

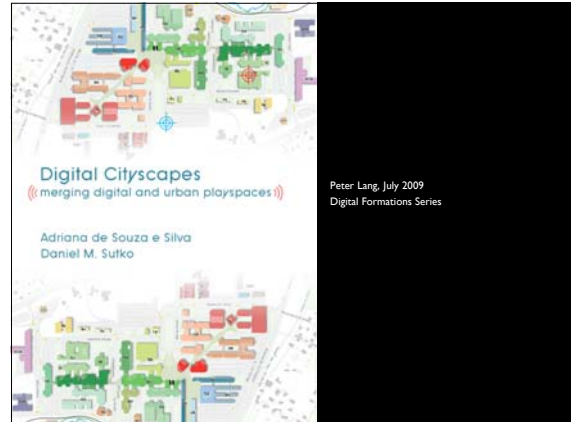
Location-based mobile games: Transforming urban spaces via locative media

Locative Social Media: Challenging the aleatory and the social in the urban landscape
Daniel M. Sutko & Adriana de Souza e Silva

Designing Location-based Mobile Games – The CityExplorer Case Study
Sebastian Matyas, Christian Matyas, Malko Kamata, Hiroko Mitarai, Peter Kiefler & Christoph Schlieder

CitySneak: Play, pedagogy, surveillance
Robert Sweeney & Ryan Patton

Location-based technology and game-based learning in secondary education: Learning about medieval Amsterdam
Wilfried Admiraal, Sanne Akkerman, Janina Huizenga & Henk van Zeeijl



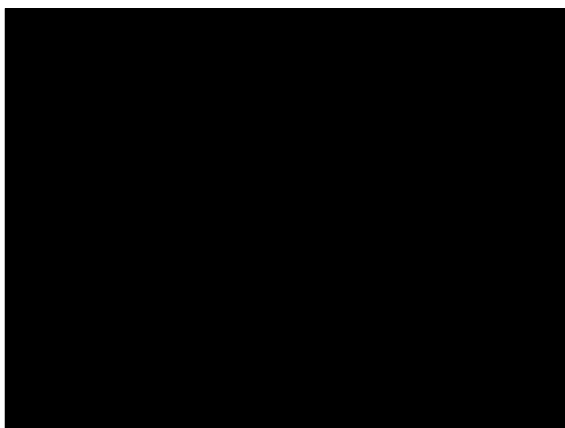
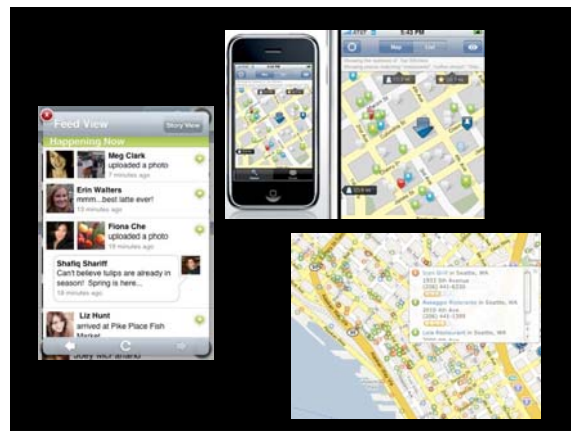
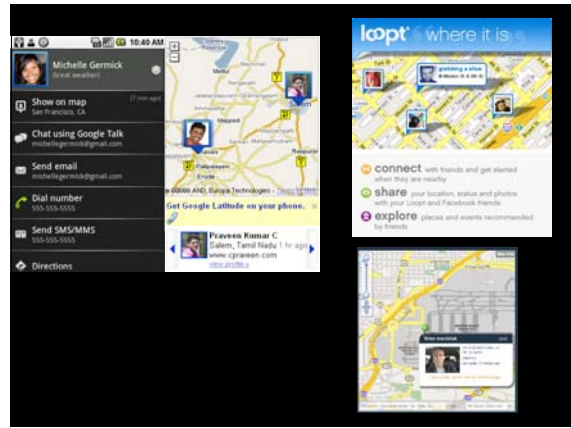
Locative social media:
Challenging the aleatory and
the social in the urban
landscape

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mapping the presentation

- + Brief history of locative mobile social networks (LMSNs)
- + Eponymous and anonymous interface styles defined
- + Social aspects of LMSN interfaces
 - > direct vs. indirect forms of communication
 - > communication & coordination
 - > (un)familiar places and people





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