Time & Location: July 1, 2013 at 9:00 AM in HEC 450
Title: Bridging the Gap Between Fun and Fitness: Instructional Techniques and Real-World Applications for Full-Body Dance Games

This thesis investigates the potential for body-controlled dance games to be used as tools for entertainment, education, and exercise. The initial work included investigations into visual, aural, and tactile methods for instruction and feedback. The final study evaluated the fitness potential of the game "Dance Central 2" both by itself and with extra game content, which was unlocked based on the participant's performance. Significant contributions include a framework for running a longitudinal video game study, results indicating high engagement with some fitness potential, and discussion of how dance games could make exercise a more enjoyable experience.

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Approved for distribution by Dr. Joseph J. LaViola Jr., Committee Chair, on June 12, 2013.

The public is welcome to attend.