

Mixed Reality Games

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Goal

To employ Mixed Reality (MR) as a platform for gaming in recreational spaces that will provide a non-threatening way for people to interact with digital environments while maintaining meaningful social contact with others in the physical world.



DIGITAL



REAL

[World of Warcraft] Fostering Obsessive Behavior

-Indianapolis Star

Second Life...
a dangerous
obsession.

-Phillidelphia Enquirer

... the indissoluble double purposiveness of playing chess in absolute concord for the common pleasure of it and each player in chess aiming at nothing but defeating the other, destroying his power and foiling his purpose is what to me seems to exhibit in boldest outline the odd volitional posture I have ventured to call the paradoxy of the Game.

[Kolnai 1966:112]

[T]he individual and psychological motivation for game playing is the presence in the player of anxieties and conflicts induced by antecedent child-training processes. The game is enjoyable to the player because it consists in a symbolic statement of these conflicts, and because in the course of the buffered learning that the game provides, the player develops confidence and competence to handle the real life situations toward which the original anxieties point.

[Avedon and Sutton-Smith 1979:436]

recreational settings

-GAMES

-PLAY

-SPORTS



FAT CAT BILLIARDS

-CHESS, SCRABBLE, CHECKERS, FOOSBALL, TABLE-TENNIS, POOL, SHUFFLEBOARD



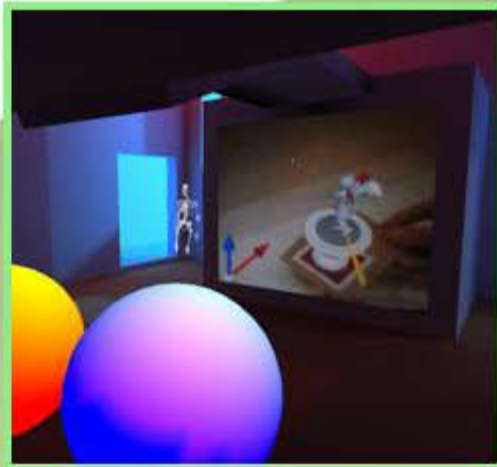
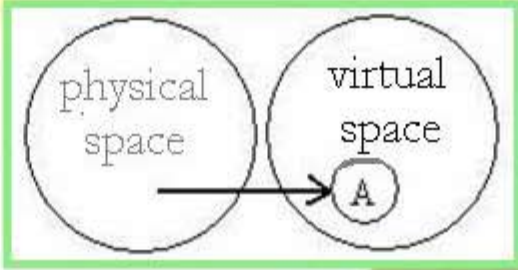
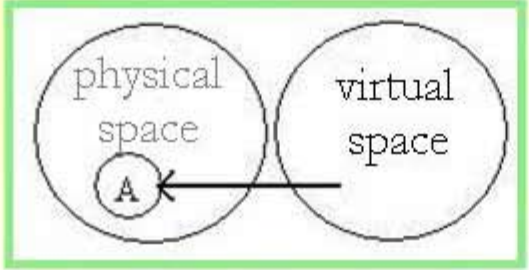
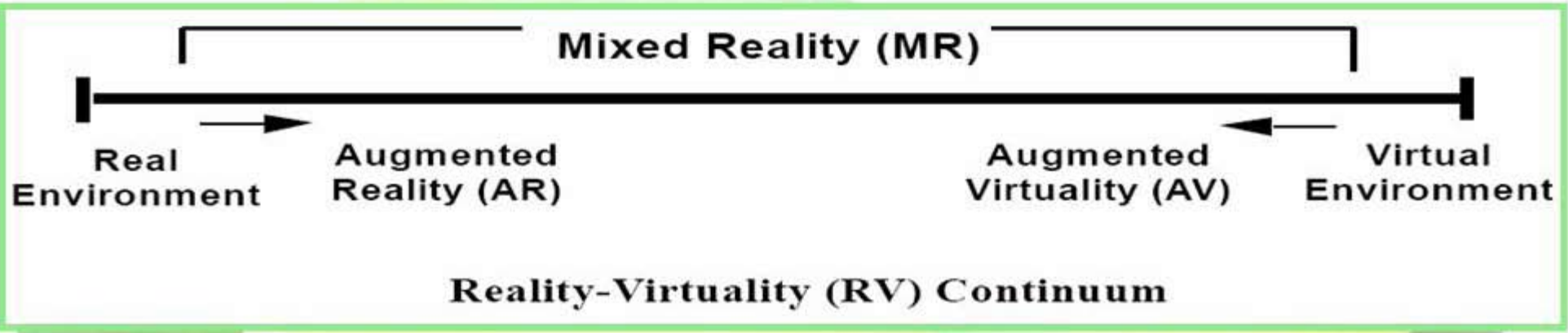
SHEEP MEADOW, CENTRAL PARK

-FRISBEE, HACKEYSACK, CATCH, SOCCER

mixed reality

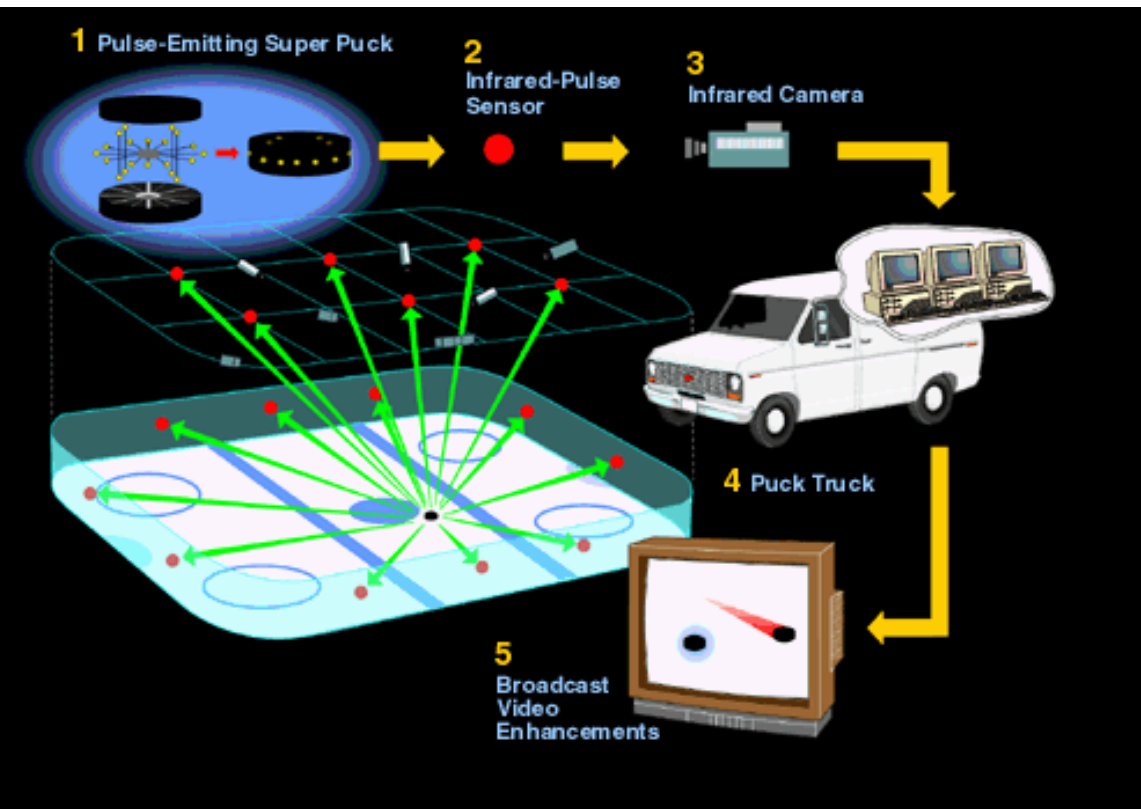
-CONTINUUM

-PRECEDENTS



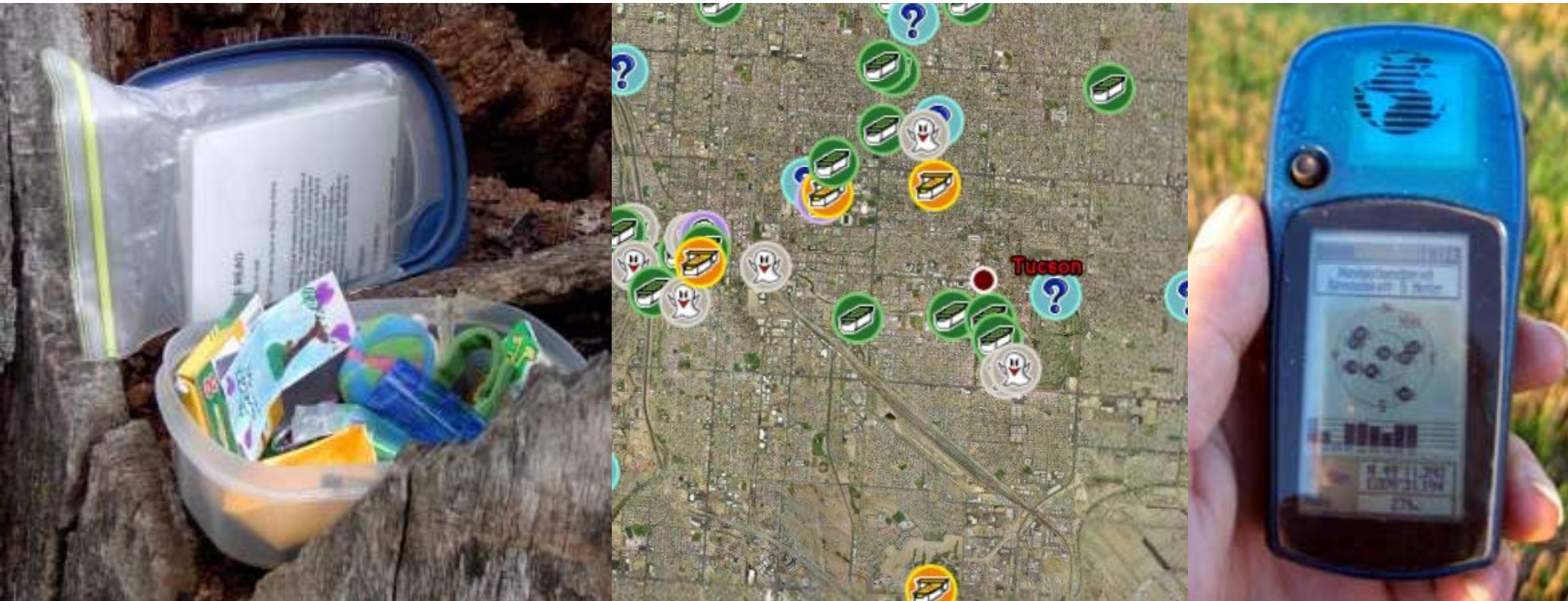
MIXED REALITY CONTINUUM-

SOURCE: KOLSOUZOGLU A. [HTTP://USERS.NTUA.GR/AR01664/MIXED_REALITY/MIXED_REALITY.HTM](http://users.ntua.gr/AR01664/MIXED_REALITY/MIXED_REALITY.HTM)



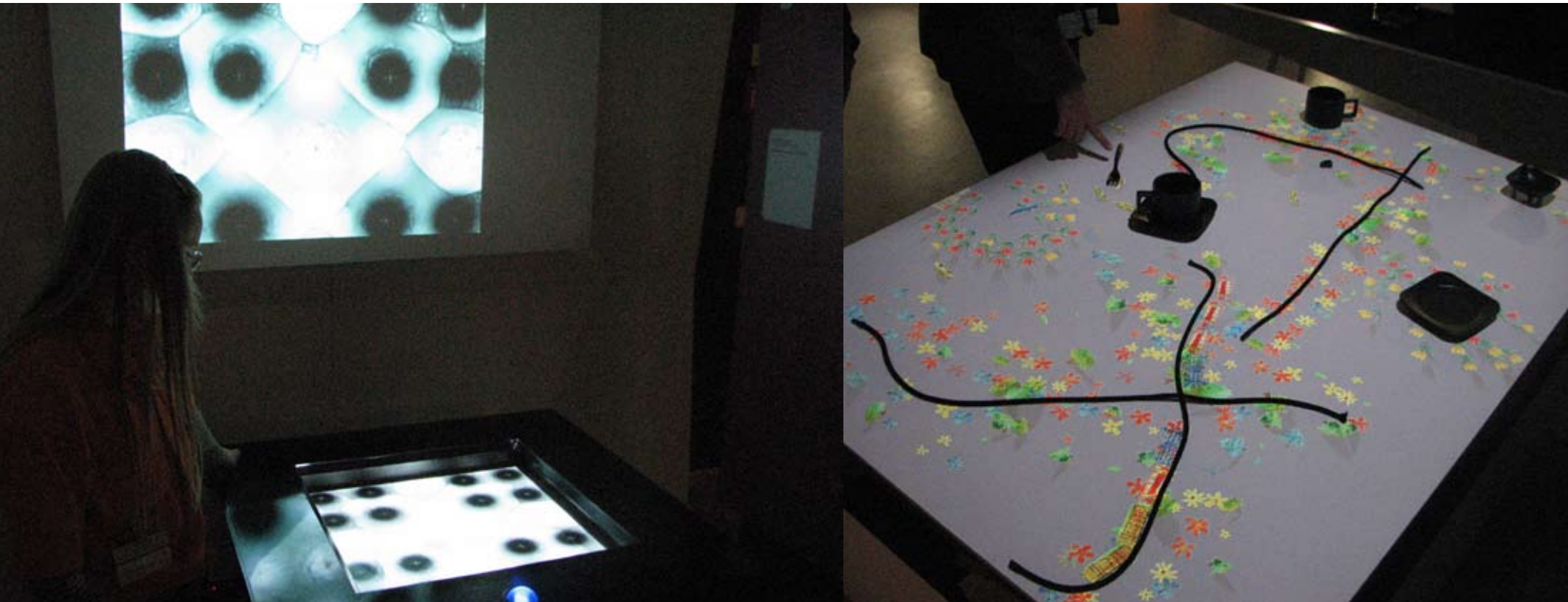
FOXTRAX SUPER PUCK (AR)

-HOCKEY + COMPUTER VISION + BROADCAST



GEOCACHING (MR)

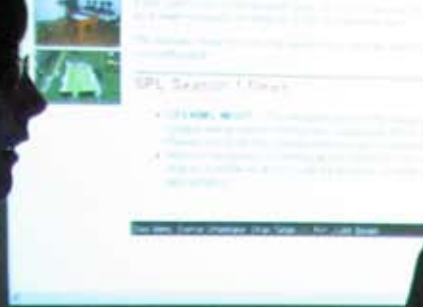
-GPS + GOOGLE MAPS



ENE-GEOMATRIX, DIORAMA TABLE (MR)



GULLIVER'S WORLD (MR)



STIFF PEOPLE'S LEAGUE (MR)

applications

-LEGIONS OF STEEL REMIX

-DARTMAPS

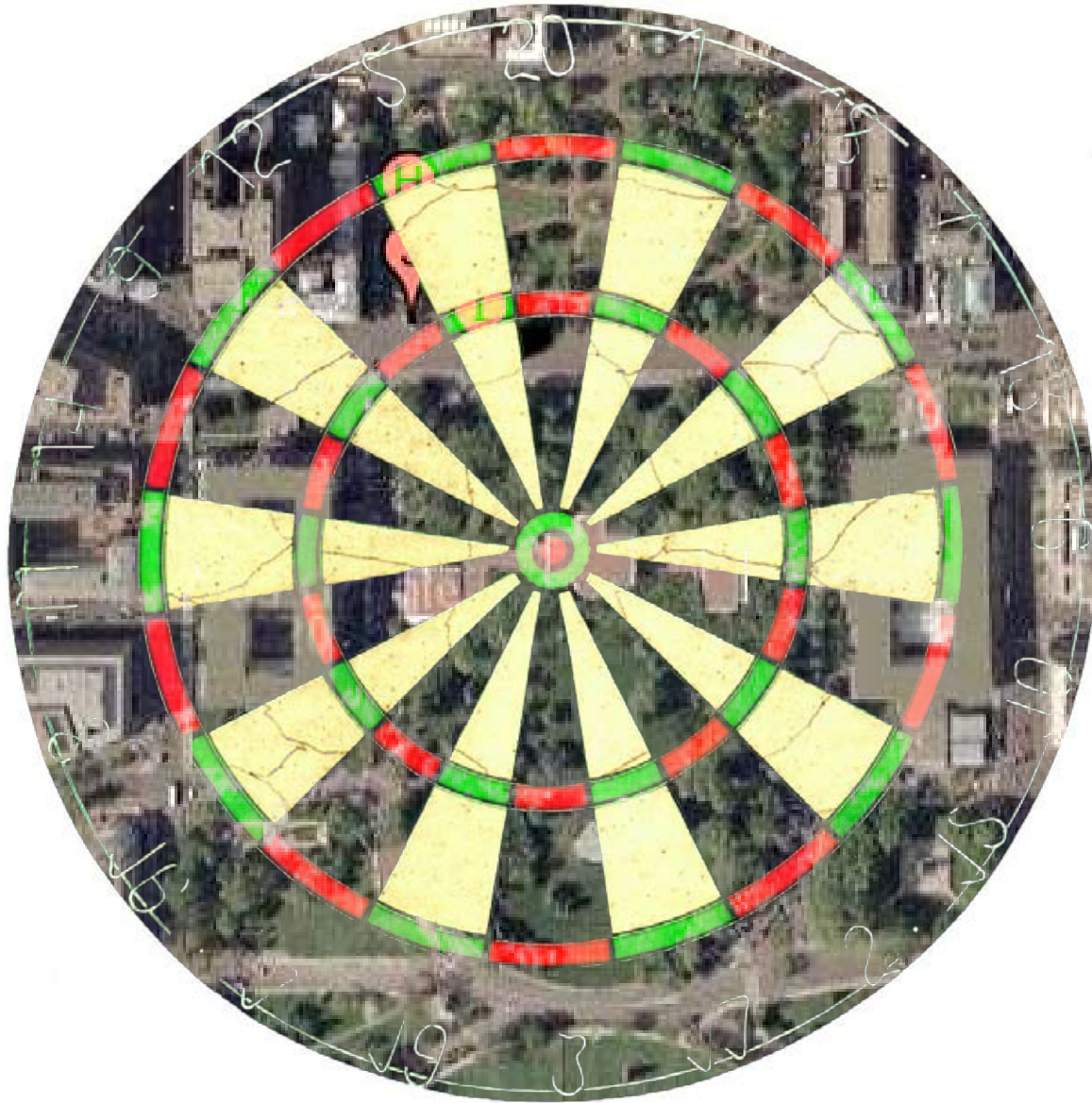
-FIRE AND ICE

-AUGMENTRON



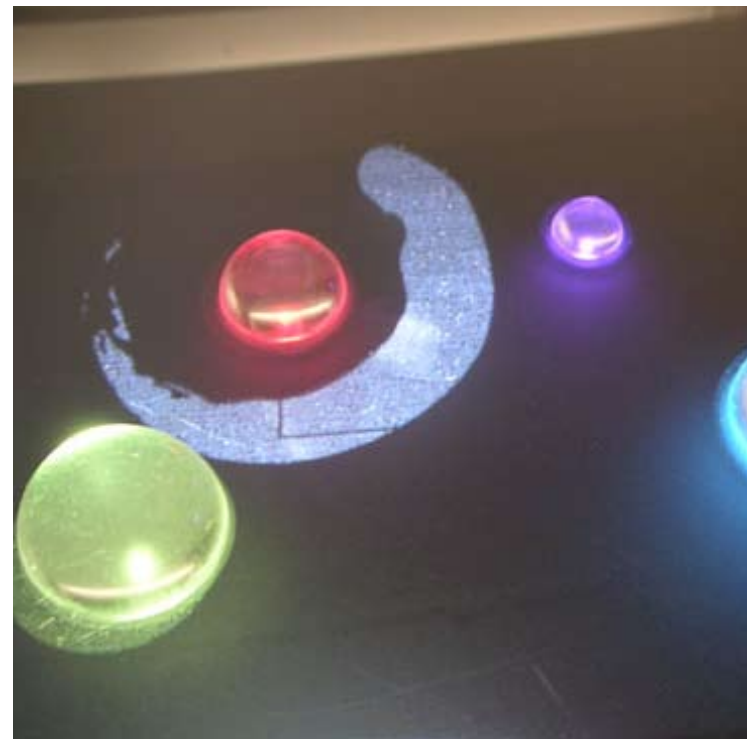
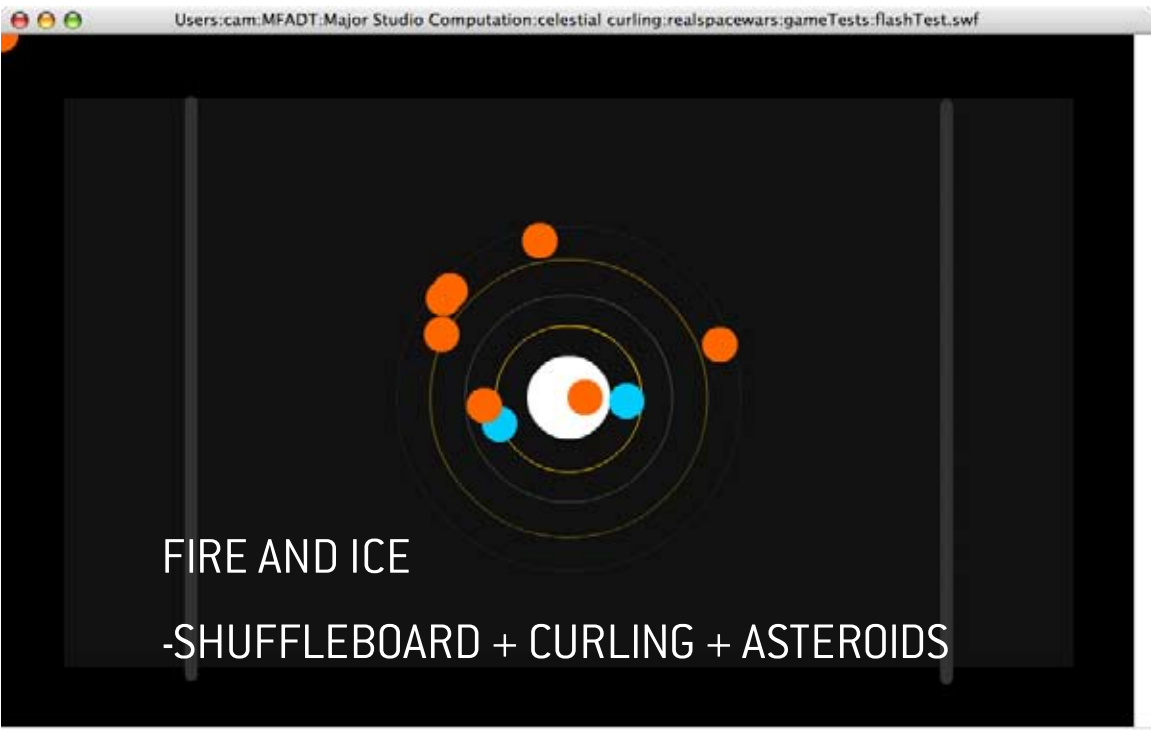
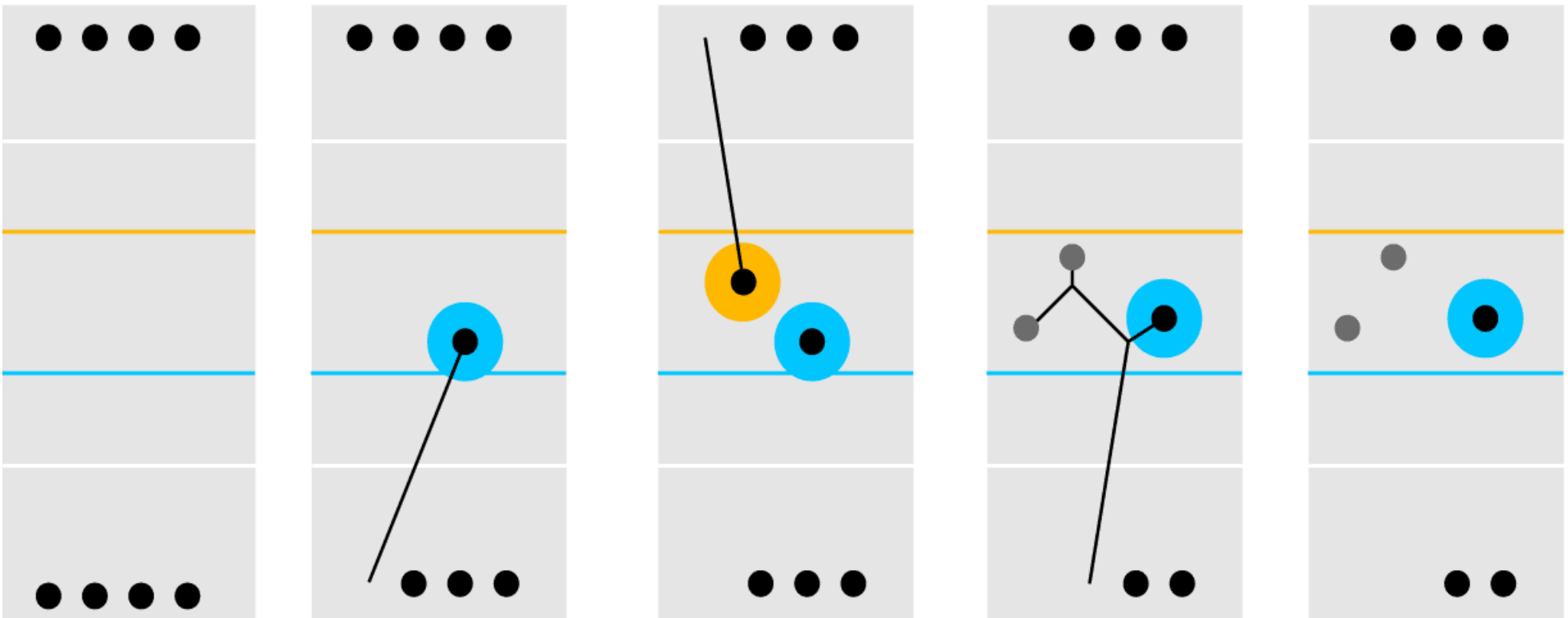
AUGMENTED TABLETOP GAMES

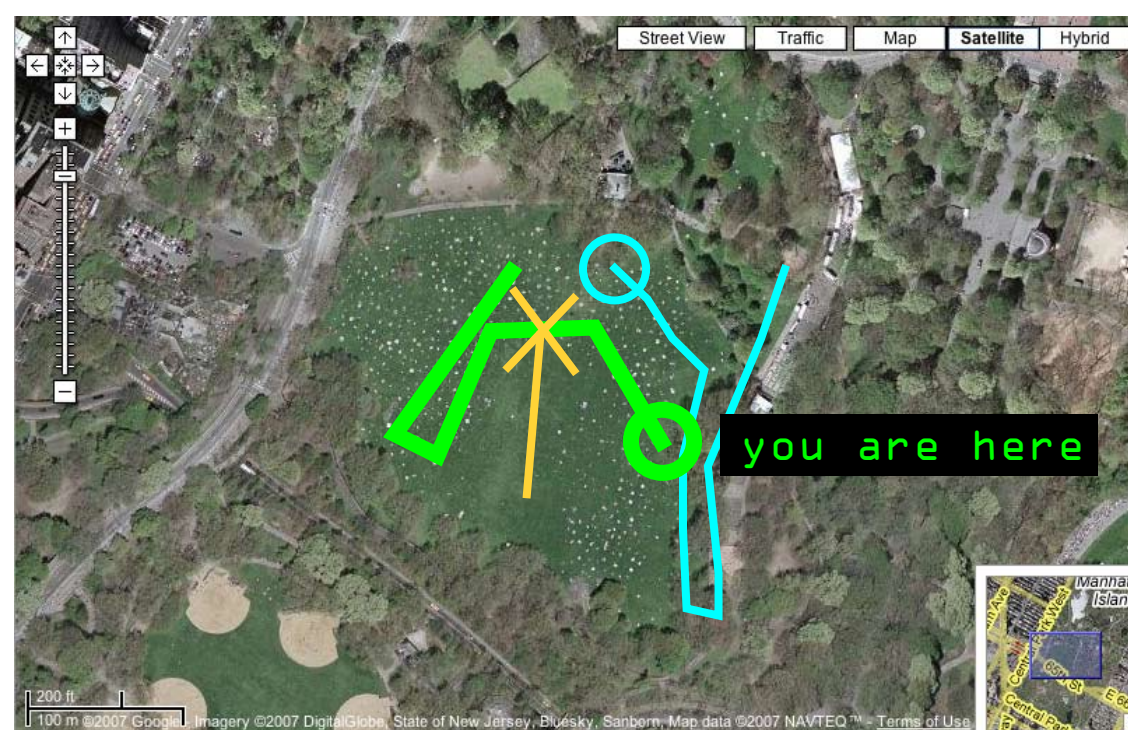
-LEGIONS OF STEEL



DARTMAPS

-DARTS + GOOGLE MAPS





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>emoney hit your trail +100pts  
>warning!!!  
you are nearing camb41b's  
trail!
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AUGMENTRON

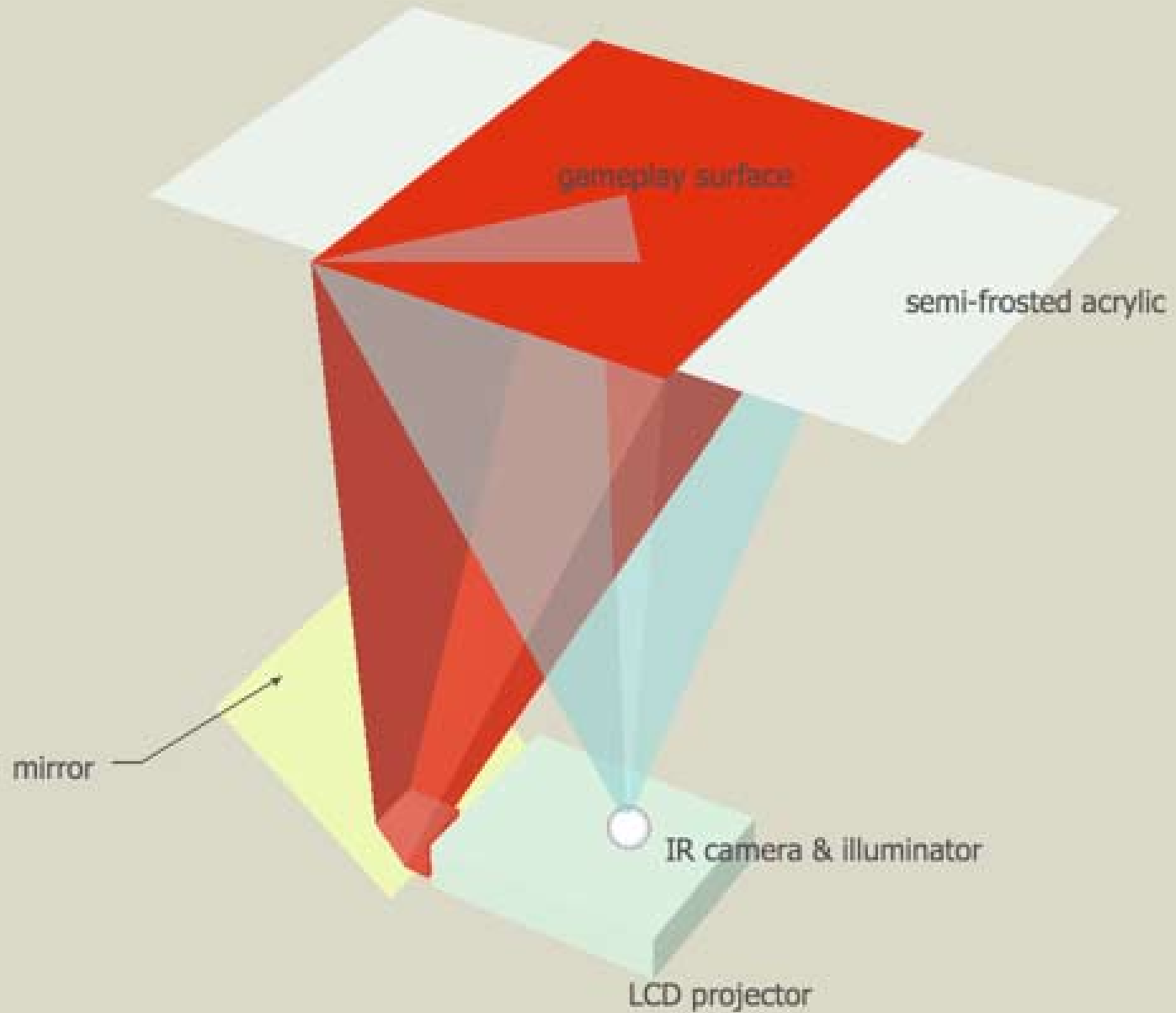
-GPS + MULTIPLAYER + CLASSIC TRON ARCADE

technology

-INPUT (COMPUTER VISION)

-COMPUTATION (TRACKING)

-OUTPUT (PROJECTION)



UNIQUE TRACKING METHOD DESIGNED
SPECIFICALLY FOR MIXED REALITY



IDENTIFICATION OF ELEMENTS
IN REAL SPACE



goals

- DEVELOP A GAME DESIGN THAT REFLECTS AND COMPLEMENTS INTERACTION IN RECREATIONAL SPACES
- CONDUCT USER TESTS ON LOCATION
- DOCUMENT FINDINGS AND ITERATE THE GAME DESIGN

thank you

-QUESTIONS

-COMMENTS