

Theory

Mobile and Ubiquitous Games

ICS 163

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Content adapted from:

Pervasive Games: Theory and Design

Experiences on the Boundary between Life and Play



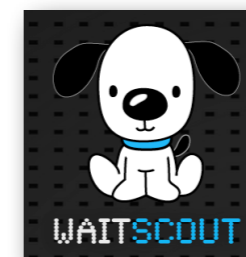
: My Family

- I'm married and have four kids and live in UniHills
- I'm pretty open about my story



: My Background

- B.S., Computer Science from Cornell (NY)
 - M.Eng, Electrical Engineering
- STRIKE Officer
 - USS CURTIS WILBUR, DDG-54, Japan
- Operations Officer
 - USS SIMON LAKE, AS-33, Italy
- Ph.D in Computer Science and Engineering at UW
- Director of the Laboratory for Ubiquitous and Interaction
- Co-founder of quub, whisper.fm, swayr, waitscout, audia



: My Research

- Artificial Intelligence + Collapse Informatics + Ubiquitous Computing
- Example: I made a sensor system for babies in the NICU to detect cerebral palsy



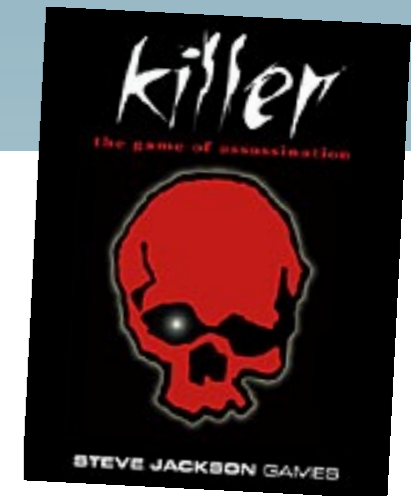
Killer

the game of assassination



STEVE JACKSON GAMES

Case Study A: Killer



- Gameplay
 - Timeframe
 - Group Circle
 - Acceptable kills
- History
 - The Seventh Victim by Robert Sheckley (1953)
 - La decima vittima (1965)
 - Hunger Games
 - Theseus and the Minotaur



Case Study A: Killer

- Longevity
 - Simple set of rules
 - Popular on college campuses
 - endless variations

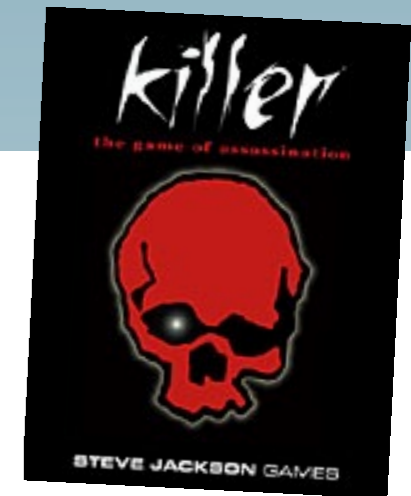


Case Study A: Killer

- Public Performance and Shared Secret
 - Interference
- Acceptable Behavior
 - Breaking and Entering
 - Sportmanship
 - Prestige

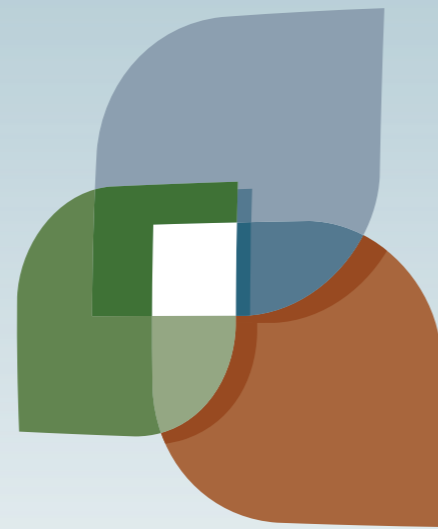


Case Study A: Killer



- Breaks everyday boundaries
 - Environments
 - People
 - Information
- If you want to stage an elaborate ploy, it must be real
- Simple, Elegant
- Cruel 2 B Kind





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