

# Work Shop Goals

- To distinguish between “pervasive” and “mobile” gaming
- To identify current “pervasive gaming” models that create opportunities for location-specific play in everyday spaces;
- To consider which technologies can be used to further pervasive play, and how;
- To consider the special challenges and opportunities pervasive play poses for researchers, game designers and other artists;
- To identify directions for collaborations in pervasive play research and design.

# Agenda

A place is a space which is invested with understandings of ***behavioural appropriateness***, cultural expectations, and so forth. We are *located* in “space,” but we *act* in “place.”

*Harrison & Dourish, 1996*

We examined one aspect of this definition – “behavioral appropriateness”. We took as an alternative view that places are constantly being socially and culturally constructed. We did a game to demonstrate how places could be constructed and defined in a co-constructed emergent manner. We discussed implications for place.

- An introduction to pervasive play (mini-talks by Jane, Ken) (30 minutes)
- Distributed Play (all) (1.5 hours)
- General discussion; identify potential collaborations, research and design. (all) (30 minutes)

# Opening Contrasts – Why Can't We Play Everywhere

## •Places Where You Play

the park  
the beach  
in front of the tv  
in bed  
on campus  
at a friends house  
in front of the computer  
in public  
on streets  
at work  
everywhere  
in the sea  
on the web  
online  
gym  
golf course  
in bedroom  
in sand  
playground

## •Places Where You Would Like To Play

trains  
family reunion  
beach  
work  
cubical  
antarctica  
the car  
airplanes/airports  
intel hallways  
city golf course  
at home  
more often  
at work (Intel)  
“in in-between”  
spaces  
beyond fixed  
geography  
meetings  
conferences

# General Intro

- **Mobile vs. pervasive.** Mobile games are played and experienced the same way in any context. *Pervasive games* are location-specific and context aware. Pervasive games consider “the meaning of place.”
- **Examples of pervasive play.** Mixed/augmented reality; urban superhero games; flash mobs; multimodal (immersive or alternate reality) gaming; playful public traces.
- **Pervasive play as meaning-making.** Games can create within ordinary spaces opportunities for agency, action, interaction, community development and personal or collective expression.
- **Pervasive play challenges boundary-enforced “appropriate behaviors” and “cultural expectations.”** (Cite Harrison and Dourish 1996: “A place is a space which is invested with an understanding of behavioral appropriateness and cultural expectations...”) We may “act in place”, but we interact, create, effect and affect in *playful* places.

# The Play

- **Goals:** To find eight “technologies” (artist artifacts created by conference participants in the Artistry & Expression morning workshop) “embedded” (hidden) in eight different locations around the Intel campus, and to discover the purpose of each object by analyzing its physical properties and its relation to the place where it was found.
- **Note:** Absolutely no purposes were pre-planned. All solutions and play were completely open-ended and improvised based on the suggestions and interpretations of the players.

# Play Experienced

Photos of the places where objects were found:

<http://www.lindyexchange.com/play>

## Etic Places/ Emic Objects

Each of the locations were redefined to help make sense of the objects

- Conf Lunch Room – Magic shield
- Café Courtyard – Magic Glasses
- Air Breathing Cabinet – Keys
- Community Building Conference Rm – Olfactory communicating device
- Intel Museum Sign –\_Other half of keys to unlock secret musical message
- Parking Lot – Devine Ant Assistor
- Auditorium – Talking Heads
- Coin return – Wheel of Life - Passed onto Joe McCarthy to reveal at ubicomp 2003

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# Discussion

- Is pervasive play really context-aware and location-specific, if it tends to be based on a kind of “negativism”, i.e. rule-breaking and expectation-resisting for that particular place?
- Will pervasive play in the future be more top-down (formal games produced for the public) or bottom-up (informal play strategies virally developed by the public?)
- How can ubiquitous computing help fulfill “Daily minimum requirements” for play”? How can ubiquity of technology be helpful to create ambiguity of place? Is this the kind of things cell cameras can do?
- How can we create technologies of “ambiguous design” that encourages playful uses not anticipated by the designers?