PLAYING WITH YOUR DATA:
Towards Personal Informatics Driven Games
Why Games?
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PI/QS Games

1. Data Capture
2. Discovery and Reflection
3. Behavior Change and Intervention
Games for Data Capture
Collecting Alertness Data

Psychomotor Vigilance Test

When each stimulus appears, respond as fast as you can.
Collecting Alertness Data

Psychomotor Vigilance Test

When each stimulus appears, respond as fast as you can.
Serious Toys
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Games for Self-Discovery and Reflection
PlayMail
Interpersonal Reflection and Reminiscence
Games for Behavior Change and Intervention
Stress Management
Stress Management

MoodLight
Challenges, Opportunities, & Future Directions
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- Playable Data
- Evaluation
- Risks
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• Playable Data
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• Risks
Thank You! Questions?

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