Design:

Pervasive Game Design Strategies

Mobile and Ubiquitous Games
ICS 163
Donald J. Patterson

Content adapted from:
Pervasive Games: Theory and Design
Experiences on the Boundary between Life and Play

- Games Telling Stories

  - First Person Story

    - A game that focusses on one person

  - To make it work

    - Appeal to the narcissism of the player

    - minimize role-playing

    - Personalize the story

Pervasive Game Design Strategies

- PacManhattan

- Tangible Experience Design

- The Magician's Curtain

- Runtime Game Mastering

- Games Telling Stories

- General Issues of Game Design

- Disruption

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Pervasive Game Design Strategies

- General Issues

  - Sustaining Critical Mass

    - Limit the time and space of play

    - Reward extensive play (e.g., staying online)

    - Provide single-player content

      - (e.g., maintenance work, resource allocation)

    - Provide two-player content

    - Conceal the lack of critical mass

      - If players don't know the mass isn't there yet, they won't abandon the game as fast

Pervasive Game Design Strategies

- General Issues

  - Pacing the Game

    - Test and iterate

    - Allow for variable pacing

    - Make it foolproof

      - Don't let one player's delay ruin the game

    - Prepare for dedicated players

Alarzy

- General Issues
    - Business Model
        - How this thing is funded has a big impact on the design
    - Dragonbane
        - 1 million euro

Dragonbane

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  - Goal

    - to physically demonstrate the threat of decentralized action, inspired by Maneki-Neko, Distraction

  - Players: Brea-Olinda High School students

    - Split into four teams

  - Time frame

    - 2 hours

  - Technology

    - text messages, GPS, paper

Take an envelope from Prof. Patterson's mail box and write a large "A" on it . Put a copy of "Software Engineering Notes" in it. (1:2)

Go to the 5th floor mailroom (1:1)

DZ

Go to Location (33.643324 -117.842282) (2:1)

Find the words "Drop Zone" on the ground. (2:2)

Wait there and listen for someone singing "You are my sunshine" (2:3)

Start

Go to Donald Bren Hall Room 5084 (3:1)

Go to Location Donald Bren Hall Room 4084 (4:1)

Catch the envelope labeled "A" when the singers throw it to you (2:4)

Obtain an envelope marked "C" (3:2)

Find and take an envelope marked "D" (4:2)

Proceed to (33.644271 -117.841201) (2:5)

TP2

Travel to (33.644633 -117.840651) Find the "Go Study Abroad" Bulletin Board (3:3)

Form a single file line and march in a large circle around

Travel to (33.642531 -117.839763) (4:3)

BBUH

Pervasive Game Design Strategies

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2:1)

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Go to the fifth floor mailroom (1:9)

Catch the envelope labeled "A" when the singers throw it to you (2:4)

Take an envelope from Prof. Patterson's mail box and write a large "B" on it. Put a copy of "Software Engineering Notes" in it.(1:10)

Find and take an envelope marked "D" (4:2)

Proceed to (33.644271 -117.841201) (2:5)

TP2

Wait for the printer to print a piece of paper with four pictures on one side and "B" on the other. (1:11)

Form a single file line and march in a large circle around that GPS point (2:6)

Travel to (33.642531 -117.839763) (4:3)

BBUH

organizer: Print "B"

ntil someone
Immediately
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2:7)

BBUH

Post envelope "D" on wood post next to the bulletin board located next to that GPS point. (4:4)

Cut the four pictures apart and place in the envelope. Seal the envelope. (1:12)

Go to (33.643492 -117.84050) (1:13)

TP1

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marked
:8)

Travel to (33.643492 -117.84050) (4:5)

TP1

Lie on the ground in a star shape. (1:14)

envelope marked "D" (4:2)

Proceed to (33.644271 -117.841201) (2:5)

TP2

Wait for the printer to print a piece of paper with four pictures on one side and "B" on the other. (1:11)

Form a single file line and march in a large circle around that GPS point (2:6)

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TP1

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TP1

Lie on the ground in a star shape. (1:14)

Continue lying on the ground until your hear someone sing "Twinkle Twinkle Little Star" (1:15)

...ring envelope "D" back to ...home base and tape the ...ntents to the white board in ...e indicated manner (2:9)

Look for a human star and sing "Twinkle Twinkle Little Star" to them. (4:6)

When you hear that song, scream, leave envelope "B" behind on the ground and run to the "Go Study Abroad" Bulletin Board at (33.644633 -117.840651) (1:16)

End

Bring envelope "C" back to home base and tape the contents to the white board in the indicated manner (1:18)

Find and take an envelope marked "C" (1:17)

...n to Home ...se (3:11)

Start

Wait there and listen for someone singing "You are my sunshine" (2:3)

Go to Donald Bren Hall Room 5084 (3:1)

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Form a single file line and march in a large circle around that GPS point (2:6)

Travel to (33.642531 -117.839763) (4:3)

BBUH

Post Envelope "C" on the bulletin board located there (3:4)

Continue marching until someone pretends to shoot you. Immediately drop your envelope "A" and run to the bulletin board at (33.642531 -117.839763) (2:7)

BBUH

Post envelope wood post ne bulletin board next to that GP (4:4)

Travel to (33.644271 -117.841201), Look for a line of soldiers and attack them with finger guns loudly shouting "bang" (3:5)

TP2

Find and take an envelope marked "D" (2:8)

Trave -117

Take envelope "A" (3:6)

Pervasive Game Design Strategies

Take envelope "A" (3:6)

Bring envelope "D" back to home base and tape the contents to the white board in the indicated manner (2:9)

Look for a human star and sing "Twinkle Twinkle Little Star" to them. (4:6)

Go to the Bren Hall sixth floor outdoor patio. (3:7)

Bring envelope "C" back to home base and tape the contents to the white board in the indicated manner (1:18)

Fin
env

End

Find the words "Launch Pad" on the ground. Stand on them.   Do not climb on the ledge. Do not try and look over the ledge(3:8)

Return to Home Base (3:11)

Pick up envelope "B" (4

Drop the Envelope over the edge of the building closest to you. Do NOT try and look over the edge (too dangerous) (3:10)

Bring envelopes "A" and "B" back to home base and tape the contents to the white board in the indicated manner. (4:12)

Proceed to (33.643324 -117.842282) (4:8)

DZ

As loud as you can, sing "You are my sunshine" (3:9)

Catch an envelope labeled "A" from the singers (4:11)

Find the words "Drop Zone" on the ground. (4:9)

Wait and listen for someone to sing "You are my sunshine" (4:10)

Start

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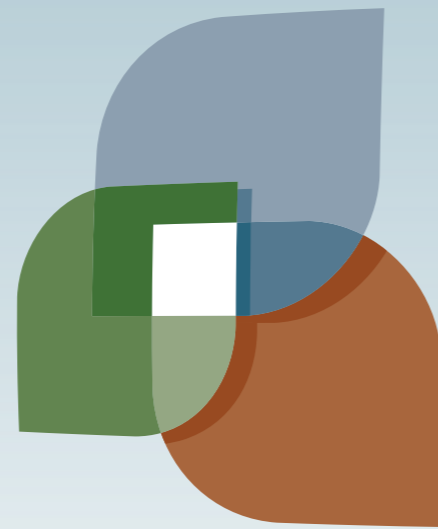# Pervasive Game Design Strategies

- Disruption
  - Game Design
    - Training in GPS the day before
    - Hint sheets for locations pre-made
    - Control room watching movements
    - Team play
  - A little social expansion
  - Not much temporal expansion
  - Heavy focus on linked mysterious tasks