

Mobile media & (serious) games

STT Expert Meeting 2:

(Serious) Gaming in a Networked Society

11 February 2011



Michiel de Lange | The Mobile City



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The Mobile City

Locative & Mobile Media / Urban Culture / Identity

First reports expert meeting 'Designing the Hybrid City' published
Saturday, September 4, 2010 by admin | Edit

The first reports of the expert meeting 'Designing the Hybrid City' are available now. These reports were written by architect Daan Roggeveen and journalist Michiel Hulshof (Go West project).

The Best/Most Read Articles on Urban Culture & Mobile Media @ TheMobileCity.nl
Sunday, August 22, 2010 by Marjolijn de Waal | Edit

The last few months Michiel and I have spent most of our time on the organization of our The Mobile City event 2010 'Designing the Hybrid City' on several meetings with

Calls, Events, Announcements

Lecture Series: ASCA The Cities Seminar – University of Amsterdam – Sep 17th

The Cities Seminar 2010-2011 theme: New Directions in Urbanism. The Cities Seminar meets monthly during the academic year, and features a combination of guest speakers and focused group readings and discussions. The theme for the 2010-2011 seminar is "New Directions in Urbanism". Our concern will be not only to identify and think through the implications [...]

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CIP: 6th International

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<http://bit.ly/cAMJEZ>
23 hours ago



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Content of this talk

- playful aspects of mobile media technologies
- recent technological developments in mobile media
- speculate on the (far) future of mobile media and serious games



But first... (briefly)

Serious games?

games < > serious games < > everyday life



Image credit: cuellar on Flickr.com



Games are 'serious'...

Not just for their own sake; secondary effects dragged into RL

- increasing hand-eye coordination
- a valve for blowing off steam
- stimulating brain facilities
- practice for 'real' competition
- display strength in ritualized form
- etc.



Image credit: wwworks on Flickr.com



...and 'everyday life' is playful

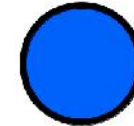
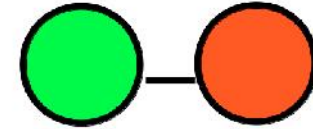
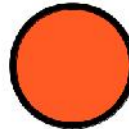
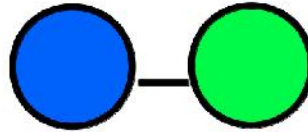
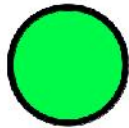
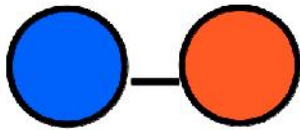
- Johan Huizinga: play at origin of culture
- G.H. Mead: development of identity through play and games; 'generalized other'
- Erving Goffman: everyday life as theater



Image credit: E>mar on Flickr.com



Differences and similarities



Serious Games+Games vs. Real Life

Intentional design

Serious games are designed for gameplay; to provide pleasure; as safe (learning) environments.

Serious Games+Real Life vs. Games

Hidden workings

Serious games 'conceal' their intended effects to players; seriousness 'wrapped' as play.

Real Life+Games vs. Serious Games

Utility principle

Serious games are oriented towards predictable, calculated outcomes.



Playful aspects of mobile media

Two basic properties of mobile media

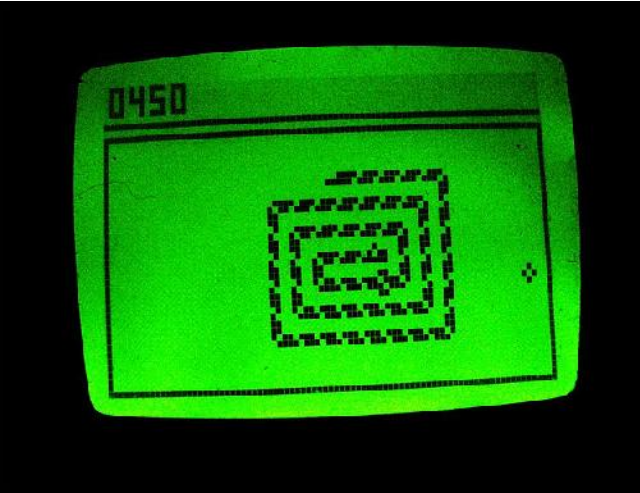
- portable: used in everyday situations
- wireless: used to connect to elsewhere



“Where are you?”



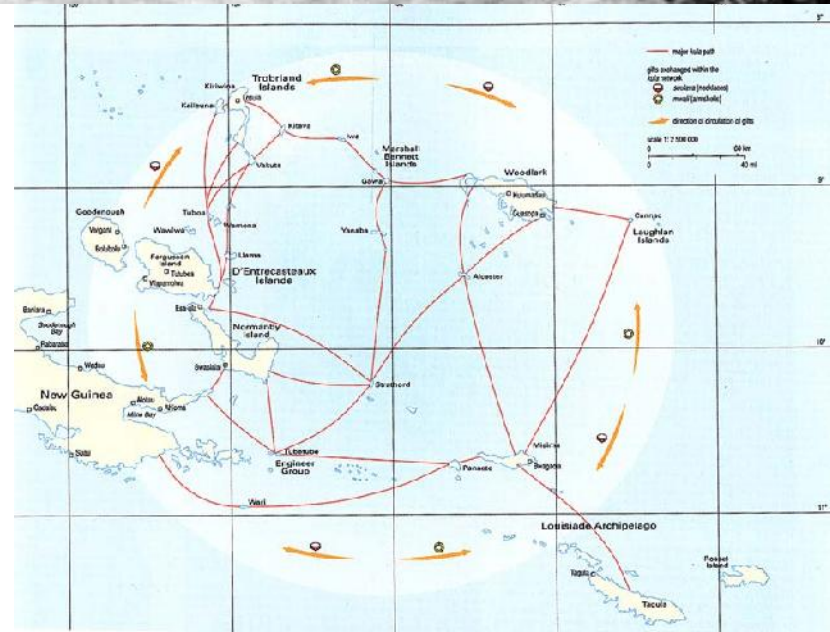
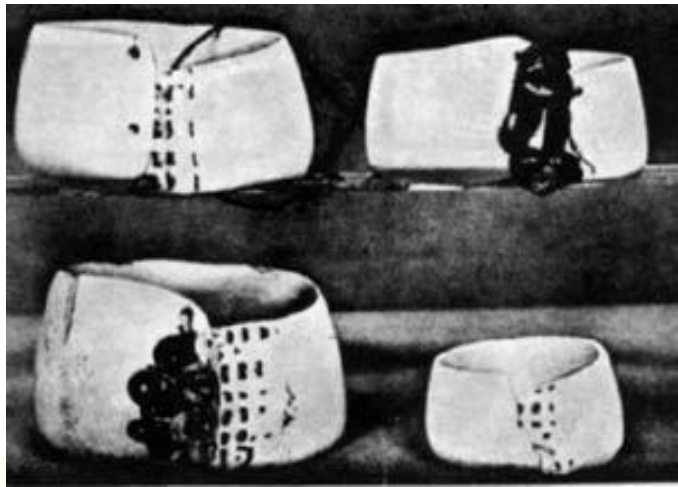
1. Play on the mobile



2. Play with the mobile



3. Play through the mobile

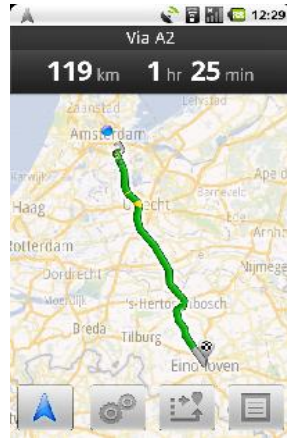


4. Played by the mobile

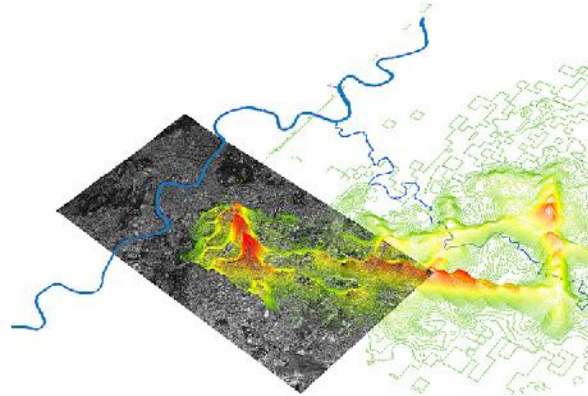


Recent developments in mobile media

wayfinding



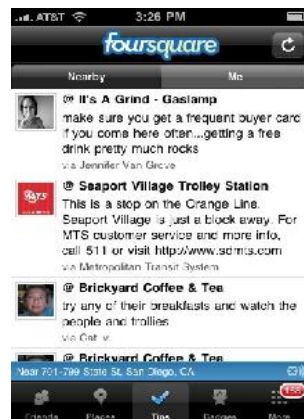
sensing and visualization



annotation



social networking



pervasive play



Future developments in mobile media & play

Technological

// intelligent devices

- increase in computing power and storage
- integration of smart sensors into mobile devices ('lab on a chip')
- necessary battery improvements

// ubiquitous networking

- IPv6: now 5×10^{28} IP addresses for each earthling
- internet speed boosts

// contextual integration

- interactions with devices internal/external: embedded in body/environment
- we can access and carry along all our digital objects with us: digital life in cloud

// software

- open data: govs opening up their data
- apps for everything: devs mashing data
- mobile as remote controls (domotica)

// converging functions

- scanning objects with mobile cam and send to 3D printers



Future developments in mobile media & play

Behavioral social games

Acquiring knowledge > behavioral change

Through mix of intentional design, concealed operation, utility principle

// health

- mobile social games that sense & share personal info, and thereby nudge people into positive behavior (weight control, quitting smoking)

// environment

- casual collaborative measurements and visualizations on mobile devices (e.g. air quality)
- actual behavioral change through mildly competitive games: who can drive cleanest?
- new 'gift economy' (e.g. Landshare.net: sharing plots of land for urban farming)



Thanks!



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