## **Accepted Manuscript**

A quantitative method for evaluating the complexity of implementing and performing game features in physically-interactive gamified applications

Christian E. Lopez, Conrad S. Tucker

PII: S0747-5632(17)30048-1

DOI: 10.1016/j.chb.2017.01.036

Reference: CHB 4732

To appear in: Computers in Human Behavior

Received Date: 15 October 2016
Revised Date: 17 January 2017
Accepted Date: 18 January 2017

Please cite this article as: Lopez C.E. & Tucker C.S., A quantitative method for evaluating the complexity of implementing and performing game features in physically-interactive gamified applications, *Computers in Human Behavior* (2017), doi: 10.1016/j.chb.2017.01.036.

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting proof before it is published in its final form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.



### ACCEPTED MANUSCRIPT

# A Quantitative Method for Evaluating the Complexity of Implementing and Performing Game Features in PhysicallyInteractive Gamified Applications

Christian E. Lopez<sup>a</sup>, Conrad S. Tucker<sup>a,b,c</sup>\*

aIndustrial and Manufacturing Engineering, The Pennsylvania State University, University Park, PA16802, USA

bEngineering Design Technology and Professional Programs, The Pennsylvania State University, University

Park, PA16802, USA

cComputer Science and Engineering, The Pennsylvania State University, University Park, PA16802, USA

### **Corresponding Author:**

Conrad S Tucker 213 N Hammond Building State College, PA 16803 Tel: (814)-865-7580 Email: ctucker4@psu.edu

### Download English Version:

# https://daneshyari.com/en/article/4937340

Download Persian Version:

https://daneshyari.com/article/4937340

Daneshyari.com