CHINESE CULTURE APPROACHED THROUGH TOUCH

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TOUCH OF TAOISM
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CHINESE CALLIGRAPHY 2006
TOUCH OF TAOISM

JOURNEY TO THE WEST 2006

Journal

Date | Name | Priority
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Cave named Immortal Cave. This is where the Iron Fan Immortal lives. The locals call her Princess Iron Fan or Raksasi rather than Iron Fan Immortal. She is the wife of Bull Demon King.

Why is the Weather so Hot?

Day 01, Month 06, 1372 (13:01)

You have entered the area known as the Fiery Mountains. It doesn’t have spring or autumn; it’s hot all year round. The mountains are about twenty miles away from the old man’s house, to the west. In order to continue the journey to the West, the Fiery Mountains, however, no one has ever heard of these mountains, as they are over 250 miles away.
LESSONS LEARNT BADLY

› Very difficult to recreate original action scenes and moments of discovery as game devices.
› Chinese players, familiar with a distorted version of the original, not aware their cultural knowledge was not accurate, did not appreciate being told this.
› Recreating linear narrative via game design is torturous.

› OR: simulate the procedural knowledge of rituals and symbol-making via thematically-akin interaction...
For example, some critics have argued that new media “...offers enormous possibilities for the enhancement and enrichment of heritage experience and interpretation...”.


Daoism (Taoism) is an ancient Chinese combination of religion, philosophy, and folk beliefs, including ritual healing. Its different strands of belief date far back in history. Daoism is deeply entwined with Chinese culture and history.

IN ANCIENT CHINA

› to be a scholar or a master is to be an artist, measured by one’s grasp of the “Four Arts”.

› The “Four Arts”: Music ("Qin"), the board game ("Qi"), calligraphy ("Shu"), and brush painting ("Hua").

› Helped “perceive the ultimate doctrine of the heavens”, “make themselves [be] enlightened”, “express their emotions/their understanding of the doctrine”, and “inspire others” so that their lives achieve peace and harmony.

QUESTIONS

› could games engage and educate both types of audience?
› NB in pilot study of 12 people, found marked differences between Chinese-speaking and non-Chinese speaking participants.
TOUCH SCREEN TAOISM
INTRO MOVIE
FLOW EFFECT
THE INTERFACE
THE MUSIC IN THE INTERFACE

“Qin” literally refers to a unique seven-string Chinese music instrument “Guqin”, which was invented 3,000 years ago in ancient China.

- [http://www.youtube.com/watch?v=nvhKTFzQG8Y](http://www.youtube.com/watch?v=nvhKTFzQG8Y)
EXPLANATIONS
MUSIC OR “QIN”
CALLIGRAPHY OR “SHU”
GO! OR “QI”
PAINTING OR “HUA”
# PARTICIPANTS

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What are the Five Elements in the traditional Chinese culture?

Q2: What are the Five Basic Tones in the traditional Chinese music?

Q3: What are the traditional Chinese philosophical concepts revealed by Go?

Q4: Which one of the following features is one of the main features of Chinese character writing system?

- [ ] Cuneiform / [ ] Alphabet / [ ] Pictography / [ ] Phonology?

Q5: What are the tools for Chinese traditional painting?
ENJOYMENT CRITERIA

› enjoyment of the game play.
› the usability of the game design.
› the graphic and the visual elements in the games.
› the *perceived* cultural authenticity of the games.

› “1” poor - “5” excellent.
USABILITY

- The Chinese-speaking group scored “Qin” a 24 for usability, as opposed to 18.
- The Chinese-speaking participants could recognize the Chinese music notes (for those notes are written in Chinese characters).
GRAPHICS

- "Hua" was the most aesthetically pleasing.
- "Qin" game was the least.
- "Hua" game provided more appealing visual elements in the game.
OVERALL-NON CHINESE SPEAKING

![Bar chart showing overall scores for different categories such as Enjoyment, Usability, Graphic design, Cultural Authenticity, and Overall for different groups labeled Qin, Qi, Shu, and Hua.]
OVERALL - CHINESE SPEAKING

Enjoyment
Usability
Graphic design
Cultural Authenticity
Overall

Qin
Qi
Shu
Hua
CONCLUSION

› A more comprehensive pre-test and post-test questionnaire.
› The general questions are too vague.
› Consider changing from rating games to ranking them.
› Test extrapolated knowledge rather than memory of simple facts.
› Examine how tacit knowledge can be learnt and evaluated.
› Compare tests between touch-screen and non-touch screen games.
› A more 3D interface: sculptures, HD projection on rice paper or liquid media, with 3D audio effects and ambient movies that project on the background environment.
› Ambient movies react to the player’s physiological changes -by biosensors.
› However, how can interactive digital media convey tacit knowledge and how this tacit knowledge can be evaluated.
BURNING ISSUES

- How can we increase awareness and understanding of other cultures using interactive digital visualizations of past civilizations?
- In order to answer the above question, this book first examines the needs and requirements of virtual travelers and tourists. Is there a market for virtual travel?
- Why are computer games and simulations so much more successful than other types of virtual environments?
- Arguments that virtual environments are impeded by technological constraints or by a paucity of evaluation studies can only be partially correct, for PC games/simulations are also virtual environments.
- Many of the underlying issues are caused by a lack of engagement with the philosophical underpinnings of culture, presence and inhabitation, and there are few exemplars that engage the public with history and heritage using interactive media in a meaningful and relevant manner.
- Help designers and critics understand the issues involved in creating virtual environments that promote and disseminate historical learning and cultural heritage through a close study of the interactive design principles at work behind both real and virtual places. Topics discussed include the design of virtual environments, especially virtual heritage environments, virtual place-making, cultural presence, the pros and cons of game-style interaction, augmented reality projects, and appropriate evaluation methods.
- Virtual heritage environments discussed in the book include projects from Antarctica, Australia, Mexico, Malta, Egypt, Babylon, the Netherlands, Cambodia, and India.
BIOFEEDBACK
HTML5

› http://mudcu.be/sketchpad/
› tutorial http://www.html5rocks.com/en/mobile/cross-device/
› with flash http://www.2morodocs.com/2010/05/think-outside-the-computer-touchscreens-html5-flash/
› html 5 game examples http://html5games.com/category/iphoneipadmobile/
› html 5 drawing on an iPad http://tenderlovingcode.com/blog/web-apps/html5-canvas-drawing-on-ipad/
DIGHUMLAB LAUNCH

http://dighumlab.dk

› Rector Lauritz B. Holm-Nielsen
› Danish Minister for Science, Innovation and Higher Education, Morten Østergaard
› Dean of Arts, Aarhus University and Head of DHL Steering Group Mette Thunø
› DIGHUMLAB 1: Professor Bente Maegaard: Language Tools and CLARIN
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