

Theory

Mobile and Ubiquitous Games

ICS 163

Donald J. Patterson

Content adapted from:

Pervasive Games: Theory and Design

Experiences on the Boundary between Life and Play



Magic Circle as Contract

- The magic circle only holds if everyone agrees
 - implicit agreement
- Magic Circle is not impervious from the outside world
 - You can't actually kill someone in a game and be ok
 - You can play a sport and be liable for external punishment
- Magic Circle membrane is broken by
 - Markets
 - Politics
 - Law

Magic Circle as Contract

- The game Twister
- Watching TV while playing WOW
- hardcore gaming destroys the magic circle (Pargman/
Jacobsson)
- games build communities that spill into the ordinary

Game Frames (Fine and Goffman)

- Consider a role-playing game
- Primary framework
 - external matters from game (e.g., ordering pizza)
- Secondary framework
 - communication about the game (e.g., clarify a rule)
- Tertiary framework
 - diegetic communication (e.g., negotiating for a character)
- frameshifts aren't explicit
 - gestures, speech, mannerisms index the

metacommunication



Pervasive games break the magic circle

- “Killer” does not “proceed within its own proper boundaries of time and space according to fixed rules and in orderly manner”
- It intentionally blurs

A pervasive game is a game that has one or more salient features that expand the contractual magic circle of play spatially, temporarily, or socially.



Case Study: Cruel 2 B Kind

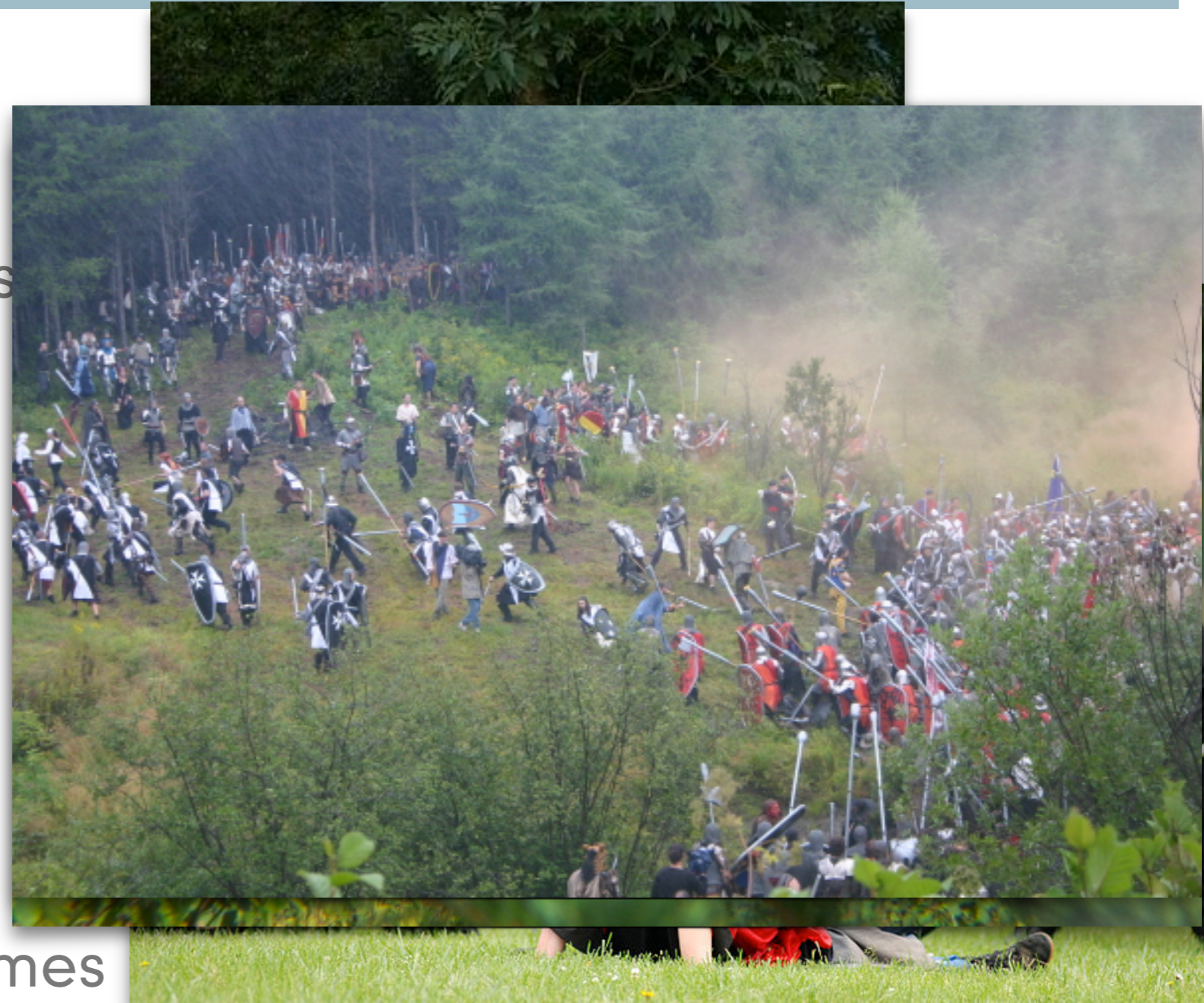
- Game designed by
 - Jane McGonigal
 - Ian Bogost
- Post 9/11 version of Killer
 - Game Play
 - Video Demo



- <http://www.cruelgame.com/>

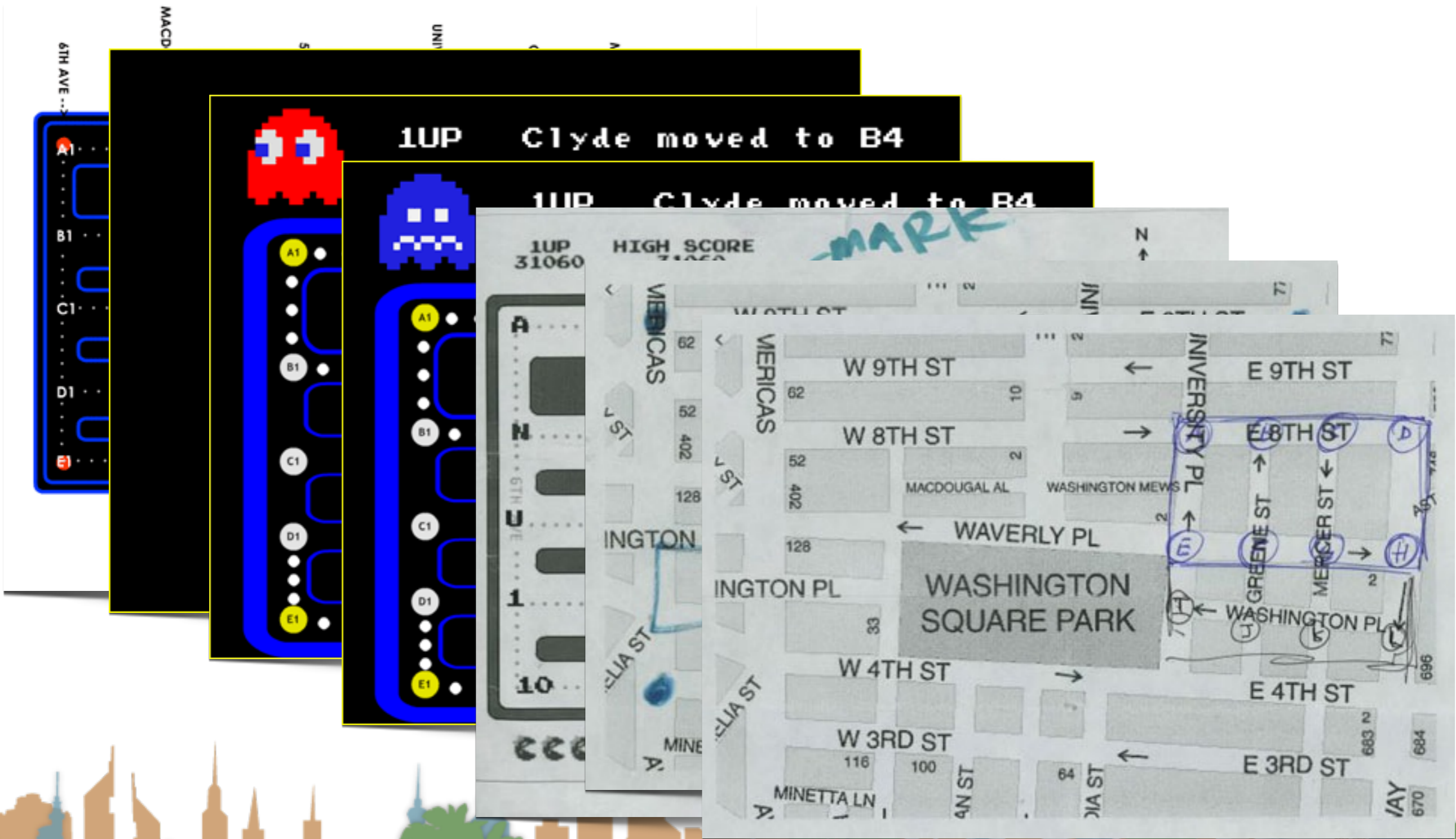
Genres of Pervasive Games

- Treasure Hunt
- Scavenger Hunt
- Assassination Games
- Pervasive LARPs
 - civil war
 - SCA
 - Ren-fairs
 - Furrries?
- Alternate Reality Games



Emerging Genres

- Smart Street Sports



(more from pacmanhattan)

Emerging Genres

- Smart Street Sports



(more from pacmanhattan)

Emerging Genres

- Smart Street Sports
- Playful Public Performances
 - flashmobs
- Urban Adventure Games

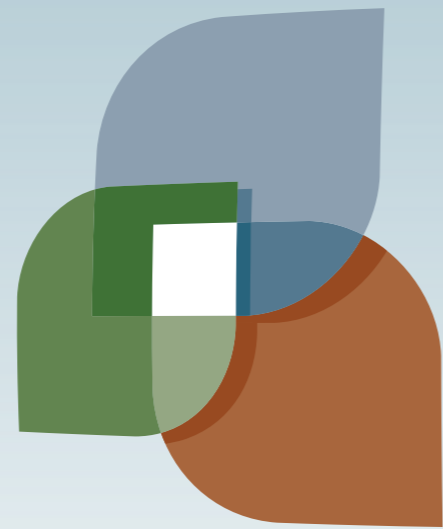


Emerging Genres

- Smart Street Sports
- Playful Public Performance
 - flashmobs
- Urban Adventure
- Reality Games
 - aesthetic vandalism
 - Knitta Please



(more from magda sayeg)



L U C I

