

# Theory

Mobile and Ubiquitous Games

ICS 163

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Content adapted from:

Pervasive Games: Theory and Design

Experiences on the Boundary between Life and Play



## : My Family

- I'm married and have four kids and live in UniHills
- I'm pretty open about my story



## : My Background

- B.S., Computer Science from Cornell (NY)
  - M.Eng, Electrical Engineering
- STRIKE Officer
  - USS CURTIS WILBUR, DDG-54, Japan
- Operations Officer
  - USS SIMON LAKE, AS-33, Italy
- Ph.D in Computer Science and Engineering at UW
- Director of the Laboratory for Ubiquitous and Interaction
- Co-founder of quub, whisper.fm, swayr, waitscout, audia,



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getaudia.com

## : My Research

- Artificial Intelligence + Collapse Informatics + Ubiquitous Computing
- Example: I made a sensor system for babies in the NICU to detect cerebral palsy







You are an undercover assassins. You're living your everyday life: going to work, school, home, performing your day to day tasks, hiding in plain sight. But in secret, your stocking a target, always keeping a hidden weapon at hand. You build bombs and prepare weapons while trying to scrounge as much information on your target as possible. Taking the perfect shot at him requires you to wait for hours in the stairwell, trying to hide from his cautious eyes. Maybe you get close enough to poison his coffee, trying to act normal while serving the deadly dosage.

Yet you must look over your shoulder constantly; you are also somebody else's target. As the target, you're waiting for the dagger of another assassin, who might be your friend or someone you've never met before. You know there is someone out there intending to get you, and there is no way of telling how or when she will strike.

## Case Study A: Killer



- Gameplay
  - Timeframe
  - Group Circle
  - Acceptable kills
- History
  - The Seventh Victim by Robert Sheckley (1953)
  - La decima vittima (1965)
    - Hunger Games
    - Theseus and the Minotaur

One of Sheckley's early works, the 1953 Galaxy short story "Seventh Victim", was the basis for the film *The 10th Victim*, also known by the original Italian title *La decima vittima*. The film starred Marcello Mastroianni and Ursula Andress. A novelization of the film, also written by Sheckley, was published in 1966. The story may also have been the inspiration for the role-playing game *Assassin*. The Japanese novel and film *Battle Royale* and the series of best-selling novels *The Hunger Games* also have the same premise as Sheckley's story. The satirical premise, invented by Sheckley, is that in the future killings are legal and televised, and that potential victims or hunters can get corporate sponsors and extra perks to assist them in succeeding as a professional, corporate-sponsored, celebrity killer.

## Case Study A: Killer



- Longevity
  - Simple set of rules
  - Popular on college campuses
  - endless variations



## Case Study A: Killer



- Public Performance and Shared Secret
  - Interference
- Acceptable Behavior
  - Breaking and Entering
  - Sportmanship
  - Prestige

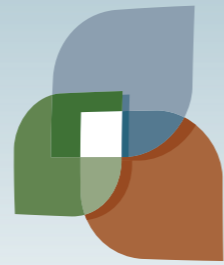


## Case Study A: Killer



- Breaks everyday boundaries
  - Environments
  - People
  - Information
- If you want to stage an elaborate ploy, it must be real
- Simple, Elegant
  
- Cruel 2 B Kind





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