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.

Major: Computer Science

Educational Career:
Bachelor's of Computer Science, BS, 2006, University of Central Florida
Master's of Computer Science, MS, 2008, University of Central Florida

Committee in Charge:
Dr. Joseph J. LaViola Jr., Chair, EECS
Dr. Charles E. Hughes, Co-Chair, EECS
Marshall Tappen, EECS
Theodore Angelopoulos, Department of Health Professions/UCF
Florian Mueller, DSC/RMIT (Melbourne)

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

The public is welcome to attend.