

Pervasive Games

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Goals

- To introduce the concept of pervasive games
- To present examples of pervasive games
- To understand the distinctive design challenges and opportunities
- To introduce design and evaluation methods, guidelines and supporting tools

Structure

- Introduction – definitions and motivations
- Uncertainty and seams (Can You See Me Now?, Savannah & Feeding Yoshii)
- Situating games in the real world (Uncle Roy All Around You)
- Interweaving mobile games with the patterns of everyday life (Day of the Figurines & Hitchers)

Introduction to Pervasive Games

- Definitions
- Genres
- Technologies
- Motivations

What are Pervasive Games?

- Pervasive games extend the gaming experience out into the real world—be it on city streets, in the remote wilderness, or a living room.
- Players with mobile computing devices move through the world. Sensors capture information about their current context, including their location, and this is used to deliver a gaming experience that changes according to where they are, what they are doing, and even how they are feeling.
- The game player becomes unchained from the console and experiences a game that is interwoven with the real world and is potentially available at any place and any time.

Emerging Genres

- Reinventing classic computer games
- Alternate Reality Games
- Massively multiplayer games reaching out
- Friendship and social games
- Overlaying physical and virtual worlds
- Enhanced tabletop games
- Simulation games

Pervasive Game Technologies

- Hardware
 - Devices and displays
 - Sensing
 - Wireless communications
- Software

Motivations?

- What are the potential benefits and risks of pervasive games?
 - Experiential
 - Commercial
 - Societal
 - Educational
