SCIENCE*SPRING*DAY

DEPARTAMENTO DE INFORMÁTICA

FACULDADE DE CIÊNCIAS E TECNOLOGIA UNIVERSIDADE NOVA DE LISBOA

Expanding the Magic Circle in Pervasive Casual Play

MultiModal Systems / Interactive Multimedia Group

CHi CENTER FOR INFORMATICS AND INFORMATION TECHNOLOGIES

http://img.di.fct.unl.pt/img2/?page_id=271

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Objectives

Our objective is to break the barrier between reality and games:

- Integrate real world elements in casual games
- Decrease the focus of the player's attention on the screen
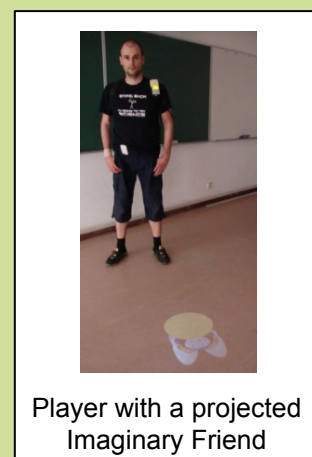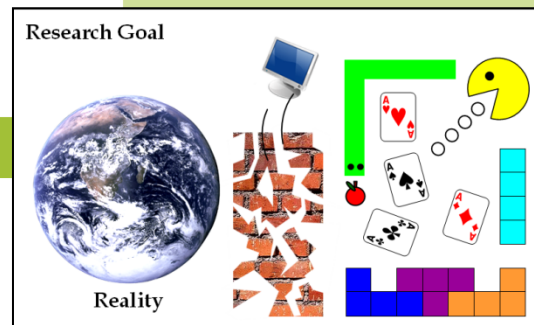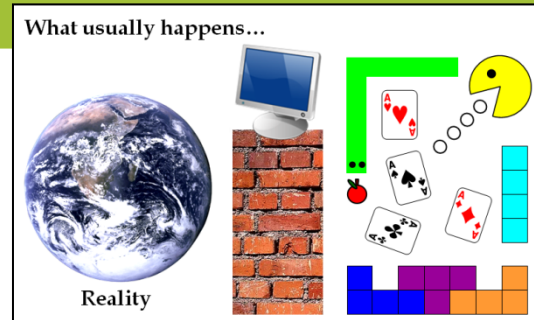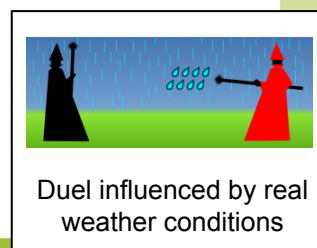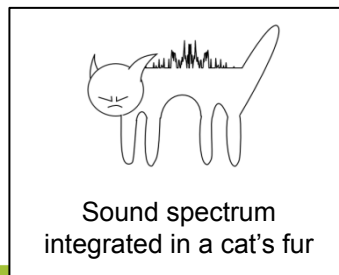- Divert attention to the environment around the player

Conditions

- Casual games are easy and simple to play
- Integration of real world elements is easy and simple for the player
- Casual players are usually not willing to invest in extra hardware
- Use functionality already available or foreseen in the near future

What usually happens... Reality

Research Goal Reality

Methodology

Integrate reality with the fictional game world via:

- Sound
- Video
- Weather
- Location
- Player's activities
- Emotions

Sound spectrum integrated in a cat's fur

Duel influenced by real weather conditions

Player with a projected Imaginary Friend

Expected Results

Contributions:

- Expand the magic circle spatially, temporally and socially
- Decrease the role of the screen
- Set of guidelines for developing casual games with a pervasive twist

Results so far published in:

- ICEC 2012
- ACE 2011
- Interact 2011
- CHI 2013
- Videogames 2010, 2011 and 2012
- DESVIG 2013
- Searching 4 Fun! 2012

Face recognition