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HomoLudens2.0

Location-based mobile games: Interfaces to urban spaces



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Defining LBMGs



Botfighters (It's Alive, 2001)

Broader social implications

1. Surveillance / Privacy
2. Identity construction
3. Control /personalization
4. Urban spaces



LBMGs: Surveillance

Collateral surveillance: 'power asymmetries?'



Uncle Roy All Around You (Blast Theory, 2003)

LBMGs: Privacy

What are the consequences of the public character of location?

Private Public



Mogi (NewtGames, 2003)

LBMGs: Control and personalization

Will the ability to control digital information attached to location lead to an increased personalization of public spaces?



LBMGs: Public spaces

Game play + ordinary life

- a) Play embedded in ordinary life
- b) Urban spaces = game board
- c) Familiar Strange



Botfighters (It's Alive, 2001)

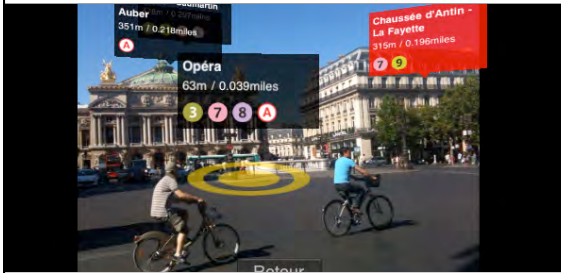
LBMGs: Identity

Location as Identity



LBMGs: Public spaces

LBMGs re-connect us to the local



Thank you! ::

