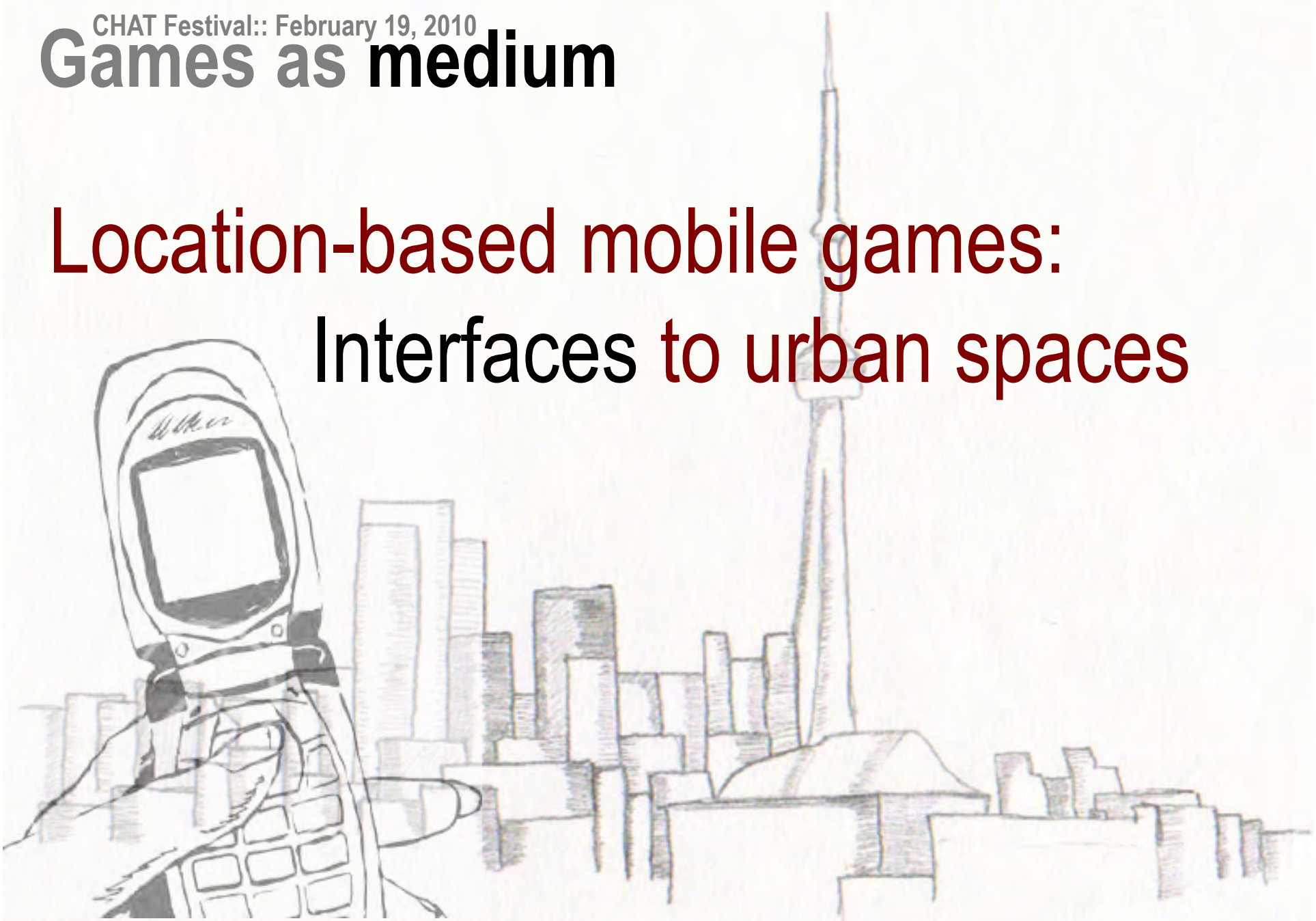
CHAT Festival:: February 19, 2010

Games as medium

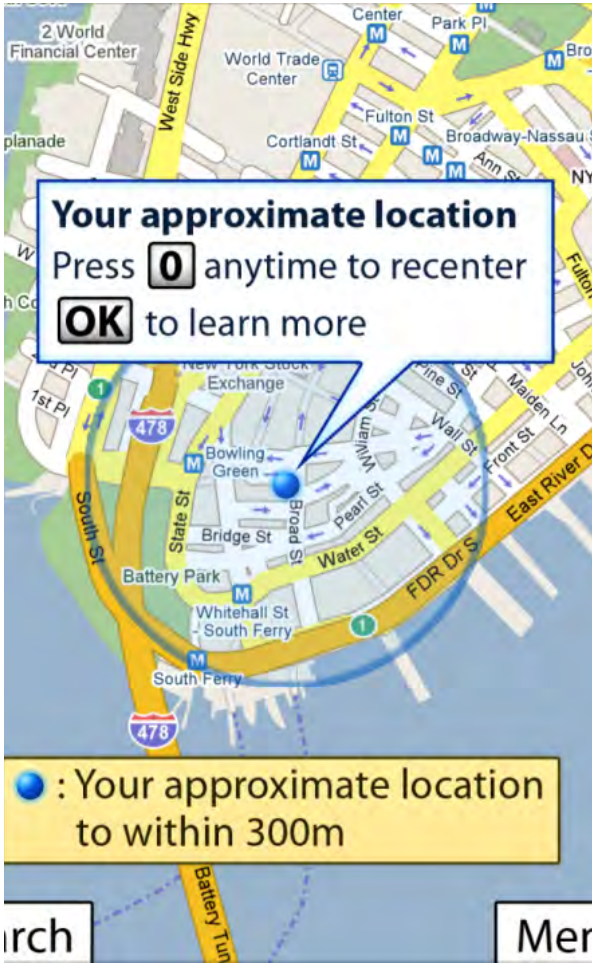
Location-based mobile games:
Interfaces to urban spaces



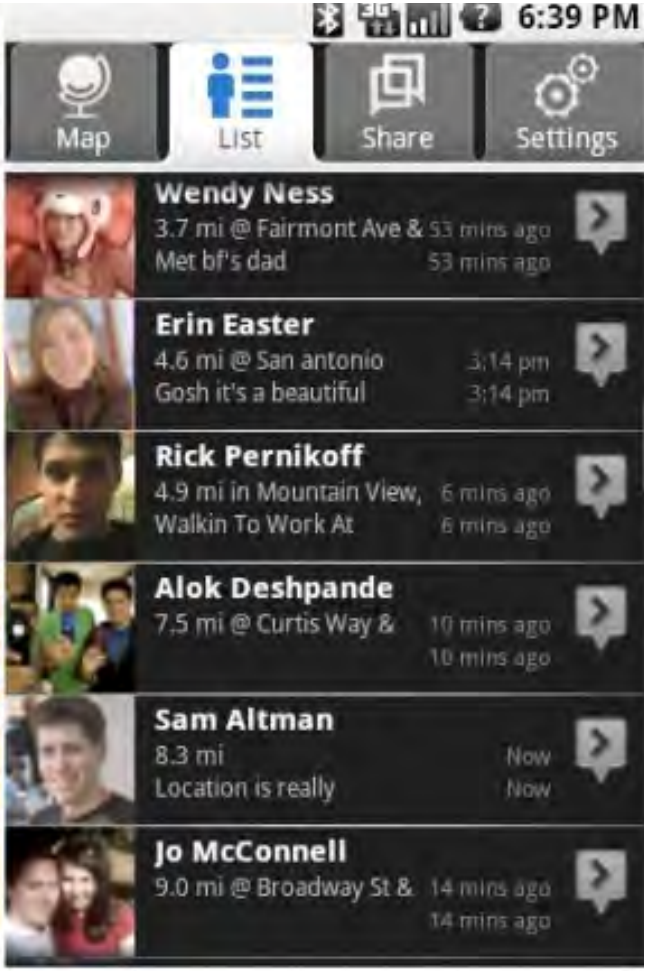
Adriana de Souza e Silva :: North Carolina State University ::The Mobile Gaming Research Lab

Defining LMSN

Loopt (2006-…) :: Brightkite (2007-…) :: Whrll (2007-…) :: Centrl (2008-…)







Defining LBMGs

Botfighters (2000-2005)



Defining LBMGs

Mogi (2003-2006)





Defining LBMGs

Foursquare (2009-…)



Broader social implications

1. Surveillance
2. Privacy
3. Control and personalization
4. Urban spaces

LBMGs: Surveillance

Utopian vs. Dystopian



Uncle Roy All Around You (Blast Theory, 2003)

LBMGs: Surveillance

"But isn't that still a form of tracking movement that some people could find slightly ***creepy****?"* (The Daily Telegraph, 04.28)

"Let's just imagine that a jealous partner gains access to your unattended phone and enables Latitude ***without your knowledge****"* (The Times, 03.28)



LBMGs: Surveillance

Co-lateral surveillance:

- Power asymmetries (Licoppe & Inada)



LBMGs: Privacy

Public character of location (Licoppe & Inada)

Private (location) → Public
Public → Private



LBMGs: Control and exclusion





Will certain groups be excluded from interacting with others in public spaces due to the location aware filter on mobile devices?

LBMGs: Control and exclusion

Simmel's (1903) blasé attitude = filter / interface





LBMGs: Public spaces

1. Game + ordinary life

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



LBMGs: Public spaces

2. Physical + Digital Spaces

Urban spaces = physical spaces + digital information

Network Locality

Network Locality

Eric Gordon & Adriana de Souza e Silva

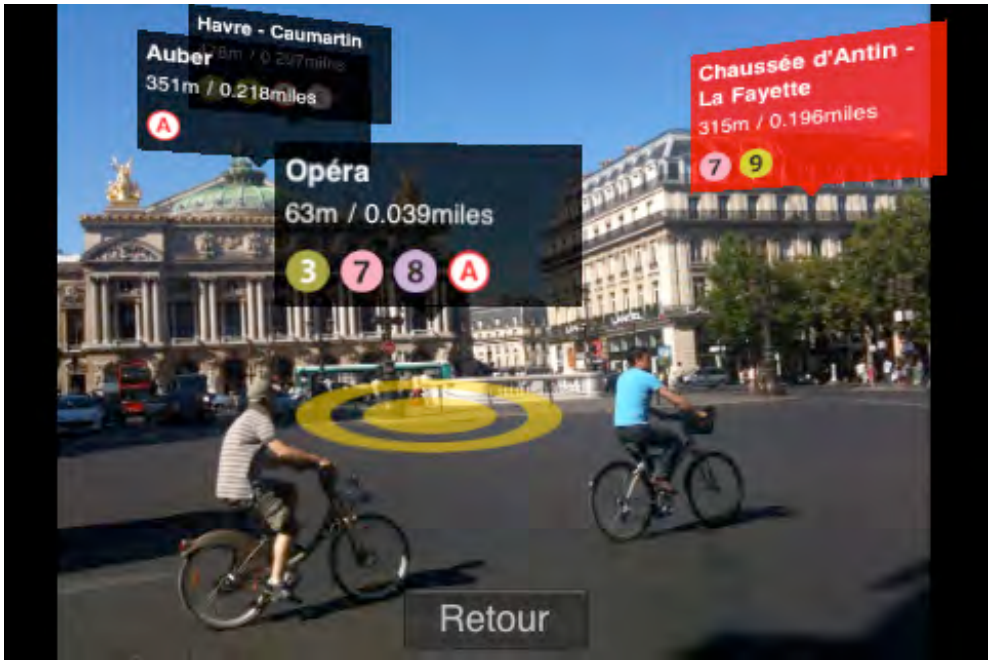
Local = building block of the global (digital networks)
Places = interwined with digital information



Network Locality

Net-local spaces: composed of local + remote interactions

Mobile technologies re-connect us to the local



Instead of public space being lost to the network, we argue that the network is being pulled into public space.

Thank you! :: souzaesilva@ncsu.edu

Eric Gordon &
Adriana de Souza e Silva

(2011)

Network Locality: How placeless networks create a culture of location.

New Jersey: Blackwell-Wiley.

