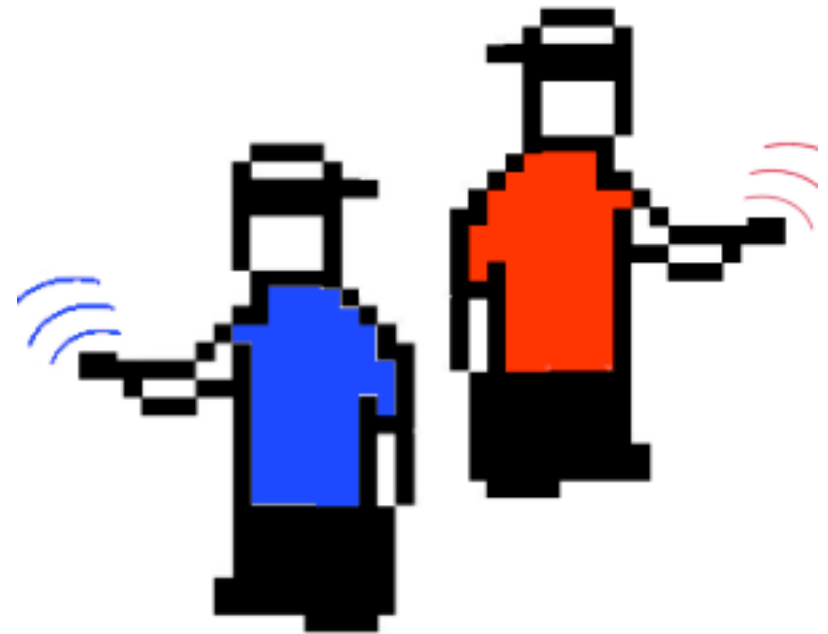


CatchBob!

What we learnt from building a pervasive game

Nicolas Nova
Media and Design Lab / EPFL
Mediamatic workshop,
Amsterdam, May 2007

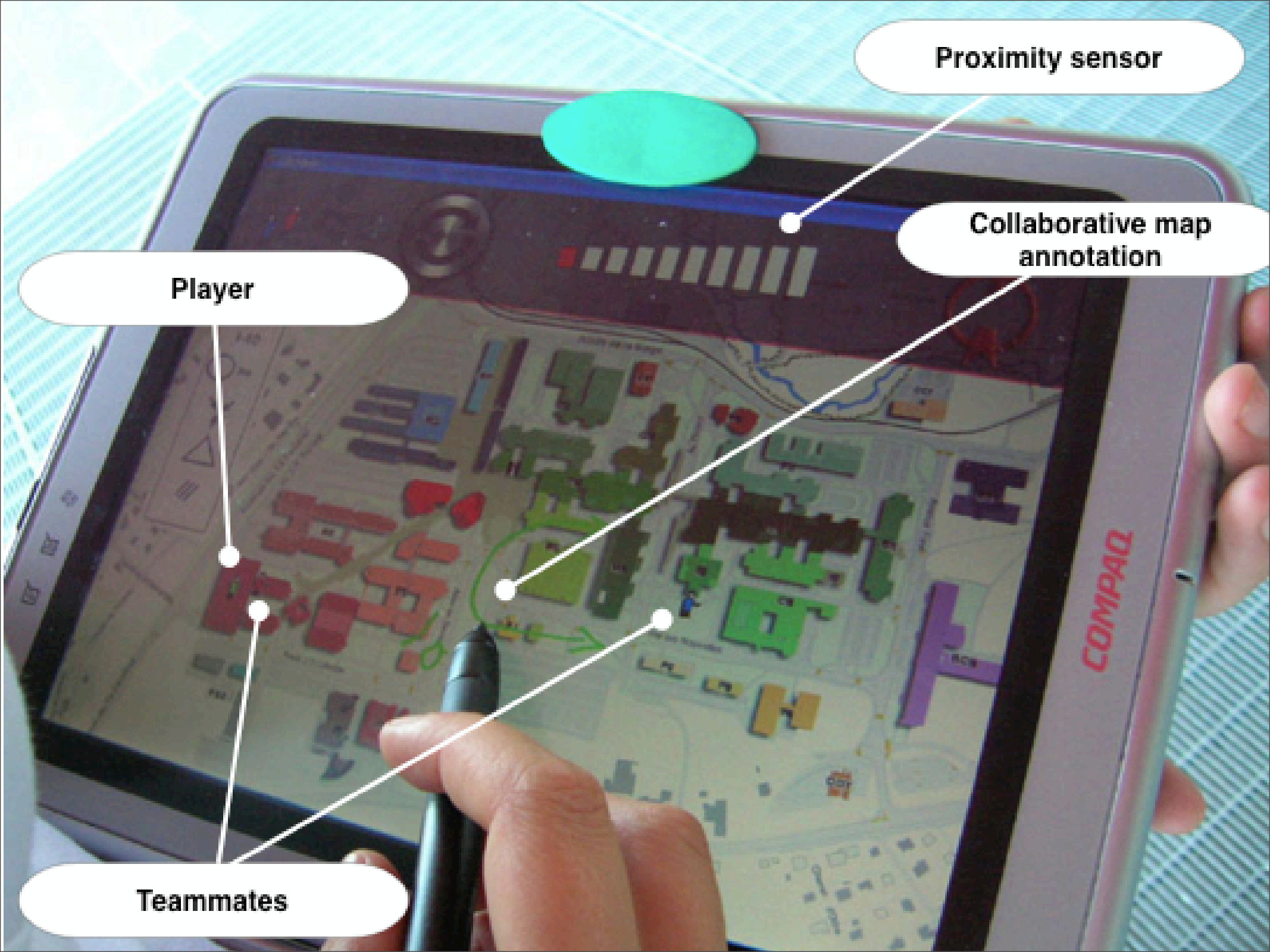


why this game?

context = research study

combined two interests I had:

- doing a research project about the user experience of location-awareness... needed a platform to explore it... did not want to do labtesting (not ecologically valid), hence a real world activity
- interest in game design&research, at that time (2003), pervasive gaming and location-based games were nascent



Proximity sensor

Collaborative map annotation

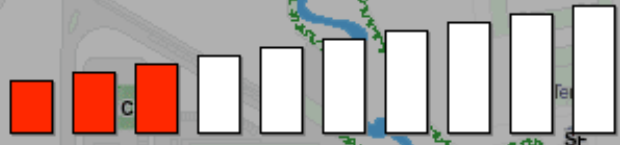
Player

Teammates

CatchBob!

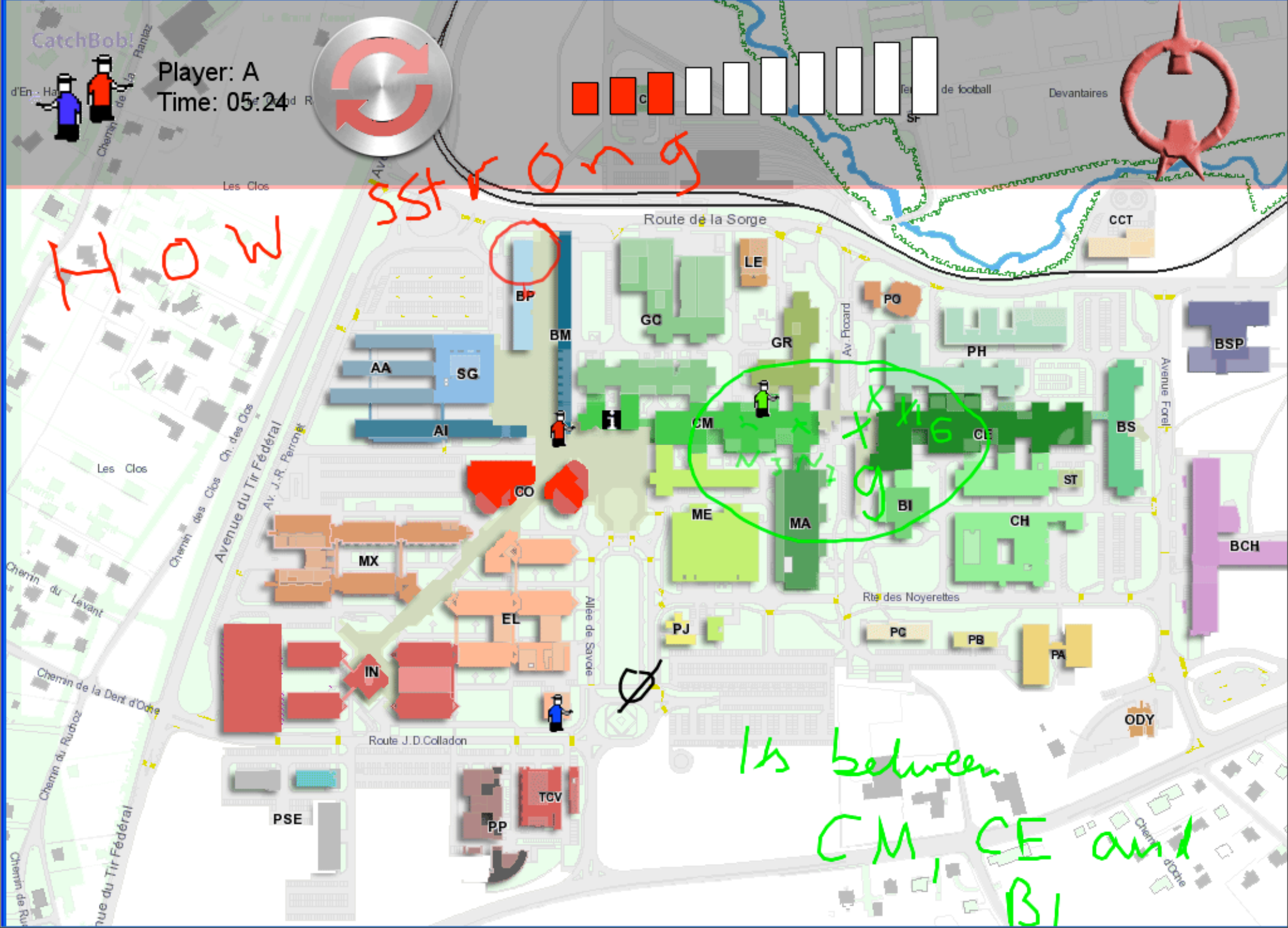


Player: A
Time: 05:24



HOW

SSTKONG



1h between
CM, CE and
BI



Player: A
Time: 13:28



Game completed



Trust A!!!

this is also a
pervasive game:

```
16:42:28,030|533029;152484|Paul|refresh
16:42:30,946|533023;152486|Tamara|refresh
16:42:33,850|533020;152489|Bill|refresh
16:42:34,456|533023;152486|Tamara|refresh
16:42:38,688|533020;152489|Bill|refresh
16:42:38,691|533020;152489|Bill|message|Paul|532929;151726
16:42:40,775|533052;152477|Paul|refresh
16:42:40,776|533052;152477|Paul|message|Bill|532822;152074
16:42:46,139|533030;152480|Tamara|refresh
16:43:41,129|533037;152487|Bill|refresh
16:43:41,135|533037;152487|Bill|message|Paul|532929;151726
16:43:52,148|533058;152495|Tamara|refresh
16:43:59,582|533022;152483|Paul|refresh
16:44:11,242|532999;152490|Paul|refresh
16:44:11,243|532999;152490|Paul|message|Bill|532822;152074
16:44:18,381|533097;152498|Tamara|refresh
16:44:27,622|532990;152509|Bill|refresh
16:44:32,543|533073;152510|Tamara|refresh
16:44:32,544|533073;152510|Tamara|message|Paul|532929;151726
16:44:32,544|533073;152510|Tamara|message|Bill|532822;152074
16:44:44,039|532947;152530|Bill|refresh
16:44:44,042|532947;152530|Bill|message|Paul|532929;151726
16:44:52,006|533115;152490|Tamara|refresh
16:44:52,010|533115;152490|Tamara|message|Paul|532929;151726
16:44:52,011|533115;152490|Tamara|message|Paul|532929;151726
16:44:52,011|533115;152490|Tamara|message|Bill|532822;152074
16:44:52,011|533115;152490|Tamara|message|Bill|532822;152074
16:45:00,023|533132;152494|Tamara|refresh
16:45:00,024|533132;152494|Tamara|message|Paul|532929;151726
16:45:00,024|533132;152494|Tamara|message|Paul|532929;151726
16:45:00,025|533132;152494|Tamara|message|Bill|532822;152074
16:45:00,025|533132;152494|Tamara|message|Bill|532822;152074
16:45:00,598|532950;152471|Paul|refresh
16:45:00,715|532950;152471|Paul|message|Bill|532822;152074
16:45:02,810|532957;152596|Bill|refresh
16:45:02,810|532957;152596|Bill|message|Paul|532929;151726
16:45:02,811|532957;152596|Bill|message|Paul|532929;151726
16:45:03,597|532940;152449|Paul|refresh
16:45:03,689|532940;152449|Paul|message|Bill|532822;152074
16:45:03,689|532940;152449|Paul|message|Bill|532822;152074
16:45:11,506|533132;152501|Tamara|refresh
16:45:11,636|533132;152501|Tamara|message|Paul|532929;151726
16:45:11,640|533132;152501|Tamara|message|Paul|532929;151726
```

So wWhat?

(a) interactions afforded by the environment



HOW

SST

KX

1h between
CM, CE and
BI

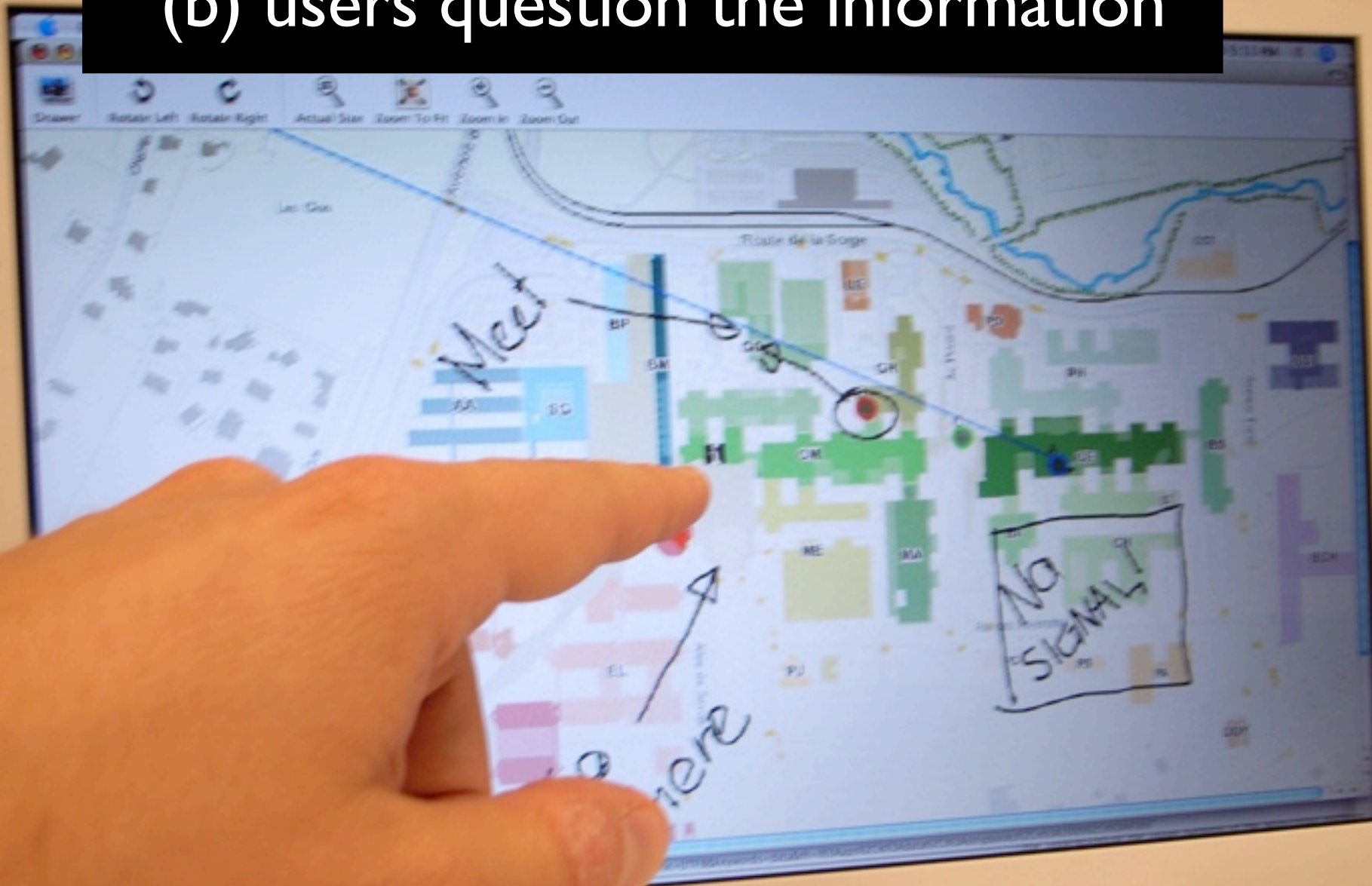
micro-level

(a) interactions afforded by the environment




micro-level

(b) users question the information



question accuracy, network, location information

(c) the downside of mutual-location awareness



passive players...
less remembered others' locations
less coordination

(d) be prepared for a technical mess



(e) orchestration: a new role for the game designer



what does it say about the future of hybridization?

new interaction partners
(environment, Non Playable
Characters...)

new roles

seamful design

looking for artifacts that does not exist
is an intriguing paradigm