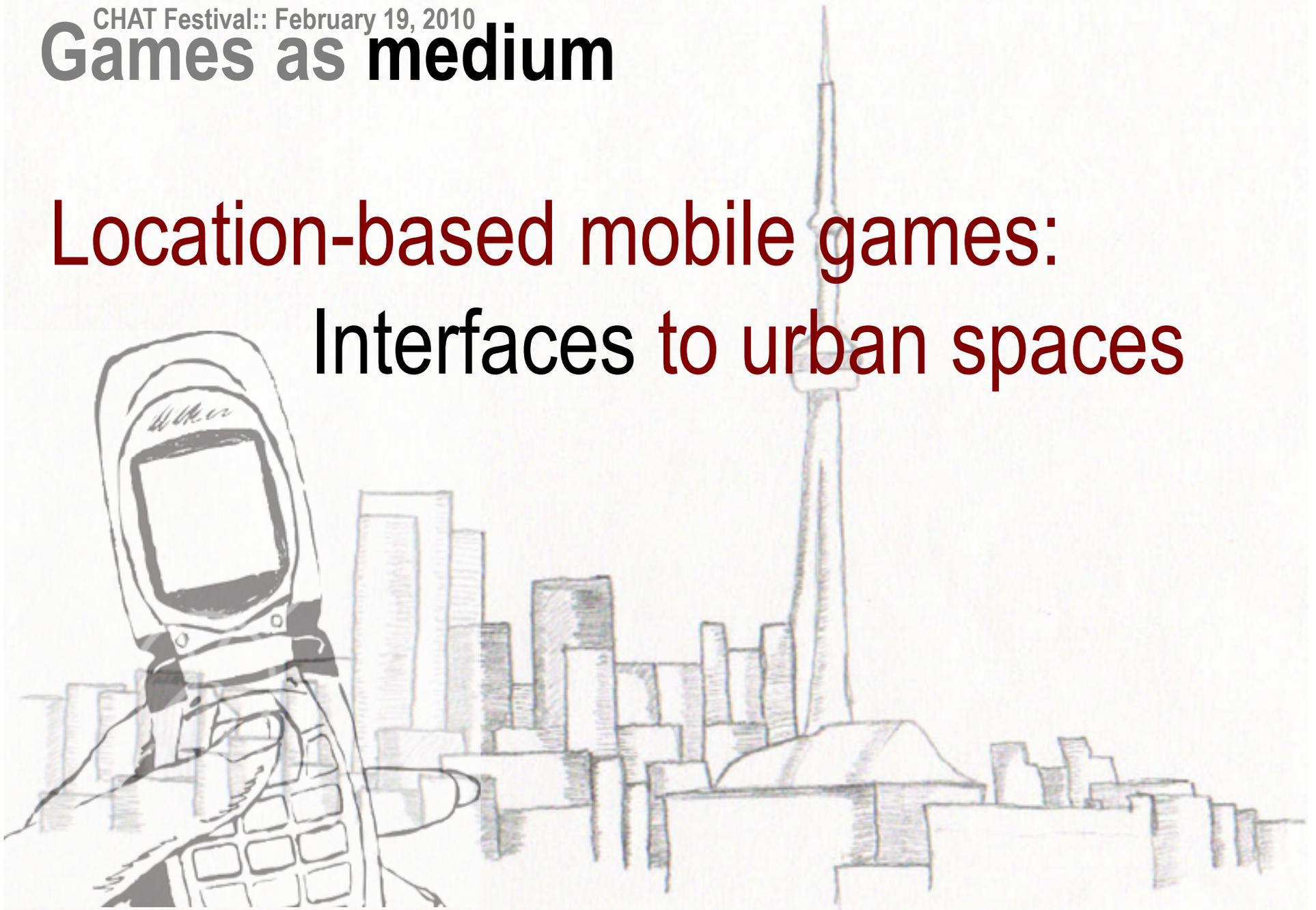


CHAT Festival:: February 19, 2010

Games as medium

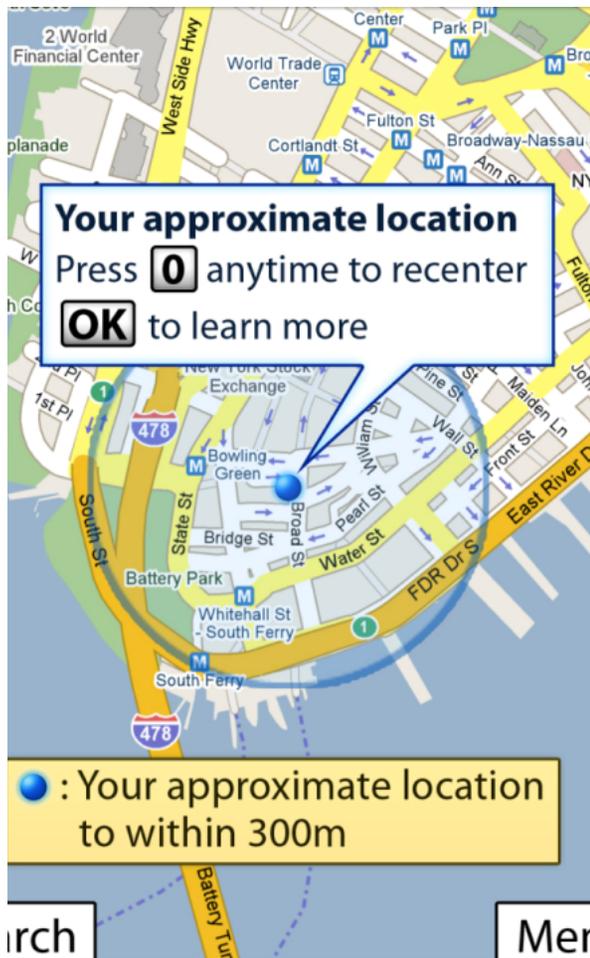
Location-based mobile games: Interfaces to urban spaces



Adriana de Souza e Silva :: North Carolina State University :: The Mobile Gaming Research Lab

Defining LMSN

Loopt (2006-...) :: Brightkite (2007-...) :: Whrll (2007-...) :: Centrl (2008-...)



Defining LBMGs

Botfighters (2000-2005)



Defining LBMGs

Mogi (2003-2006)



Defining LBMGs

Foursquare (2009-...)



Broader social implications

1. Surveillance
2. Privacy
3. Control and personalization
4. Urban spaces

LBMGs: Surveillance

Utopian vs. Dystopian



Uncle Roy All Around You (Blast Theory, 2003)

LBMGs: Surveillance

*“But isn't that still a form of tracking movement that some people could find slightly **creepy**?”* (The Daily Telegraph, 04.28)

*“Let's just imagine that a jealous partner gains access to your unattended phone and enables Latitude **without your knowledge**”* (The Times, 03.28)



LBMGs: Surveillance

Co-lateral surveillance:

- Power asymmetries (Licoppe & Inada)



LBMGs: Privacy

Public character of location (Licoppe & Inada)

Private (location) → Public
Public → Private



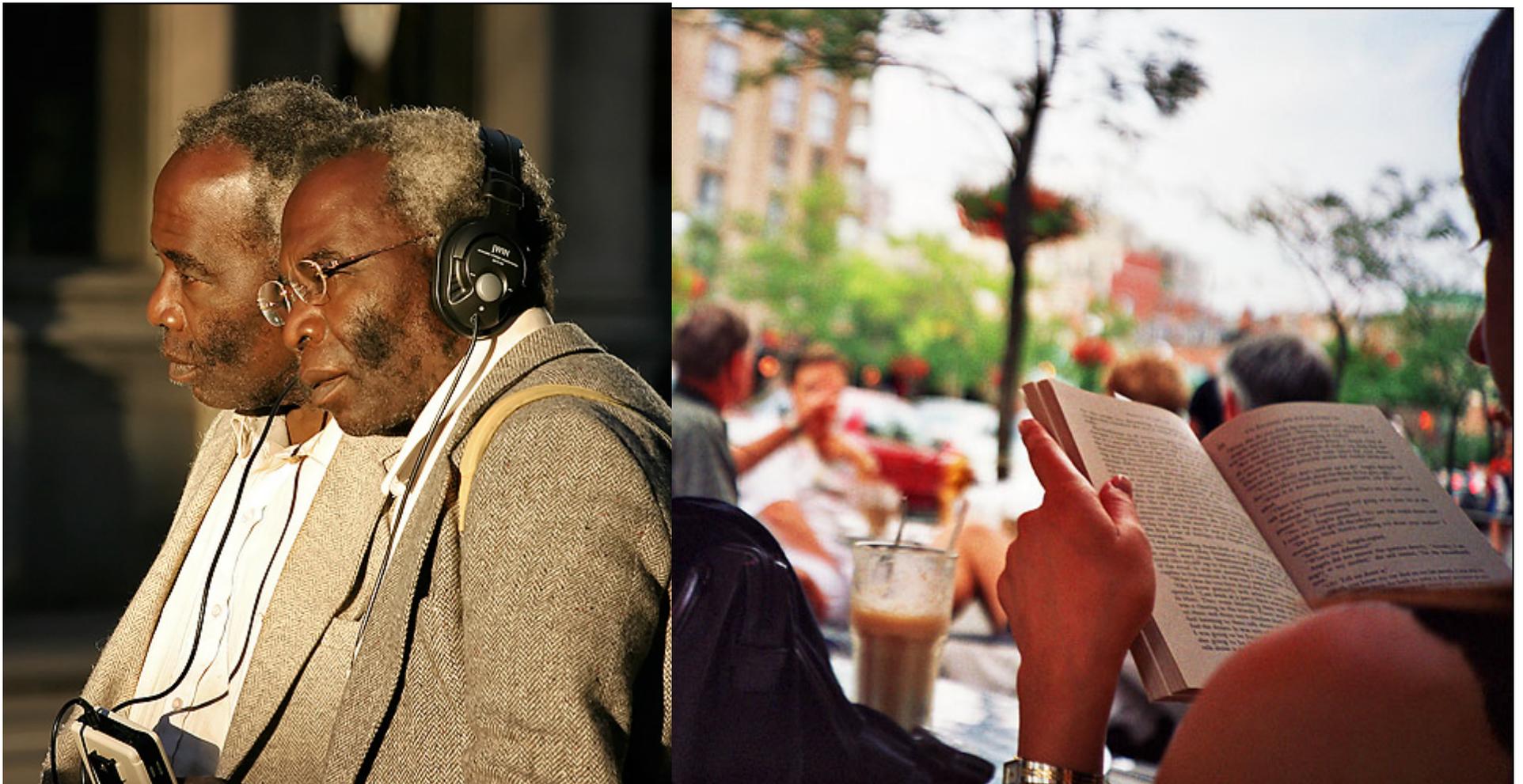
LBMGs: Control and exclusion



Will certain groups be excluded from interacting with others in public spaces due to the location aware filter on mobile devices?

LBMGs: Control and exclusion

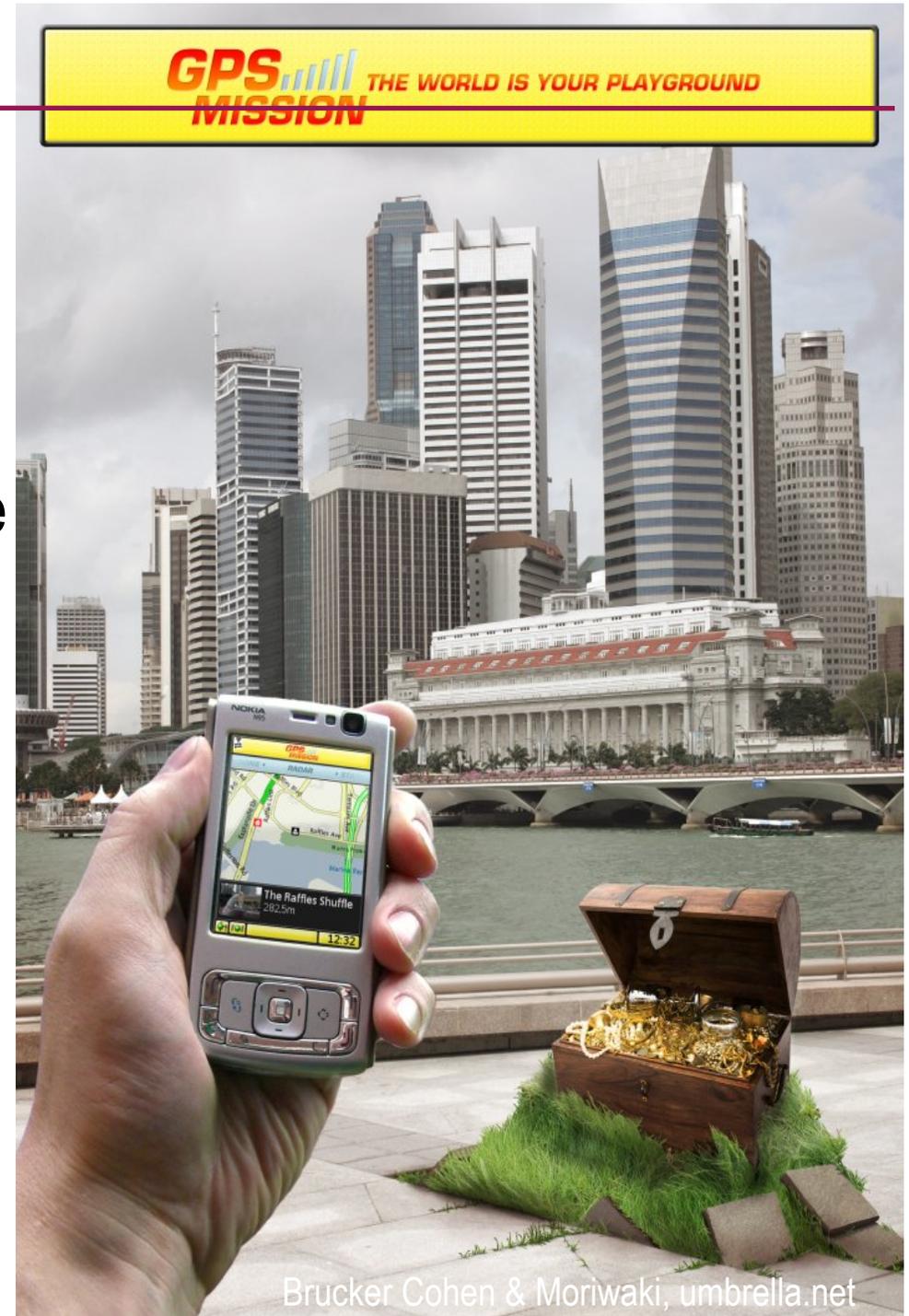
Simmel's (1903) blasé attitude = filter / interface



LBMGs: Public spaces

1. Game play + ordinary life

- a) Play embedded in ordinary life
- b) Urban spaces = game board
- c) Familiar → Strange



LBMGs: Public spaces

2. Physical + Digital Spaces

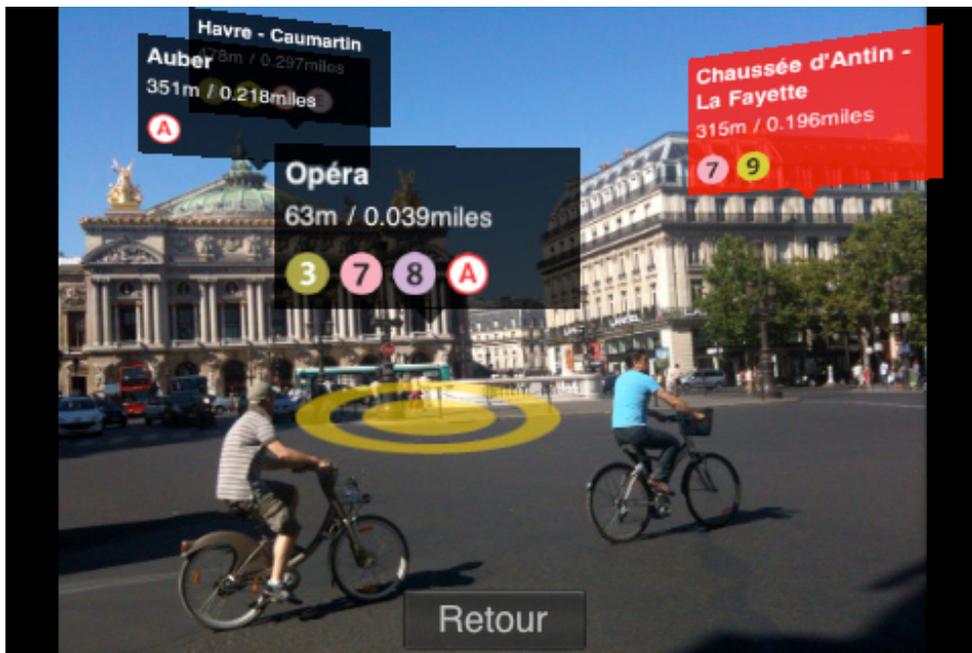
Urban spaces = physical spaces + digital information

Network Locality

Network Locality

Net-local spaces: composed of local + remote interactions

LBMGs re-connect us to the local



Instead of public space being lost to the network, we argue that the network is being pulled into public space.

Thank you! :: <http://souzaesilva.com>

Eric Gordon &
Adriana de Souza e Silva

(2011)

*Network Locality: How
placeless networks create a
culture of location.*

Blackwell-Wiley.



Digital Cityscapes

((merging digital and urban playspaces))

Adriana de Souza e Silva
Daniel M. Sutko, EDITORS

