



Christian Doppler Labor  
Contextual Interfaces



We would like to invite you to a guest presentation on  
Monday, July 27<sup>th</sup> 2015, 5pm,  
at Center for Human-Computer Interaction,  
Department of Computer Sciences  
Sigmund-Haffner-Gasse 18, 5020 Salzburg

by **Assoc. Prof. LENNART NACKE**

Associate Professor of the HCI Games Group at the University of Waterloo  
(<http://hcgames.com/>)

## FROM BODY SIGNALS TO BRAINY PLAYER INSIGHTS

Games User Researchers are often sceptical when it comes to using brain and body sensors, but as the cost of sensor technologies continues to drop, it is time to consider the potential insights that we might gain from using these signals in our work. In this talk, I will briefly introduce the most common physiological measures that are used in Games User Research, and discuss the challenges in obtaining a clean signal and usable data from different low-cost devices. Additionally, I will make recommendations for signal cleaning procedures and briefly talk about the analysis made possible with different physiological sensors. I will also demonstrate the conclusions that may be inferred from some of these data when compared to other Games User Research methods, such as behavioural observation. Lastly, I will introduce some of my own visualization methods for quickly comprehending the meaning of physiological sensor data.

**LENNART NACKE** is an Associate Professor of the HCI Games Group at the University of Waterloo, and formerly an Assistant Professor and Research Director of the HCI Games Group in the Faculty of Business and Information Technology at the University of Ontario Institute of Technology (UOIT) in Canada. Before that he worked as a postdoc in the interaction lab of the University of Saskatchewan, and has a Ph.D. in game development.