

The Eye of the Beholder: Creating an Interactive Experience at Conventions

Project Description

Costume Roleplaying (cosplay) is an activity where a person becomes the living embodiment of a character from science fiction, Japanese animation or video games. Cosplay is done while attending conventions (cons), with thousands in attendance. At the con, con attendees interact with cosplayers only through a simple photo opportunity. This research presents the work in progress to in creating an interactive experience to bring cosplayers and con attendees together in novel and meaningful ways.



Benefits for the CHI Community

This research can benefit the CHI community in multiple ways. This project investigates a new territory for the CHI community: anime and science fiction conventions. At these conventions, this a perfect opportunity to learn how people identify the strangers in their environment, express their love and passions for culture and media, how people interpret public performances of renowned personas, and to showcase the achievements of the craft of cosplay.



Further Investigation

To continue creating an experience that will create new interactions among cosplayers and attendees, I will continue my user research through semi-structured interviews to learn more about the experience of cosplaying. I will also be conducting a focus group of people who have attended cons and seen cosplay to learn their views on consplay and to solicit feedback about a possible interactive experience. I will also be attending a con to observe the natural behaviors of attendees and cosplayers. I will also be cosplaying to live like a cosplayer. From these approaches, I will be able to create and evaluate the experience.



Casey M Addy
School of Informatics and Computing, Indiana University