

McGill University | October 2017

Pokémon Go and an HRG


Mobility, Sociability, and Surveillance in Hybrid Spaces



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History

Botfighters (2001)




BOTFIGHTERS 2

ITS AHEAD!

Gameplay

- Pervasive street adventure
- Join the rebel fight against Global Hexion
- Tactical battles where brainpower matters
- Build the best robot for your career
- Multiplayer and singleplayer missions with real and virtual enemies
- Strong community features
- 3-4 months episodes with storyline

J2ME client

PC (web) community

History

Mogi (2003)



History


Mogi (2003)

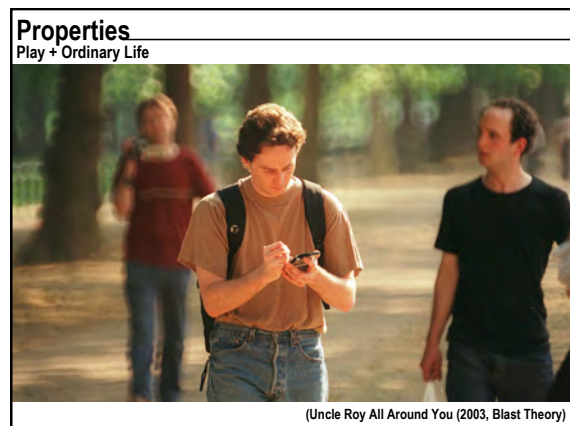
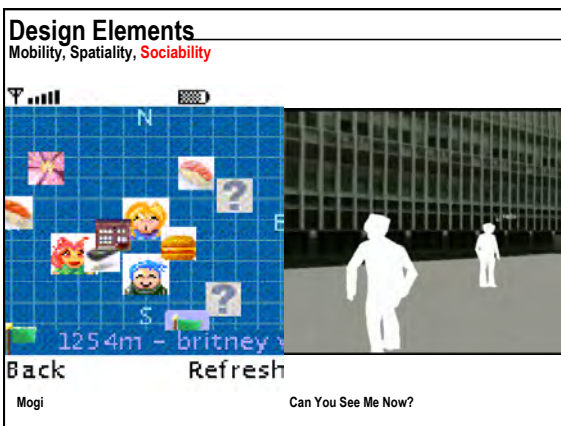
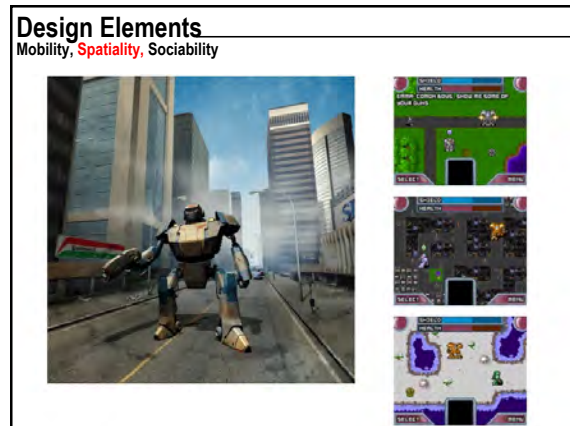
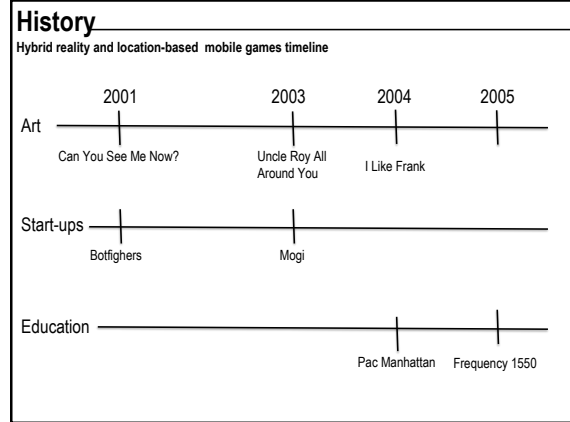


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|-------|------|-----|
| 木の葉 | 418 | 40 |
| 月の芽 | 710 | 85 |
| 月の芽 | 68 | 52 |
| 月の芽 | 15 | 105 |
| 木の葉の芽 | 1525 | 80 |
| 木の葉の芽 | 1019 | 60 |
| 木の葉 | 1010 | 51 |
| 木の葉 | 1010 | 37 |
| 木の葉 | 1010 | 15 |
| 木の葉 | 1111 | 60 |
| 木の葉 | 44 | 170 |

History

Can You See Me Now? (2001), Blast Theory





Properties
Collaboration

Mogi (Japan) Can You See Me Now? (Belo Horizonte)

Properties
Surveillance

Properties
Surveillance

Pokémon Go
Mobility, Spatiality, Sociability

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