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学位の種類	博士(工学)
学位記番号	甲第271号
学位授与年月日	平成27年3月20日
学位授与の要件	学位規則第4条第1項
研究科・専攻名	工学研究科・基盤工学専攻
学位論文題目	A Study of Game Engagement through Gamification and Full-body Games

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審査結果の要旨

1. 論文の評価

Engagement is at the heart of successful interactive products. Failing to engage users can lead to less participation, less learning, less sales, and other undesirable outcomes. Consequently, a product is not realized to its full potential. As O'Brien and Toms (2008) have concluded –“successful technologies are not just usable; they engage users.”

Nevertheless, engaging users remains an ongoing challenge for designers and researchers. Three challenges should be considered: 1) the identification of engagement factors, 2) the prioritization of the factors affecting user engagement, 3) evaluation to determine whether the application of the factors can significantly increase participation and learning.

This dissertation presents a study of game engagement through gamification and full-body games.

First, to identify and prioritize game engagement factors, we conducted two large-scale investigation studies - (i) a survey of existing engagement theories (Study 1) and (ii) a large-scale online survey study (Study 2).

Second, to evaluate the effect of engagement factors, three empirical studies on the application of engagement factors to learning (Studies 3-5), and three studies on full-body games examining player differences (Studies 6-8), were conducted.

The main contributions include the development of an engagement framework composed of six-dimensional factors and providing theoretical and practical foundations to underpin academic research and design for, e.g., education, health, and entertainment.

2.審査の経過と結果

- (1) 平成27年1月14日 博士後期課程委員会で学位論文の受理を決定し、5名がその審査委員として指名された。
- (2) 平成27年2月12日 公開論文審査発表会及び最終試験を実施した。
- (3) 平成27年2月18日 博士後期課程委員会で学位授与を可とし、教育研究審議会で承認された。