

Proceedings of the

4th International Symposium on
Pervasive Gaming Applications

PerGames 2007

June 11th to 12th, 2007
Salzburg, Austria

Editors:

Carsten Magerkurth
Karl-Peter Åkesson
Regina Bernhaupt
Staffan Björk
Irma Lindt
Peter Ljungstrand
Annika Waern

**Carsten Magerkurth, Karl-Peter Åkesson,
Regina Bernhaupt, Staffan Björk, Irma Lindt,
Peter Ljungstrand, Annika Waern (Eds.)**

PerGames 2007

Proceedings of the

4th International Symposium on
Pervasive Gaming Applications

June 11th to 12th, 2007
Salzburg, Austria

Shaker Verlag
Aachen 2007

Bibliographic information published by the Deutsche Nationalbibliothek

The Deutsche Nationalbibliothek lists this publication in the Deutsche Nationalbibliografie; detailed bibliographic data are available in the Internet at <http://dnb.d-nb.de>.

Copyright Shaker Verlag 2007

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

Printed in Germany.

ISBN 978-3-8322-6288-4

ISSN 0945-0807

Shaker Verlag GmbH • P.O. BOX 101818 • D-52018 Aachen

Phone: 0049/2407/9596-0 • Telefax: 0049/2407/9596-9

Internet: www.shaker.de • e-mail: info@shaker.de

Table of Contents

Welcome notes	7
Paper Session 1: Understanding Pervasive Gameplay	11
Evaluation of Crossmedia Gaming Experiences in Epidemic Menace	13
<i>Joel E. Fischer, Irma Lindt, and Jaakko Stenros</i>	
On the Physical Dimension of Social Interaction in Mobile Games	23
<i>Barbara Grüter and Miriam Oks</i>	
Game Mastering a Pervasive Larp – Experiences from Momentum	31
<i>Staffan Jonsson, Annika Waern, Markus Montola, and Jaakko Stenros</i>	
Paper Session 2: Mobile Phone Games	41
Day of the Figurines: A Slow Narrative-Driven Game for Mobile Phones Using Text Messaging	43
<i>Martin Flintham, Keir Smith, Steve Benford, Mauricio Capra, Jon Green, Chris Greenhalgh, Michael Wright, Matt Adams, Nick Tandavanitj, Ju Row Farr, Irma Lindt</i>	
MobiMissions: The Game of Missions for Mobile Phones	53
<i>Lyndsay Grant, Steve Benford, Alastair Hampshire, Adam Drozd, and Chris Greenhalgh</i>	
Playing Location-based Games on Geographically Distributed Game Boards	63
<i>Peter Kiefer, Sebastian Matyas, and Christoph Schlieder</i>	
Paper Session 3: Big Screens	73
Gesture-Based, Touch-Free Multi-User Gaming on Wall-Sized, High-Resolution Tiled Displays	75
<i>Daniel Stødle, Tor-Magne, Stien Hagen, John Markus Bjørndalen, and Otto J. Anshus</i>	
Mofun Circus – Iterative Process in Creating Pervasive Body-Driven Multiplayer Game ...	85
<i>Sami Laakso and Petri Ruikka</i>	
Paper Session 4: Gaming for a Better Life	95
Design Experiences with Networked Exertion Games	97
<i>Florian ‘Floyd’ Mueller, Frank Vetere, and Martin Gibbs</i>	

Fitness Adventure – Location Based Fitness Game	107
<i>Antti Väätänen, Jaana Leikas, Immo Heino, Jussi Liikka, and Olli Pihlajamaa</i>	
Effecting lifestyle changes through ubiquitous feedback systems	115
<i>Masaaki Ayabe, Eiji Tokunaga, Yohei Okuda, Hiroaki Kimura, Vili Lehdonvirta, and Tatsuo Nakajima</i>	
Paper Session 5: New Interfaces	125
The TVViews Table Role-Playing Game	127
<i>Ali Mazalek, Basil Mironer, Elijah O'Rear, and Dana Van Devender</i>	
Real Balls, Virtual Targets: On the Benefits of Hitting a Wall	135
<i>Willem Fontijn and Jettie Hoonhout</i>	
RFIDice – Augmenting Tabletop Dice with RFID	143
<i>Steve Hinske and Marc Langheinrich</i>	
Posters	153
Interactive tangible objects as play pieces in a digital tabletop game	155
<i>Saskia Bakker, Debby Vorstenbosch, Elise van den Hoven, Gerard Hollemans, and Tom Bergman</i>	
Meet Your Heartbeat Twin	157
<i>Ivo Flammer, Wolf Ka and Ryan Skraba</i>	
Via Mineralia – a pervasive museum exploration game	159
<i>Guido Heumer, Frank Gommlich, Bernhard Jung, and Andre Müller</i>	
Developing pervasive games in PASON project	161
<i>M. C. Juan, L. Gamberini, M. Alcañiz, I. Zaragoza, F. Martino, and F. Davide</i>	
The Powers That Be: A persistent, pervasive collectible card game	163
<i>Jess Kilby</i>	
Mobile Hunters – Reloaded	165
<i>Jörg Lonthoff, Erich Ortner, and Michael Wolf</i>	
Designing a Wearable Interface for Pervasive Games	167
<i>Tiago Martins, Christina Heidecker, Christa Sommerer, and Nuno Correia</i>	

Using Evolving Histories to Enhance Place and Presence	169
<i>Rod McCall</i>	
A Low-Cost Approach to Exertion Games	171
<i>Florian 'Floyd' Mueller</i>	
Support of Wayfinding and Navigation with Game Technologies	173
<i>Volker Paelke, Birgit Elias, Christian Geiger, and Ivonne Gansen</i>	
Pervasive Gaming: from the living room to beyond	175
<i>Andrew Tokmakoff, Paul Lemmens, Xiaoming Zhou, Steffen Pauws, and Paul Shrubsole</i>	
Educational fun with a tangible interaction console	177
<i>Janneke Verhaegh, Jettie Hoonhout, and Willem Fontijn</i>	
Demos and City-wide Games	179
Pervasive Gaming with the Nintendo DS	181
<i>Dakota Brown, John White, and David Jimison</i>	
Live Demonstrations: "postvinyl" – pervasive DJing	183
<i>Mathias Fuchs</i>	
Salzburg CityBall	187
<i>David Jimison and Jeff Crouse</i>	
ShameStation: Transposing Freedom from Shame and Guilt from Computer Games to the Real World	189
<i>Ralph Kok, Nicolette Lelieveld, and Jeroen Oliemans</i>	
Jogging over a Distance – Citywide	193
<i>Florian 'Floyd' Mueller, Shannon O'Brien, and Alex Thorogood</i>	
Pictory – A Hybrid Augmented Table-Top Game using Image Search Engines.....	197
<i>Bashar Al Takroui, Luis Bustamante, Antonio Canonico, Michal Janiszewski, Evgenia Nikolova, Mantas Talmantas, and Andreas Schrader</i>	