



Pervasive Games in Mobile Phones

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Mobile Phones ARE Pervasive Devices

⇒ **Spatial**

⇒ **Social**

⇒ **Temporal**



Mobile Phones ARE Pervasive Devices

➤ **Spatial**

- o Usable anywhere
- o Positioning (and other non-trivial real-virtual connections)

➤ **Social**

- o Trusted devices for social interaction
- o Existing social networks
- o Synchronous and asynchronous

➤ **Temporal**

- o Personal devices
- o Online all the time



**Pervasive Games Played with
Mobile Phones**

VS.

**Mobile Phone Games with
Pervasive Features**



Cellular positioning – BotFighters and Hitchers

- **Developed by It's Alive!**
- **Played by SMS**
- **Destroy other players**



- **University of Nottingham**
- **Map generated by playing**
- **"Playful application"**



Bluetooth – Hot Potato and Insectopia

- ⇒ **SICS**
- ⇒ **Carry “Hot Potatoes” on other Bluetooth devices**
- ⇒ **Non-players as game elements**

- ⇒ **Interactive Institute**
- ⇒ **Pervasive collect'em up**
- ⇒ **Game elements outside the game**



Social networks – Final Fantasy VII: Before Crisis and Coup

- ⇒ Square Enix
- ⇒ Clever camera support
- ⇒ Async helping of other players

- ⇒ Nokia Research Center
- ⇒ Viral invitation
- ⇒ Async collaborative actions



Important Features

⇒ **Temporal expansion**

- o Blending into the daily life
- o Short spontaneous play sessions

⇒ **Social expansion**

- o Exploit, reveal and expand existing social networks
- o Phones are for social interaction!

⇒ **Spatial expansion**

- o Positioning yes, but...
- o Other kinds expansions more interesting (camera, other Bluetooth devices, time and date, weather...)



Thank You!

Questions?

Comments?

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