

Title	視線追従装置を用いたリズムアクションゲームにおけるスキルの分析
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An Analysis of skill in Rhythm Action Game with an Eye Tracker

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The importance of skills has been increased recently as manual labors are still widely on demand. We have investigated properties commonly observable among variety of skills. However, it is not easy to study the embodied knowledge, i.e., the items of knowledge enabling skills, given the complexity of tacit knowing, especially when its contexts are not specified. Therefore, we focused on a rhythm action game to investigate open skill, a class of skills whose contexts are unknown, with a hope that our study might cast a new light on tacit knowing under unspecific contexts. We analyzed the skill required to perform the rhythm action game using an Eye Tracker. We found through our experiment that the experts fix their eyes on a particular point while they play the game. Similar phenomena are observed in other activities, where the skills are thought to be open one. The experts are found to control their visions by limiting the time to watch items so that they can perform the task most effectively, which suggests they may automate the perception-action cycle.