

HCI(Human-computer Interaction)

/

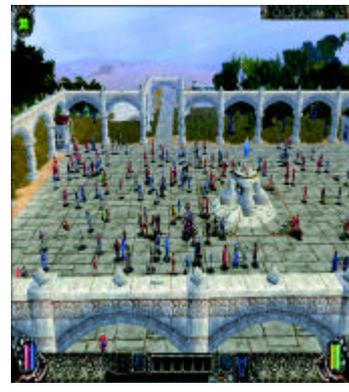
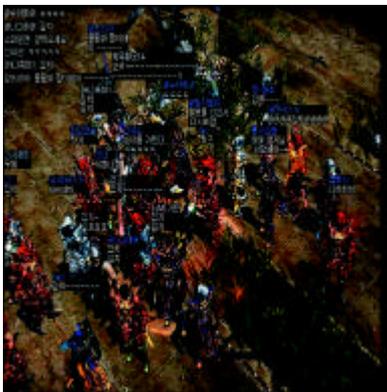
/

가

AI 3D 1, 2 3

.4 [ 1 ]

1. 3D



[ http://www.muonline.co.kr http://www.ramuseum.wo.to http://mudland.co.kr

?

- 1) Sanchez-Crespo D., SIGGRAPH99 From a GameDevelopment Perspective,Gamasutra Vol. 3, No. 33, 1999. 8, [http://www.gamasutra.com/features/19990820/siggraph\\_01.html](http://www.gamasutra.com/features/19990820/siggraph_01.html)
- 2) Ackley J., "CGDC'98Roundtable Reports : Better Sound Design", Gamasutra 1998. 5,[http://gamasutra.com/features/gdc\\_reports/cgdc\\_98/ackley.html](http://gamasutra.com/features/gdc_reports/cgdc_98/ackley.html)
- 3) Woodcock W., "Game AI: The State of Industry",Gamasutra Vol.3, 1999.8,[http://www.gamasutra.com/features/19990820/game\\_ai\\_01.html](http://www.gamasutra.com/features/19990820/game_ai_01.html)
- 4) Mulligan. J., "Why Won't They Come?", Gamasutra Vol. 2, 1998. 2,[http://www.gamasutra.com/features/business\\_and\\_legal/19980227/online\\_gaming\\_why\\_intro.htm](http://www.gamasutra.com/features/business_and_legal/19980227/online_gaming_why_intro.htm)

가

56

가

가'

가'

가

가

1. (Optimal Experience) (Flow Theory)

가

TV

(Flow Theory)

가

가

(Optimal Experience)

(Flow)

7.

가

가

.8

(Flow)

(Flow Theory)

9.

5) Preece J, Human Computer Interaction, Addison-Welsey 1993.

6) Maartin G. H., Thomas K. L., Prasad V. P., Handbook of Human-computer Interaction, 2nd., Elsevier, 1997.

7) Csikszentimihalyi M., Optimal experience: Psychological studies of flow in consciousness, Cambridge University press, 1988.

8) Webster. J, Trevino L. K., Ryan I., "The Dimensionality and Correlates of Flow in Human-Computer Interactions", Computers in Human Behavior, Vol.9, pp.411-426, 1993.

9) Csikszentimihalyi M, Flow : The Psychology of Optimal Experience, Harper and Row, 1990.

2.

가 ( ) 가 (Monster)

가

가

.10)

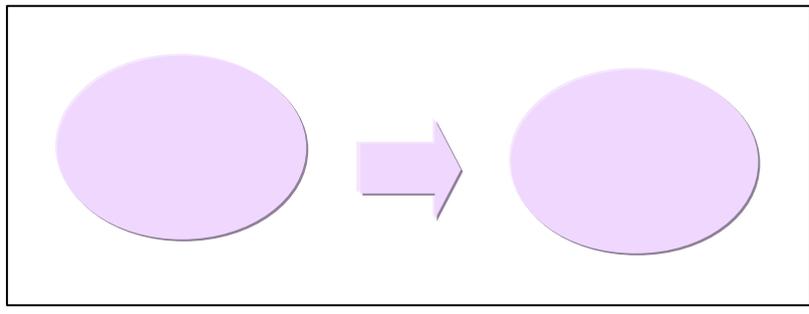
가

가

1 ].

가 .10「 2 」

2.



2 가

1.

가  
가?  
가  
. 11 21 31 4  
. 15  
가  
가  
. 16 17  
가  
. 18  
2가  
가  
. 12) 13) 16) 19)  
. 12) 13) 16) 19)  
가  
가  
. 18)

11) Crawford C, The Level of Interaction, Journal of Computer Game Design, Vol. 1, No. 1, 1987, [http://www.erasmataxx.com/libray/JC\\_GC\\_Volume\\_1/Three\\_Levels\\_of\\_Interactionc.html](http://www.erasmataxx.com/libray/JC_GC_Volume_1/Three_Levels_of_Interactionc.html)  
12) Crawford C, "The Interaction Circuit", Journal of Computer Game Design, Vol. 1, No. 1, 1987, [http://www.erasmataxx.com/libray/JC\\_GC\\_Volume\\_1/The\\_Interaction\\_Circuit.html](http://www.erasmataxx.com/libray/JC_GC_Volume_1/The_Interaction_Circuit.html)  
13) Clanton C, "Interpreted Demonstration of Computer game design", "98CHI Conference, pp.1-2, 1998  
14) Morris D. A., Game Architecture and Design, Coriolis 2000  
16) Laurel B, Computer as Theatre, Addison-Wesley, 1993  
Costikyan G, "I have no words & I must design", Role-Playing Journal of Interactive Imagination, 1994., <http://www.crosscver.com/costik/nowords.html>  
17) Costikyan G, Why Online Game Suck, Role-Playing Journal of Interactive Imagination 1998., <http://www.crosscver.com/costik/onlinesux.html>  
18) LISREL (Customer Loyalty)  
19) Lewinski Developer's Guide to Computer Game Design, Wordware publishing Inc., 2000

.4) 17) 20)

가

가

가

.4) 18) 20)

가

.18)

가

가

가

가

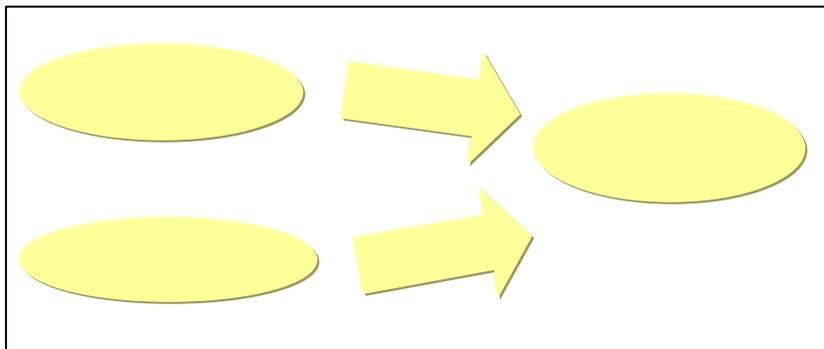
가

가

. 「 3 」

18). 「 3 」

### 3. 2가



2.

가?

가

. 21

(Goal),

(Operator),

(Feedback)

3가

.16) 22

1) (Goal)

20) Bartle R, Interaction Multi-User Computer Games, 1990, <ftp://ftp.lambda.mud.org/MOO/papers/musreport.txt>

21) Newell A., Simon H. A., Human Problem Solving, Prentice Hall, 1972

22) Crawford C, Art of Computer Game DESIGN, McGraw-Hill, 1984

(Goal) 가 (G  
oal State) (Initial State), (C  
urrent State), (Clue) 4가 .21) 22)

(Goal State) ,  
가가 (Initial State) .  
가  
가  
가 (Current State) ,  
가  
가 (Clue) 가  
4가  
.16)

2) (Operator)

.16)<sup>3</sup> 가  
3가  
가 (Operators)

NPQ(Non Player Character)

가

가

3

가

가

.23)<sup>24</sup> 「 4 」

4.

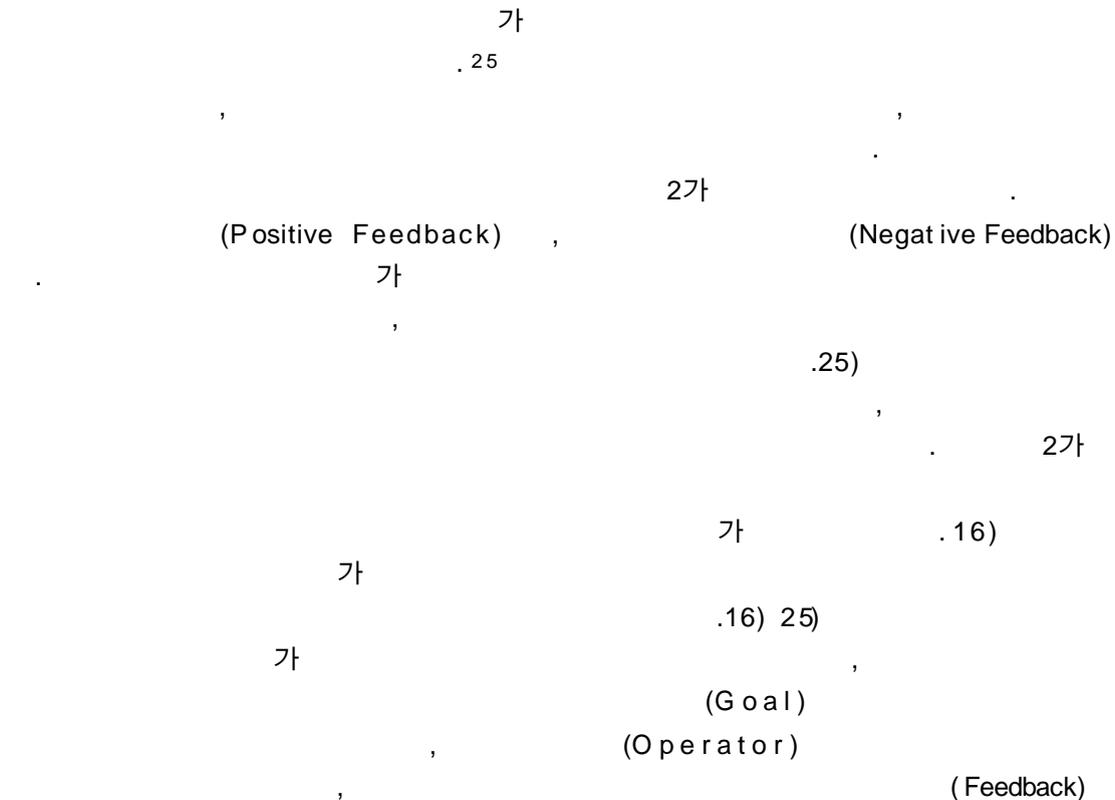
23) Spector W., "Remodeling RPGs for the new Millennium", Gameasutra 1999, [http://www.gameasutra.com/features/game\\_design/19990115/remodeling\\_01.htm](http://www.gameasutra.com/features/game_design/19990115/remodeling_01.htm)

24) Gillespie T., "Digital Storytelling and Computer Game Design", '97 CHI Conference, pp.148-149, 1997

	목표구	4/6	70	1	만두라에게 뽀뽀가 주살수 있지만 난쟁이 조건을 사용하면 안 된다.
	오리쪽검	5/6	30	1	1. 목표에만 쓰지만 사주 받은 경우가 대부분이다.
	주주구	5/6	30	1	거의 사용하지 않는다.
	손검	7/7	40	1	언더드 타격지 1
	난쟁이쪽검	7/8	40	1	후반에 발간하다.(4~6)
	요정검	8/8	20	1	요정이나 갈리아에 인격 있으면 요정을 양육시킬 수 있다. 마나에게서 제카시 쿨보를 받을 수 있다.
	언월드	8/8	40	1	난쟁이쪽검을 쓰다가 손을 다쳐서 쓰이는 걸
	그라디우스	9/11	40	1	박사에게 특별한 검이다. 가짜가 쓰이고 있다.
	장검	9/12	70	1	가장 흔하게 쓰이는 검
	문장검	9/12	20	1	정검과 길검이 이 검을 좋아하는 사건의 스텝이 존재한다. 법사에게 투척의 검
	안장검	9/12	50	1	언더드 타격지 1
	레이피어	11/6	60	1	방울검과 거의 비슷한 타격지은 가지고 있는 검
	데미스러스검	11/11	40	1	에버린 손장도 가지 않는 검. 들렘이나 더그를 쳐도 손장-사 없는 검
	백루드	12/12	40	1	리니지스에서 가장 애용되는 검. 비규적 판 검이 많을 것.
	왕손검	13/13	130	1	DK를 하는 사람들이 자주 쓰던 검. 왕손 두꺼비기 때문에 명 그를 조종할 수 없다.
	새검	12/13	?	1	새를 데려오는 검. 왕손확증이다.

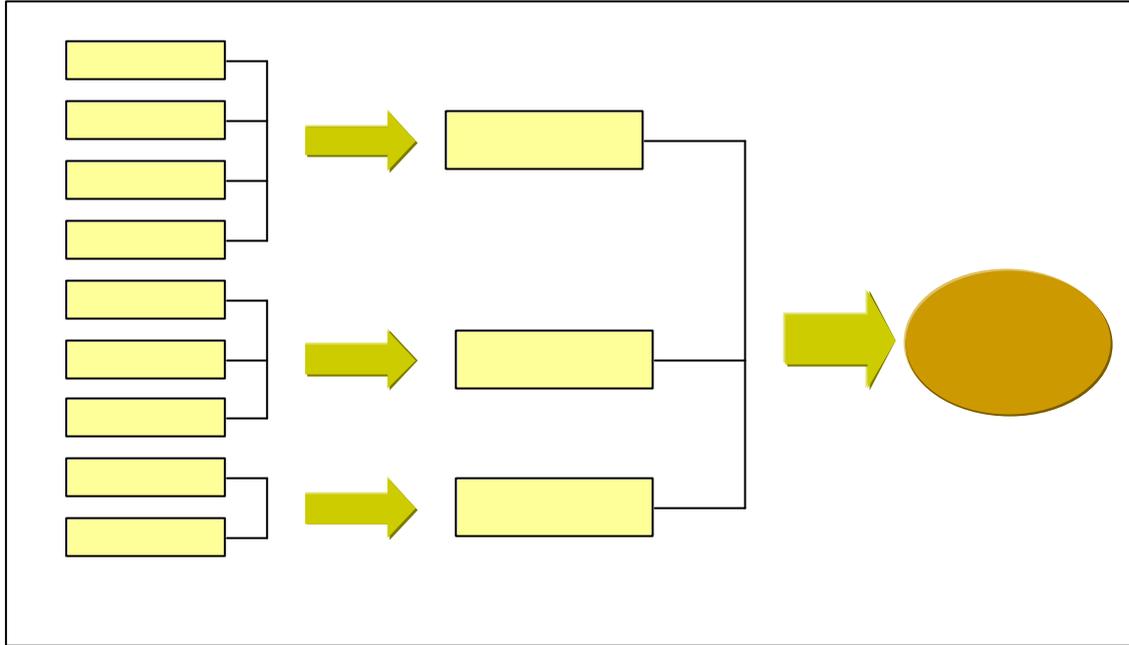
[ ] <http://members.tripod.lycos.co.kr/wjdgf5>

### 3) (Feedback)



25) Baron J., "GIpny and Shame : Powerful Psychology in Multiplater Online Games", Gameasutra 1999, [http://www.gameasutra.com/features/game\\_design/19991110/Baron\\_01.html](http://www.gameasutra.com/features/game_design/19991110/Baron_01.html)

5.



3.

가? 가 가 .4) 17)

20)

가 가 (Virtual World)

,26 가

,27

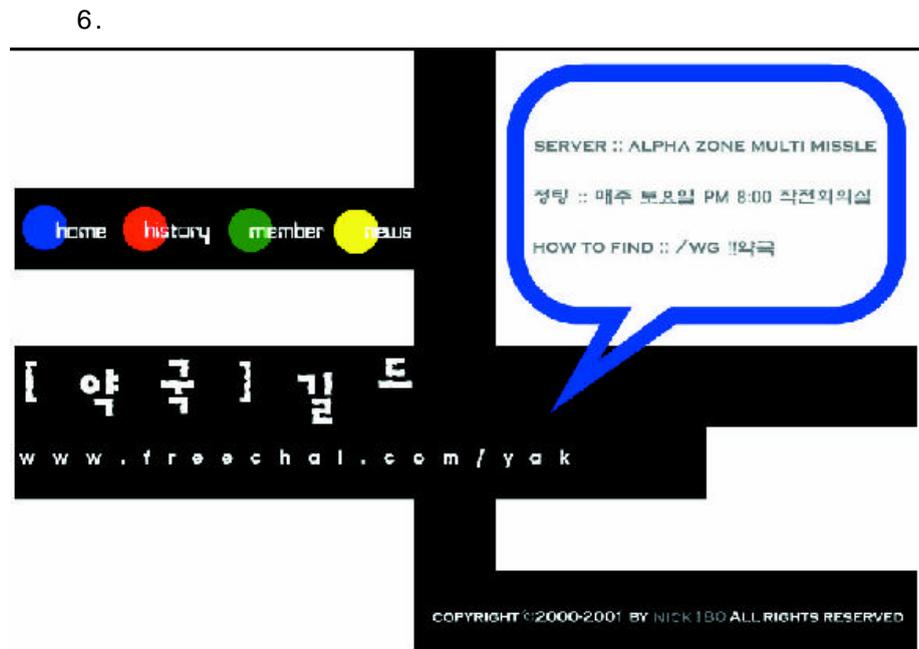
1) 가 가 (Virtual World) 가 .5)

.20)

26) Greely G., Sawyer B., "Has origin C created the First True Online Game World", Gam a sutra 1998, [http://www.gameasutra.com/features/special/online\\_reports/origin.htm](http://www.gameasutra.com/features/special/online_reports/origin.htm)

27) Sellers M., "Looking Ahead", Gamasutra 1997, [http://www.gameasutra.com/features/game\\_design/061997/looking\\_ahead.html](http://www.gameasutra.com/features/game_design/061997/looking_ahead.html)

가  
 가  
 3D , 2D 가  
 256 가  
 (Quarter View) , (Side View)  
 (Top View) 가  
 가, 가  
 가  
 28



[ ] <http://www.freechal.com/yak>

2)  
 (Communication) 가  
 .5)

3가  
 가 (Identity)

28) Fannon S. P., "Where should be going with onlineRPGs", Gamasutra 1997, [http://www.gamasutra.com/features/game\\_design/091297/online\\_r.html](http://www.gamasutra.com/features/game_design/091297/online_r.html)  
 29) Gen Callica, "TheMasqueradw Ball in the Lobby Area", Gamasutra Vol 2., 1998, htt

가

30

.26)

26) 「 6 」

(Identity)

.27)

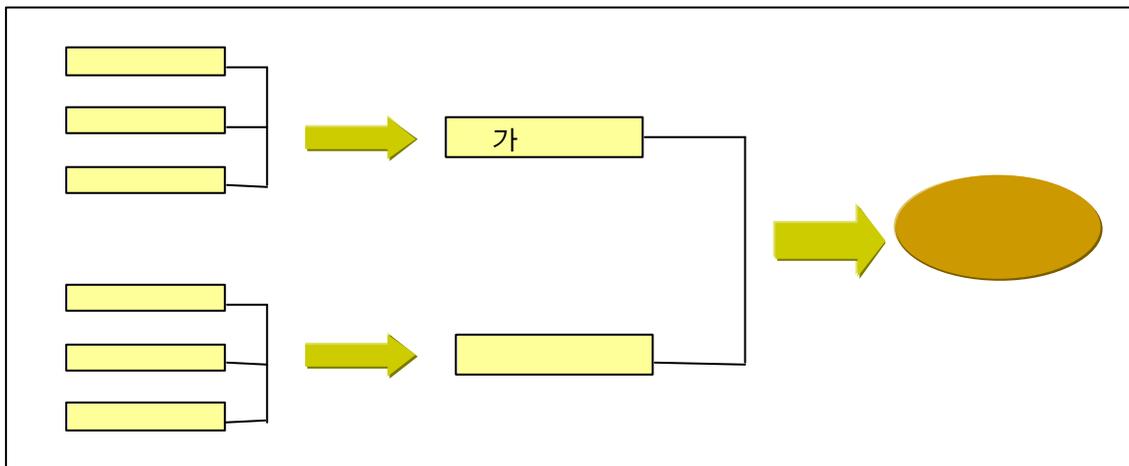
가  
가 가

가

(Identity)

「 7 」

7.



가 . 가 HCI 가 (Optimal Experience), (Flow)

가 .10) 2가 , (Customer Loyalty) (Goal),

(Operator), (Feedback) ,가 (Virtual World), (Communication) .1

8) , , ,

.18) 5가 , 가 , ,

가 가 3D . 31

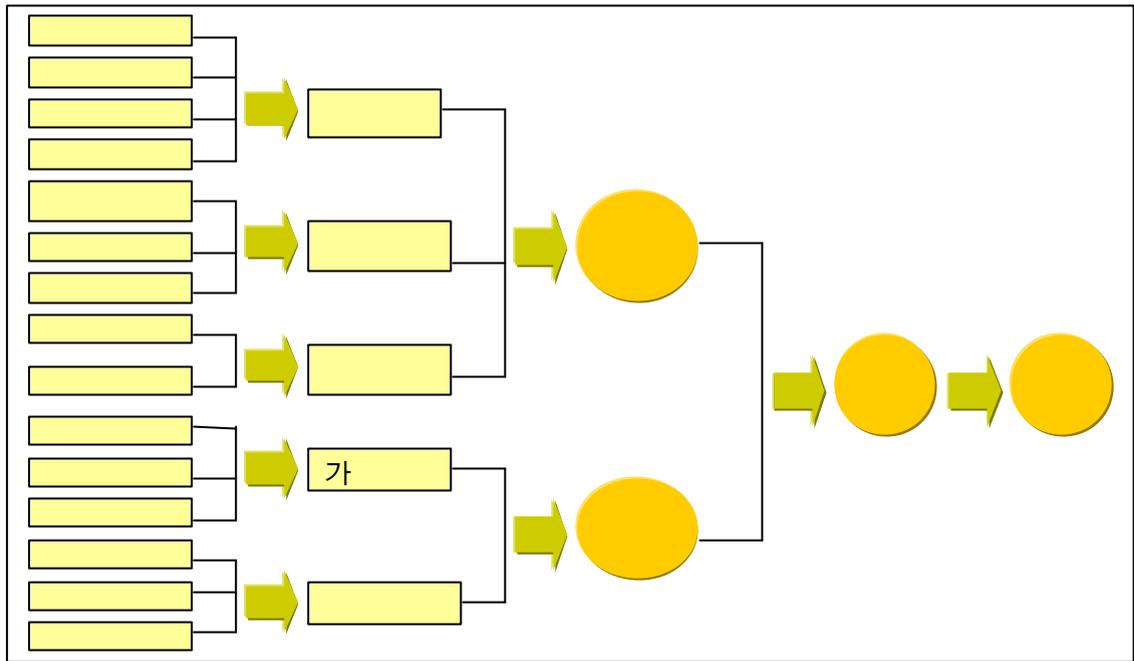
가

. 「 8 」

8. , , ,

---

31) , , , , 2001 HCI , pp.365-370, 2001



가

: 「

」

bu nam@sh inbiro.com

: 「

」

, jin woo@yonsei.ac.kr