Title: User Interface for Games

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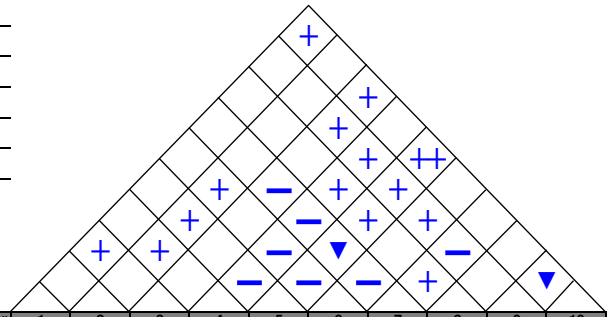
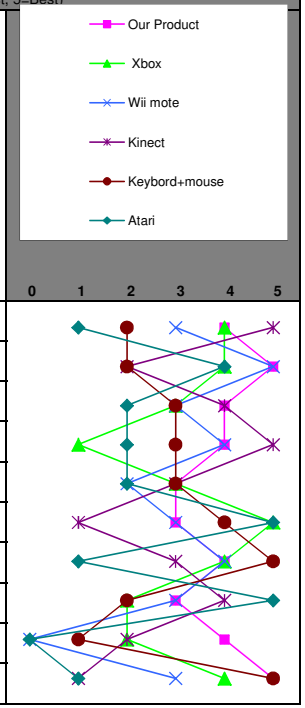
Notes:

Legend		
⊖	Strong Relationship	9
O	Moderate Relationship	3
▲	Weak Relationship	1
++	Strong Positive Correlation	
+	Positive Correlation	
−	Negative Correlation	
▼	Strong Negative Correlation	
▼	Objective Is To Minimize	
▲	Objective Is To Maximize	
X	Objective Is To Hit Target	



Row #	Max Relationship Value in Row	Relative Weight	Weight / Importance	Demanded Quality (a.k.a. "Customer Requirements" or "Whats") / Quality Characteristics (a.k.a. "Functional Requirements" or "Hows")	1 Power source	2 Symmetry	3 Weight	4 Number of Buttons	5 Number of bi-directional inputs	6 Number of pressure sensitive inputs	7 Three dimensional elements	8 Points of interaction	9 proximity to the user	10 tactile feedback	Our Product	Xbox	Wii mote	Kinect	Keybord+mouse	Atari
				Direction of Improvement: Minimize (▼), Maximize (▲), or Target (x)			▼	X	X	X	X	X	X	▲	Competitive Analysis (0=Worst, 5=Best)					
1	9	11.4	4.0	Ergonomics	▲	⊖	⊖	O	▲	▲	O	⊖		O	4	4	3	5	2	1
2	9	8.6	3.0	Portability	O		⊖	▲			O		O		5	4	5	2	2	4
3	9	5.7	2.0	Aesthetics	▲	▲		O	▲	▲	⊖	⊖			4	3	3	4	3	2
4	9	8.6	3.0	Physical Involvement			▲	⊖	▲	▲	⊖	O	⊖	▲	4	1	4	5	3	2
5	9	11.4	4.0	Ease of use		⊖	O	⊖	O	O	⊖	O	O		3	3	2	3	3	2
6	9	8.6	3.0	Low space demands							O	▲	⊖		3	5	3	1	4	5
7	9	11.4	4.0	Range of commands		O		⊖	⊖	O	▲	⊖			4	4	4	3	5	1
8	9	5.7	2.0	Simplicity		⊖		⊖	O	▲	▲	⊖			3	2	3	4	2	5
9	3	14.3	5.0	Cross-platform capabilities	▲			▲	▲	▲	O	▲		▲	4	2	0	2	1	0
10	3	14.3	5.0	Genre Variety				▲	▲	O	O			▲	5	4	3	1	5	1
				Target or Limit Value	recgargeable battery pack	yes	4oz	8	2	2	2	12	2 ft	no						
				Difficulty (0=Easy to Accomplish, 10=Extremely Difficult)	3	8	7	3	3	2	5	2	1	4						
				Max Relationship Value in Column	3	9	9	9	9	3	9	9	9	3						
				Weight / Importance	57.1	297.1	222.9	422.9	208.6	157.1	420.0	391.4	214.3	71.4						
				Relative Weight	2.3	12.1	9.0	17.2	8.5	6.4	17.1	15.9	8.7	2.9						



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