

## Will familiarity with the Wiimote affect the PlayStation Move?

The Wiimote has been in use since around 2007. Since then it's been the main motion-sensitive console controller. That's three years of time to get used to the way it works, it's nuances and mechanics: three years to create our mental model of what a motion controller can and can't do, and how to use it.

Sony's PlayStation Move now finds itself positioned within this mental model. The Wii paved the way for motion controller acceptance and understanding, which should be good news. However, there are differences between using the Wiimote and the way the Move works. Gamers who bring their Wii-based experiences to Move games will take a little time to adjust to it.

Here's how these differences affect gameplay, and some suggestions for how Move developers could help overcome gamers' Wii-based expectations.

This article doesn't say one controller is best; it just points out that Wii-familiar players might need extra, or more precise, instructions to use the Move controller in the way developers intend, and to stop them expecting it to work as a Wiimote. And it's all derived from web-based information in the public domain.

### Differences, issues and potential requirements:

**Difference 1:** 3D movement is more accurate (assuming players are not using the Wiimotion plus). Therefore, Move games can make use of more subtle Z-axis movement towards the camera.

**Issue:** Wii-familiar users are less familiar with how the Z-axis can be used. In-game icons that prompt for movement towards or away from the screen are unexpected and therefore need to be clearly designed.

### Solutions:

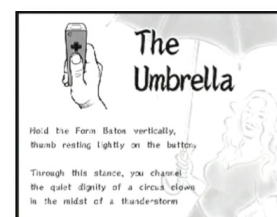
I have an image in my car to indicate that the indicator stick needs to be pushed away from me. This sort of icon could be used to good effect. It conveys depth, rather than the requirement to move the lever up and down.



Or consider presenting an icon that illustrates the movement required, but within a 3D cube, to give users a better idea of depth and movement within that space.

Or show a mannequin making the gesture, with its position shown relative to the TV.

Or follow the way that WarioWare Smooth Moves built gesture instructions into the game, with amusing and interesting descriptions.



**Difference 2:** On the Move, the controller follows the light on the top, so it isn't based on relative position as on the Wii, it's about absolute position (usually). It's less about stimulating the accelerometer as in the Wiimote, and more to do with actual position – smooth gestures are captured more accurately on the Move.

**Issue:** Users don't expect the precision with which smooth, slow gestures are captured. On-screen directions for gamers to gesture in a particular way need to show when users are moving too fast, as well as too slow.

**Solutions:**

This might entail colour or audio feedback to indicate when a user is slightly off track from the optimum position.

**Difference 3:** Wii-familiar players often use big gestures, or flick their wrist, to ensure that the movements are recognised by the Wii. Move games don't necessarily require this, but when subtle moves are required, users often still over-do them.

**Issue:** It's hard to explain to users that they don't need to make large actions using on-screen icons. They will tend to over emphasise gestures, at least to start with.

**Solutions:**

Ideally, an over-exertion from the gamer should be recognisable from the controller. This could trigger a contextual prompt to tell them that they don't need to work so hard.

**Other issues:**

1. Those gamers that have played Wii tennis know that the accuracy isn't amazing, but that it's not really the point, and the game is fun all the same. This principle might mean that Move games need to be forgiving with their accuracy. In addition, to assist player progression, it'll be important to illustrate to gamers how to make and improve the accuracy of their gestures (using some of the principles mentioned above).

2. The Move has no connection to its subcontroller (or second Move), but the Wiimote has a thin lead that connects it to the Nunchuck. Current Wii owners know that there's a limit to the distance those two controllers can be. I would expect gamers who are familiar with the Wii to need extra encouragement to make grander two-arm gestures with more flailing.

It certainly feels like the Move builds on the groundwork that the Wii has already put in place, but it's important to note the differences between the two controllers. Existing Wii gamers will unconsciously assume that they can use the Move as they currently use the Wiimote; game developers will need to provide the cues and support within titles to ensure that, at least as the first Move games are released, the precise requirements of gesturing using the Move (as distinct from the Wii) are clear.

All the above thoughts are derived from web-based information, which we assume is accurate.

The link references are:

[http://www.associatedcontent.com/article/2784210/7\\_main\\_differences\\_between\\_the\\_playstation.html?cat=19](http://www.associatedcontent.com/article/2784210/7_main_differences_between_the_playstation.html?cat=19)

<http://gonintendo.com/viewstory.php?id=118578>

<http://kotaku.com/5490574/how-the-playstation-move-is-not-a-wii-remote>

<http://answers.yahoo.com/question/index?qid=20100630201802AAImFHu>

If you have any other thoughts or comments, please let me know.

#### **About PlayableGames**

PlayableGames, a division of ExperienceLab, has been studying (and playing) games for years. PlayableGames consists of a team of highly experienced gamers and user experience researchers, a team that shapes gaming experiences for console manufacturers and publishers in the UK and abroad.

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