

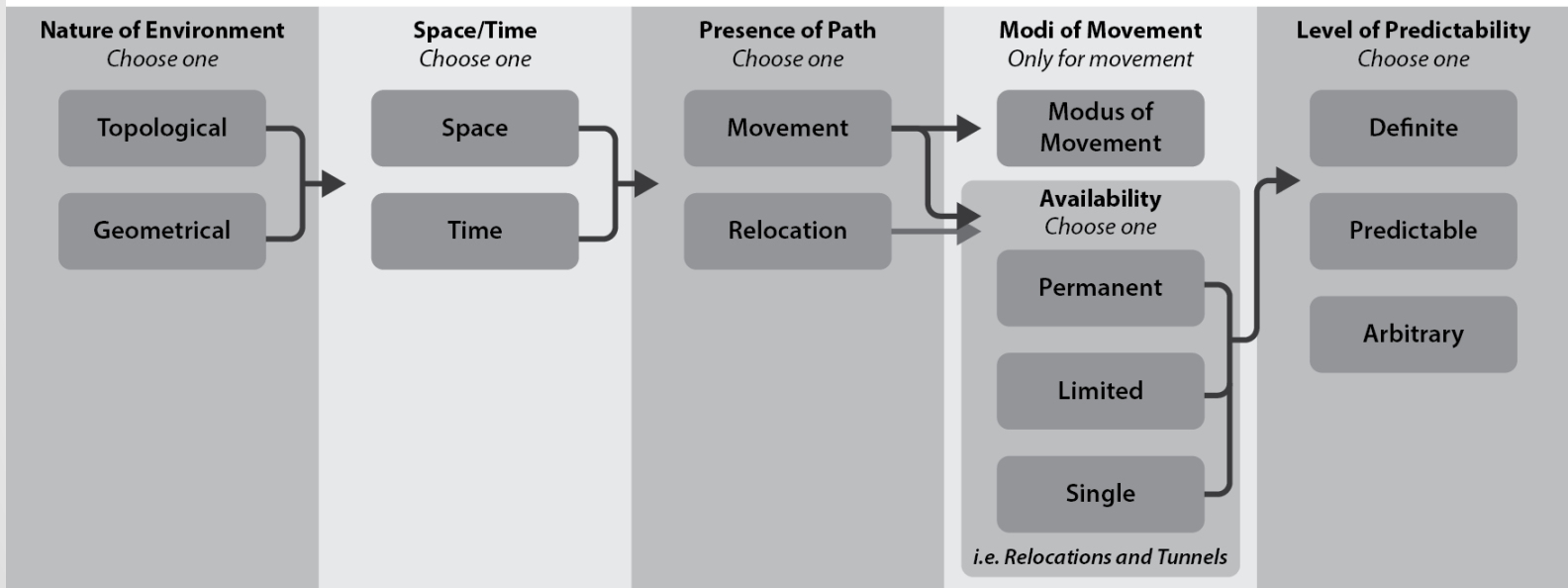
The background of the slide is a dense, colorful pattern of LEGO bricks in various colors including red, yellow, green, blue, and orange. The bricks are arranged in a way that creates a textured, three-dimensional effect. In the center of the slide, there is a white rectangular area where the text is located.

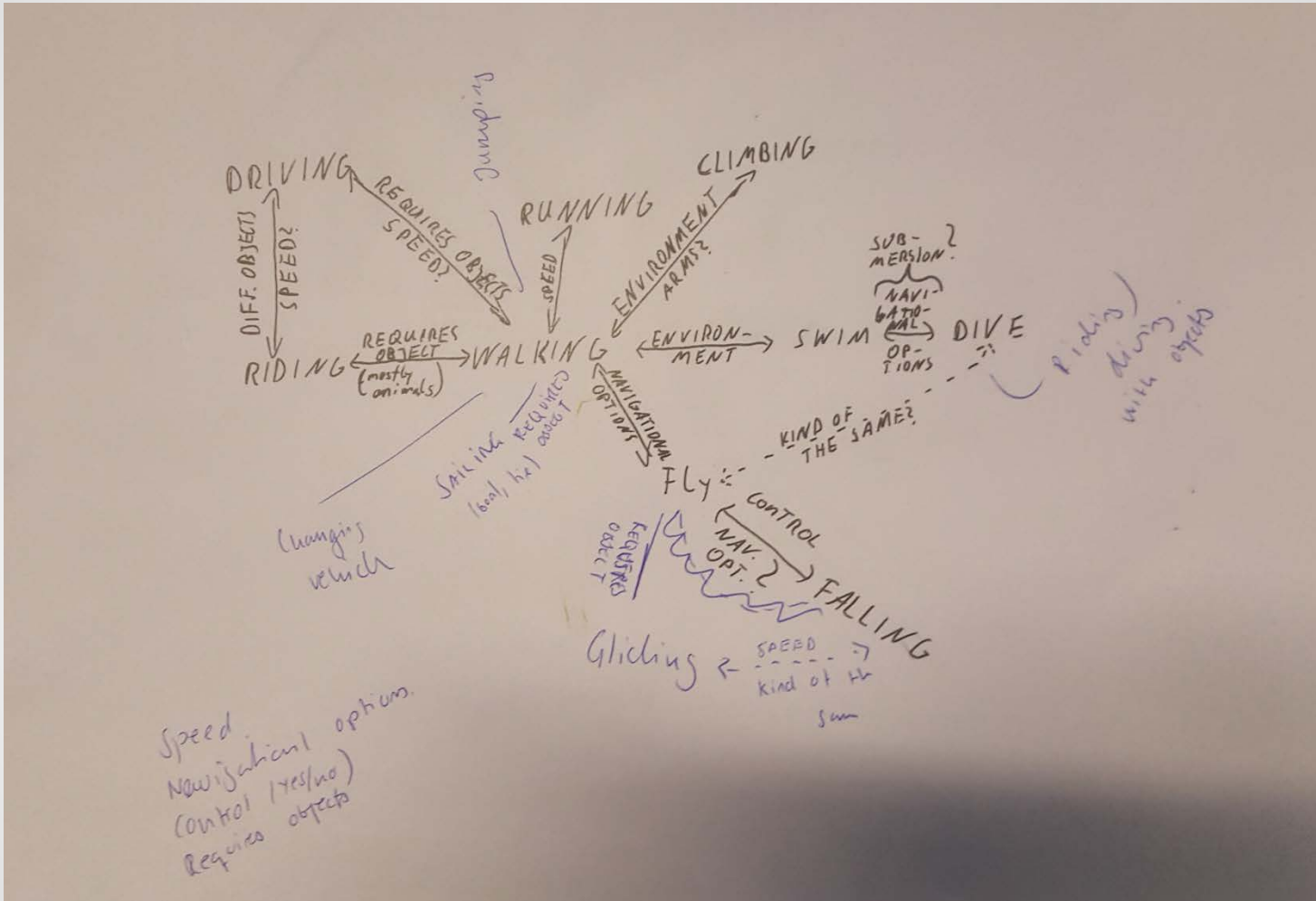
LEGO WORLDS

Methods mess up 2.0

The Typology of Navigation

A visual step-by-step classification guide for navigation in (video) games.







Modus	Change Vehic.	Climbing	Diving	Driving	Falling	Flying (SS)	Gliding	Jumping	Riding	Running	Sailing	Swimming	Walking
Change Vehic.	Black												
Climbing		Black											
Diving			Black										
Driving				Black									
Falling					Black								
Flying						Black							
Gliding							Black						
Jumping								Black					
Riding									Black				
Running										Black			
Sailing											Black		
Swimming												Black	
Walking	less, less, slow, faster, slow, fast		faster	slow, fast	faster, less, loss, faster	rep	less, less, slow, less, faster	animabptional	faster	stower	faster		Black
Differences	Speed	Navig. Options	Control	Object Requ.	Object Opt.	Environment	Capabilities	Pre-Existing	Acquired				
		How is this diff?		Internal	External			Pre-Existing	Acquired				

Results

- Sailing, riding and driving are basically the same
- Nearly all of them differ in speed
- Flying is intuitively high freedom, but here it is actually the least free movement
 - This is because it is only represented
- Does not show a categorization, but enables us to identify that there is some difference between the representational and ontological level of movements

Thank God this is not a Conference

- Modi of movement often consist of multiple different movements (e.g. Jumping)
- When does an act start/end? (Jumping vs walking)
- We cannot define our movements, as they rely on common language (so far)



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