble.html

Wanted: A Fad Folk Game for Pen Computing



Pong



Rubik's Cube



Tomogatchi



Tetris

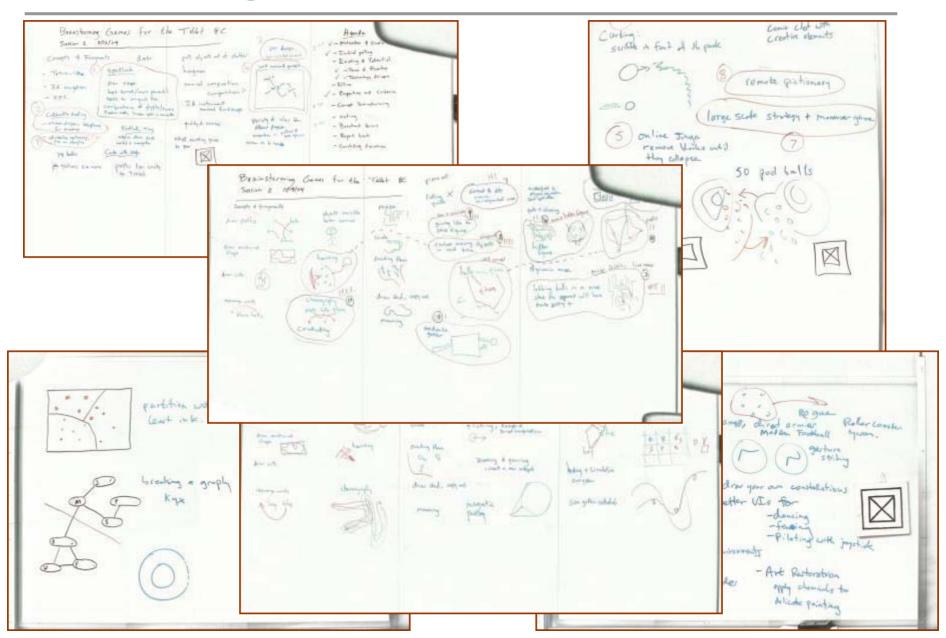


Online Poker

	9		1		7			2
3	2			9			1	
4		7		3		5		
2								4
		5		7		9		
8								1
		2		1		8		5
	8			6			2	3
7			4		8		6	

Sudoku

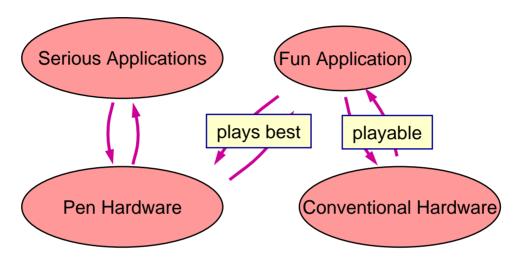
Brainstorming



Brainstorming

- Seven criteria.
 - A ton of concepts.
 - Five game ideas.
 - Eight technology enablers.

1. Playable on all hardware, privileged on Pen computers.



Take advantage of pen input:

- 1. Fine control of position and shape.
- 2. Mixed drawing and writing.
- 3. Simultaneous positioning and entry of content (no cursor needed).

Take advantage of a large format screen:

4. Large playing field.



2. Simple concept, easy rules.

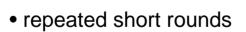




A fad casual game must be quickly accessible---not mystifying--- to an over-the-shoulder observer.

3. Time scale: A few minutes.

 a "down-time" game to fill gaps in schedules but can absorb hours if desired



• little cost for stopping on short notice



4. Solitaire and Competitive.

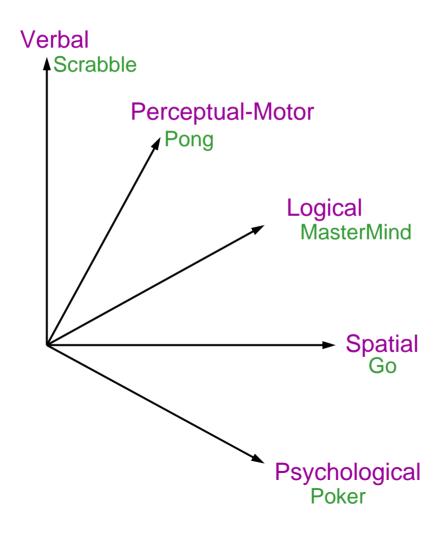
- single player version for lightweight entry to play, desire for down time from others
- competitive version for social engagement & human drama
- enabled by ubiquitous networking



Networked folk game example: isketch http://www.isketch.net

also, the ESP Game http://www.espgame.org/

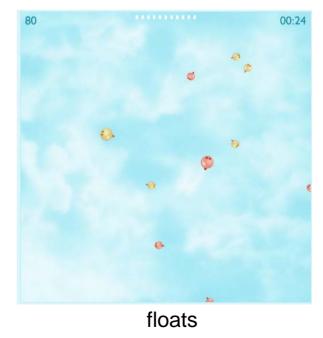
5. Mixed of skill components.



6. Handicappable.

accessible to players at all levels: "grandparent vs. grandchild"

7. Cool music.



http://www.ferryhalim.com/orisinal/g3/floats.htm

Brainstorming

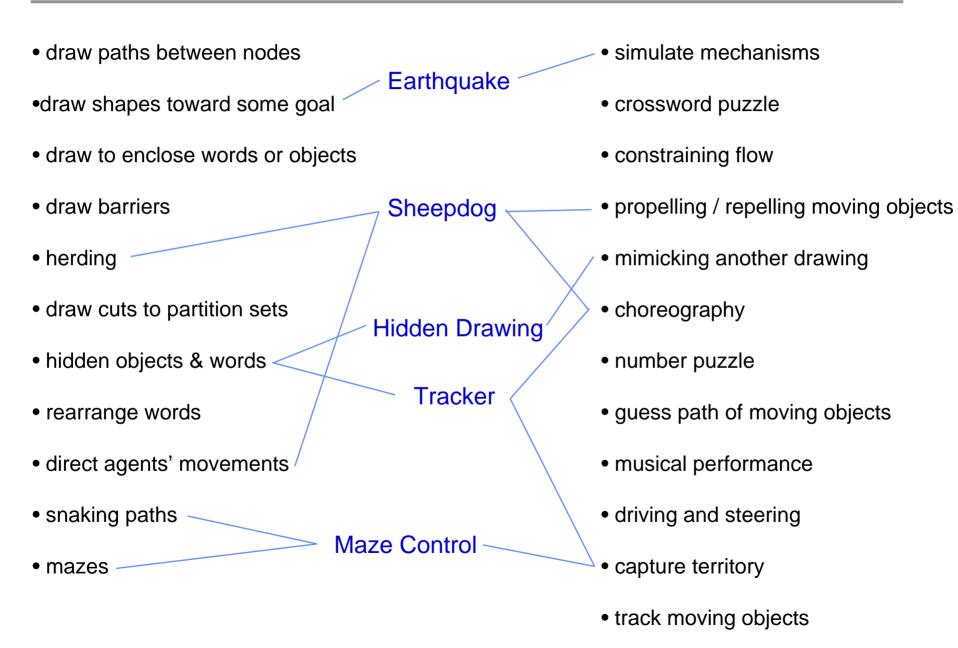
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Game Concepts and Components

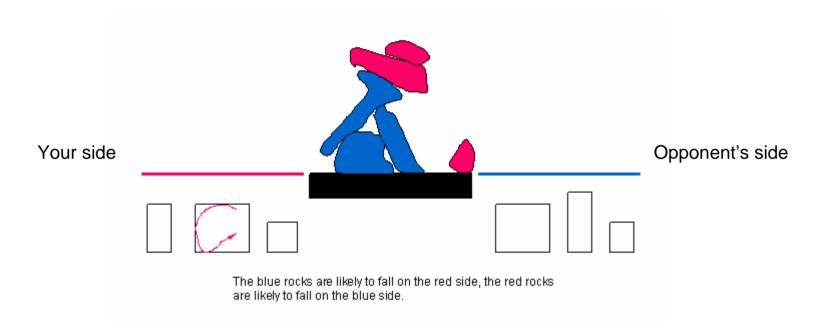


Brainstorming

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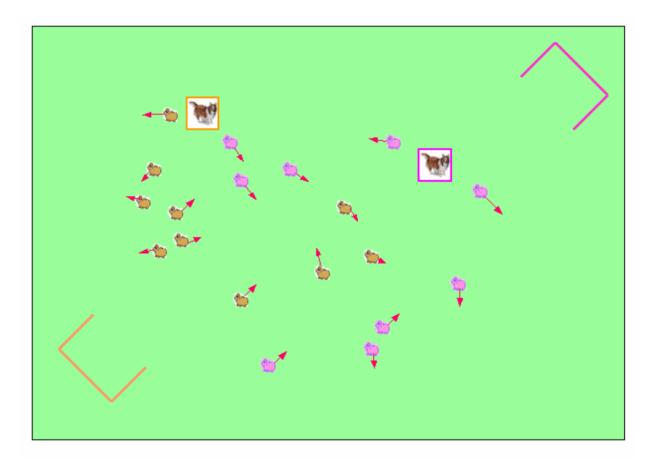
Earthquake

Object: Draw rocks so when the earthquake happens more rocks fall on your opponent's side.



Sheepdog

Object: Direct the sheepdogs to herd the sheep into the pens.



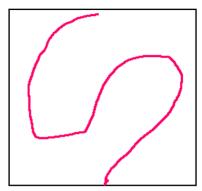
http://www.saund.org/sheepdog.html

Hidden Drawing

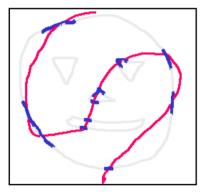
Object: Reveal a hidden drawing by tracing it based on partial information.



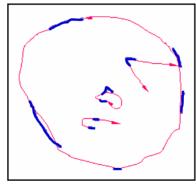
1. Hidden drawing.



2. Player's first guess (red).



3. Drawing revealed by player's first guess (blue).



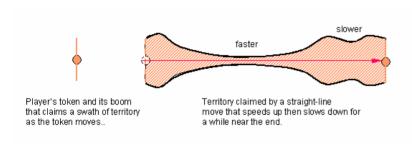
4. Player's second guess (red).

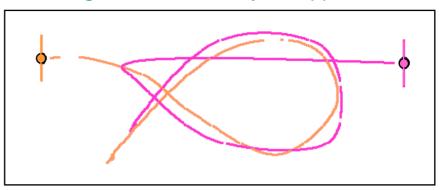


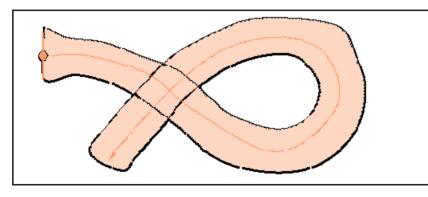
5. Drawing revealed by player's second guess (blue).

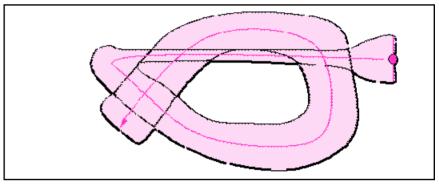
Tracker

Object: Capture territory by dragging your boom over ground *later* than your opponent does.

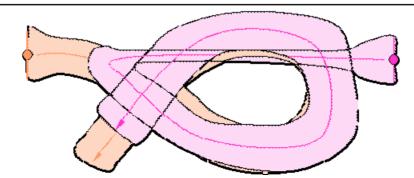








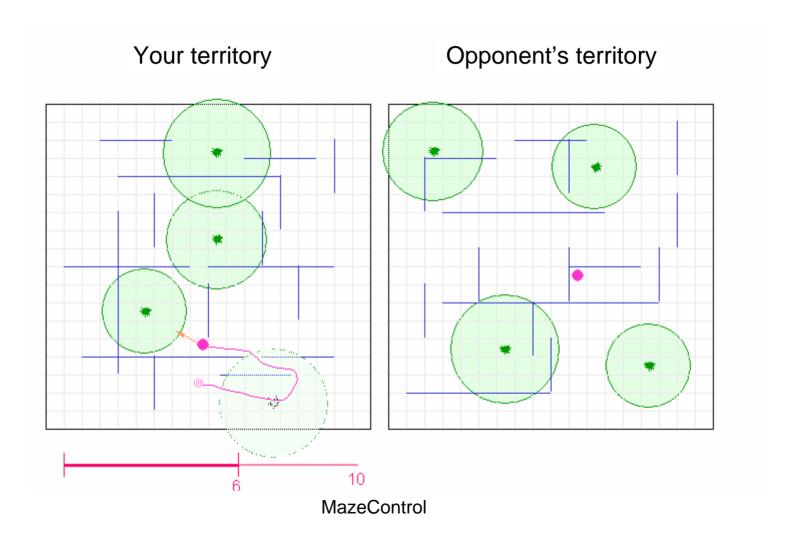






Maze Control

Object: Cover your opponent's territory with trees.



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But where's the vision?: **Computers that respond intelligently** to what we write, draw, and gesture.

Eight technology enablers.

Technology Enablers for New Game Concepts

What cutting-edge software technologies could be exploited in a game for pen computing?

- UI techniques: write text or draw, without switching modes or devices.
- Excellent handwriting recognition.
- Use of covert recognition.



• Gesture recognition.

ConceptSketch

- Recognition of graphics with respect to existing markings and objects (e.g. enclosures, linkages).
- Linguistic processing.

boy hit the ball vs. ball hit the boy

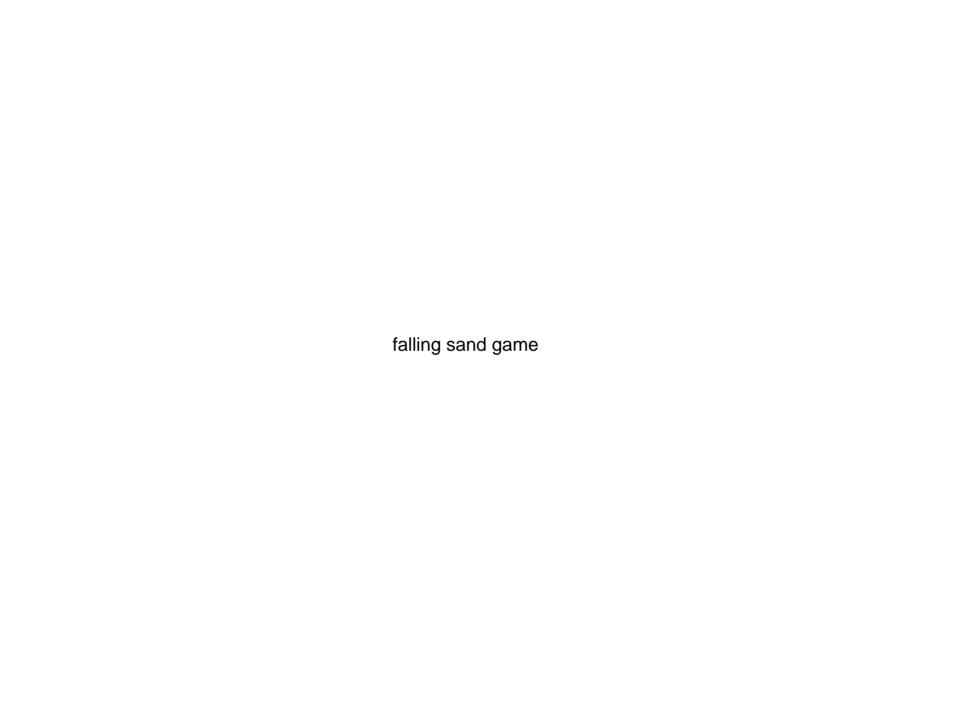
- Networking.
- Machine Learning. e.g. adaptation to the user.

Take-Home Message

Opportunity: Invent the killer app. game for pen computing.

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fin



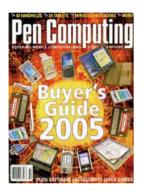
Is Pen Computing Successful?



"pen computing"

Search

Web Results 1 - 10 of about 164.000 for "pen computing". (0.18 seconds)



Are Tablet PC sales growing? Yes!



Robert Williams, Director of Mobile Platforms Division Business Development, showed a Tablet PC sales growth chart. Looks like things are moving up!

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Building a community ... one blog at a time.

A Brief History of Tablet PCs

A Brief History of Tablet PCs is a fun read for everyone interested in Tablet PCs. The part about members of the press being enthusiastic then critical was worth a chuckle.

Pen computers, as envisioned in the 1980s, were built around handwriting recognition. In the early 1980s, handwriting recognition was seen as an important future technology. Nobel prize winner Dr. Charles Elbaum started Nestor and developed the NestorWriter handwriting recognizer. Communication



Is Pen Computing Software Successful?

Software Sophistication

Level 3: pen integrated

• UI designed for a pen.

 WYPIWYG (What You Perceive Is What You Get) graphics recognition.

• Handwriting entry and editing integral to the application.

Level 2: basic pen input

- Single-stroke shape and gesture recognition.
- Handwriting in application goes to text entry widget.

Level 1: pen is just a mouse

- Pen tap is like mouse click.
- Drawing is unparsed, raw digital ink.
- Enter text by bringing up a handwriting text entry widget.