

Mobile and Pervasive Gaming

creating a hybrid reality by blurring the borders between the physical and the virtual

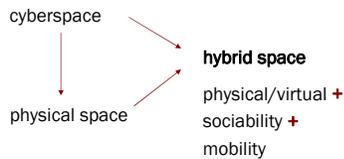


Adriana de Souza e Silva, UCLA

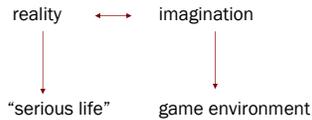


"Bjorn Idren lay fast asleep on the couch in front of his TV last month when his cell phone gave an ominous series of beeps. An incoming call? Nope. It was a drive-by shooting. "Bjorn, wake up," shouted his girlfriend, Sophia Eriksson, 26. "Someone is shooting at you!" Rather than dive under the couch or reach for a sidearm, Idren, 28, grabbed his phone. Too late. He had taken a wireless bullet". BusinessWeek Online, 07/02/01

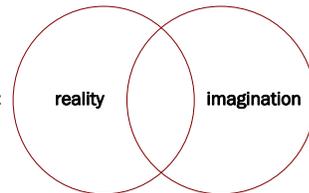
MMORPG played in physical space



Why games?



pervasive games:



Pervasive Games:

- Mobile
- Connect people: distant and close
- Expand the game environment outside the board / screen into the city
- Change our perception of urban spaces
- Create new uses for mobile technologies (cell phones)
 - GPS (location-awareness)
 - Internet
 - Text messaging
 - Game platform



Defining games

What is a game?

- Sequence of actions within a formal and pre-defined set of rules.
- Based on winning and loosing

MUDS challenge this definition!

- No winners or losers
- Mix into life

“More than 40% of the players in the massively multiplayer game (MMORPG) EverQuest play 20 to 40 hours a week.” Boston Globe, 08/05/2002

Traditional RPGs

Online RPGs

Pervasive games

Outside the screen

In the digital domain

Outside the screen

Players share the same space

Players do not share the same space

Players do not share the same space

Most of the adventure is in the player's mind

Most of the adventure is in the player's mind

Most of the adventure is in the player's mind

Players are static

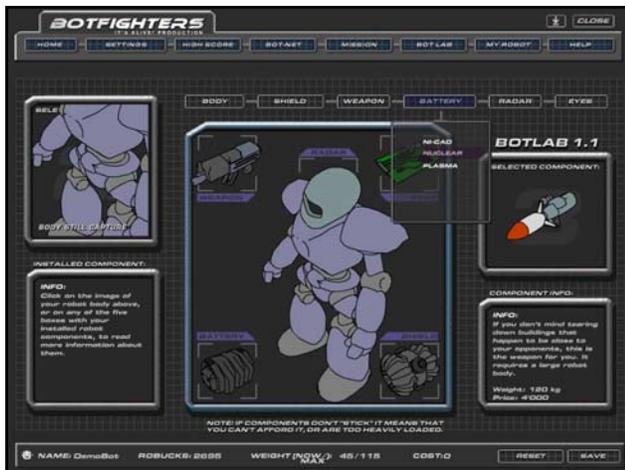
Players are static

Players are in movement (hybrid space)

Pervasive Games Botfighters



- Widen the game environment
- The player is the avatar
- Physical space becomes the game board
- No gameplay (in-between)



Changing the perception of the city

Taxi 31: has four phones, bills ups to \$4,000, and brags on the website that he's driven 30 kilometers outside the city to get in battles. *Wired News, 02.08.2002*

Users: 25 - 25
Sweden / Finland / Ireland / Russia





Supafly

Supafly doesn't have winners, per se. Players rise up or down in the virtual environment depending on whether their deeds are good or bad. If their actions are cool or evil enough, they get a story written about them in the online newspaper. *Wired News, 2003*

Changing the perception of the physical spaces:



Geocaching



The Go Game



Blast Theory + Mixed Reality Lab

Can You See Me Now?

Sheffield (UK), 2003
 Rotterdam (Holland), 2003
 Oldenburg (Germany), 2003



Blast Theory + Mixed Reality Lab

Uncle Roy All Around You

Westminster, London (UK), 2003
 Manchester (UK), 04.28 - 5.08.2004
 West Bromwich (UK), 05.27 - 06.05.2004

Pervasive games

- Are part of life
- Mix real and imaginary spaces
- Turn the familiar into strange
- Allow people to withdraw from the everyday spaces of their serious lives and “travel” to a new, unpredictable, and unexplored space.

Internet: space for projection of the imagination (1990s) - MUDs



Urban spaces: new spaces for the projection of the imagination (games)

Hybrid Spaces as Multiuser Environments

Game

Established inside a set of rules
(traditional games)

Gameplay

period of time



Play

Rules and margins are more loose or
inexistent (RPGs / MUDs / pervasive
games) Roger Calois, *Les Jeux and Les Homes*, 1958

Playability

guidelines and rules

- Functional
- Structural
- Audiovisual
- Social

Järvinen, Heliö, Mäyrä, 2002

Traveling, shopping and playing games: trips to the unknown?

Tourism

- Leisure and pleasurable experiences
- Take place outside the spheres of home and work.

Shopping

Turo-Kimmo Lehtonen, Pasi Mäenpää, 1997

Play should have a connection to serious life, otherwise it becomes 'empty play'. Georg Simmel, 1950

Tourism

- Really goes somewhere else

Shopping

- Transforms the familiar into strange.
- Look into the same environment with the eyes of a tourist.
- The real world is constantly challenged by the possible world

Play

- Movement
- Mix with the real space (imaginary x reality)
- Take place in public spaces
- Unpredictable

Mobile games



Pervasive games



Pervasive games and Mobile Communities:
People as nodes of the network

Mobile networks:

