



Integrated Project on Pervasive Gaming

FP6 - 004457

Work Package WP16: *Demonstration*

Deliverable Wrapper Document

D16.5 - Staging of the second phase performances and user tests.

&

D16.6 - Project-level demonstrations, second phase showcases

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EXECUTIVE SUMMARY

During the second phase of IPerG, (month 13-31) a set of demonstrators was produced. These fall into two categories:

Project level demonstrations used by the IPerG participants at internal and public conferences, internal and external exhibitions and internal and external workshops, these are meant to be “packable and portable” i.e. suitable for road shows.

Public level set of events open to the public or to a not insignificant group of invited but fully external participants.

This document summarizes and documents both of these two kinds of *demonstrator deliverables*. The point of it is to:

- a) Summarize and collect them, as to make for a more convenient documentation of the fact that these deliverables were carried through, and put those happenings into the context of the larger overall work plan for IPerG, to and
- b) Point the interested reader to elsewhere published documentation relevant to these, happenings, for further reading. This document is to be seen as an index.



Deliverable Identification Sheet

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Abstract (for dissemination)	During the second phase of IPerG, sets of demonstrators have been produced. These fall into two categories: ‘project level’ demonstrations used by the IPerG participants at conferences, exhibitions and workshops, and a set of events open to the public or to invited participants. This document summarizes the demonstrator deliverables and indicates where documentation about them can be found.
Keywords	Demonstrator, public performance, event, prototype, game session

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CHAPTER ONE: - INTRODUCTION

The demonstration work package consists of all demonstration activities within the IPerG project. The responsibility of *producing* the demonstrations is distributed to the individual showcase work packages. The responsibility of the demonstration work package (WP16) is to document and refer the demonstrations.

Each showcase is required to during its run, produce at least one '*packable and portable*' demonstration in each phase, and at least one *demonstration event* during the duration of the showcase, i.e. two demonstrations, often (but not necessarily) meaning one "large" and one "small." The two types of demonstrators are defined as follows:

- The '*packable and portable*' demonstration is meant to be a show that can tour to conferences, demonstrations, reviews, meetings, etc and at a repeated number of times, without excessive effort, be shown to small to medium sized groups of people.
- The *demonstration event* is meant to be a larger scale event, that can be a one-off event, and in a fully public setting, not necessarily limited to conferences, demonstrations, reviews, meetings, etc.

All showcases and some of the research work packages (WP 6 &7) have during the first two phases of IPerG produced '*packable and portable*' demonstrations. This document documents the demonstrators of the second phase of IPerG month 13-30.

The deliverables "*DI5.1: Project Level Demonstrations for all Showcases*", *Deliverable DI5.2: Staging of Enhanced Reality Larp Event*, & "*Deliverable 15.3: Staging of Public Performance, City as Theatre*" (all rolled into one document) documents the demonstrators of the first phase.

This document is a follow up to that document. In this document, all web links were last accessed Tuesday, 06 March 2007.

In this phase, these project level demonstrators have been of particular interest.

- WP11 has produced a video based on the Momentum event in October 2006, with a website, - www.prosopopeia.se and a small concept demonstrator meant for tradeshows, - the "Node Game"
- WP12 has produced a video based on the performance of Day of the figurines in Berlin 2006
- "WP 9 has produced Geoquiz, Insectopia and Coup, three small-scale but fully functional pervasive games, ideal for tradeshows, conferences, meetings, and other small-scale settings (*even though the games, give the optimum play experience when in large scale public open environment*).

Coup was available for public at the web-site for several months, and Insectopia has been up since the autumn of 2006 with a public high score list and will continue to be available until February 2007..

Not only that, also the software research themes has produced project level demonstrations of generic software and tools that are useful for the development, configuration, and support of pervasive games. These existences of a number of project level *packable and portable* demonstrators together constitute one deliverable the *D.16.5*.

In the work plan, Annex 1 M13-30, two public events were planned; a live role-playing event arranged by WP11 and a City as Theatre performance organised by WP12. Both of these were carried out, and that fact, constitute one more deliverable the *D.16.6*.

- The WP11 event took the shape of a month-long enhanced reality role-playing event (“*Momentum*”,) taking place in Stockholm October 2006. Participants were recruited through advertisements in public media and freely available communities for LARP- interested people. After the event was over, it was with some degree of intensity covered by general media.
- The WP12 event was a publicly visible and publicly promoted 24-day long run of the Day of the Figurines game in September 2006, in Berlin. This was based in a public art-gallery; tickets were sold through established public ticket-channels that promoted the event. The British Council in Berlin also promoted the event, and so did the art gallery. At the time, there were e.g. posters and flyers all over Berlin. In addition to that WP12 also produced and publicly promoted a 24-day long run of the Day of the Figurines game in December 2006, in Singapore, and a run of Day of the Figurines in Barcelona.

This document summarizes these two demonstrator deliverables *D.16.5* and *D.16.6* and indicates where further documentation about the demonstrators and events can be found.

CHAPTER 2 – THIS IS D16.5: DOCUMENTATION OF PROJECT-LEVEL DEMONSTRATORS .

All showcases have produced ‘packable and portable’ game demonstrations during the period. The earlier ones are summarized in: “*D15.1: Project Level Demonstrations for all Showcases*”, to be found here [D15.1 Project Demonstration for all showcases - Phase I](#) Here follows an updated listing of some of this material.

2.1. Crossmedia (WP8)

WP8 produced the crossmedia showcase “Epidemic menace 2” It can be project-level demonstrated through a website www.epidemic-menace.de .

<i>Demonstrator</i>	<i>Epidemic Menace website</i>
<i>Produced by</i>	WP8
<i>Type</i>	Website
<i>Demonstrated at</i>	Continuously online
<i>Accessible from</i>	www.epidemic-menace.de
<i>Accompanying material</i>	D8.7 Delivery of the second Crossmedia prototype D8.8 - part I - Final Crossmedia Report final D8.8 - part II - EMII evaluation report final
<i>Contact person</i>	Sabiha Ghellal, Sony Netservices, Sabiha_Ghellal@sonynetservices.com

2.2. Socially adaptable games (WP9)

This work package has implemented three socially adaptable mobile games, Geoquiz, Coup and Insectopia all of which are freely downloadable and function as project-level demonstrations of the work package results. One mobile game, “*Deluge*”, was designed but not implemented. A publicly downloadable game design document exists.

<i>Demonstrators</i>	<i>Geoquiz, Coup and Insectopia</i>
<i>Produced by</i>	WP 9
<i>Type</i>	Software Prototype
<i>Demonstrated at</i>	The IPerG-review in Helsinki, December 2006, the Open House in Helsinki in December 2006 at the Kiasma art museum, at the IST 2006 in Helsinki, 21-23 November, 2006 and continuously online at: http://www.insectopia.org http://www.geoquiz.org/ ; http://www.coupgame.org/
<i>Accessible from</i>	Continuously online at: http://www.insectopia.org http://www.geoquiz.org/ ; http://www.coupgame.org/
<i>Accompanying material</i>	Instructions of how to play the games are and analyse the software are included in the websites distribution. See also: D9.8 Game Prototypes D9.8A Game Design Document "Coup" D9.8B Game Design Document "Insetopia" D9.8C Game Design Document "GeoQuiz" D9.8D Game Design Document "Deluge" D9.9 - Coup and Insectopia Evaluation Reports And: Pervasive games in cellphones a presentation from the Open House in Helsinki in December 2006, at the Kiasma art museum.
<i>Contact person</i>	jussi.holopainen@nokia.com

2.3 Enhanced Reality Live Role Playing (WP 11)

During the second phase, the eLARP work package produced a small-scale project level spin-off game from the large-scale eLARP showcase. This small-scale spin-off is meant to be packable and portable, it is called “*the Node Game*”

<i>Demonstrator</i>	<i>ELARP</i>
<i>Produced by</i>	WP11
<i>Type</i>	Computer enhanced live role playing.
<i>Demonstrated at</i>	IPerG-review in Helsinki December 2006.
<i>Accessible from</i>	The contact person.
<i>Accompanying material</i>	–
<i>Contact person</i>	Annika Waern, Swedish Institute of Computer Science, annika@sics.se

2.4 City As Theatre (WP 12)

During the second phase the City as Theatre theme (WP12) produced *Day of the Figurines*, In the category of project level, packable and portable it is demonstrated through a video reportage based on the Berlin test session of the game in September 2006 .

<i>Demonstrator</i>	<i>Day of the Figurines video</i>
<i>Produced by</i>	WP12
<i>Type</i>	Video
<i>Demonstrated at</i>	IPerG Open House at the Kiasma art museum Helsinki Finland, December 2006 IPerG Review, Helsinki Finland, December 2006
<i>Accessible from</i>	The contact person
<i>Accompanying material</i>	-
<i>Contact person</i>	Martin Flintham (University of Nottingham) mdf@cs.nott.ac.uk ,

2.5 Infrastructure (WP6)

This demonstrator shows the capabilities of the PART platform for pervasive gaming, in particular the support for distributed object scripting using mobile phones. It also demonstrates the use of a PC based browser application by which the state of all replicated objects is visualised and modified.

<i>Demonstrator:</i>	<i>PART - a platform for pervasive gaming</i>
<i>Produced by</i>	Infrastructure (WP6)
<i>Event took place in</i>	The SICS Open House, April 27, 2006
<i>Number of participants</i>	Ca 100
<i>Available event documentation</i>	Software prototype
<i>Available from</i>	The contact person
<i>Contact person</i>	Olov Ståhl (SICS), olovs@sics.se

2.6 Tools - WP 7

During the period work package 7 produced a number of project level demonstrators. They are presented here.

<i>Demonstrator</i>	<i>Morgan Light</i>
<i>Produced by</i>	WP 7
<i>Type</i>	Software prototype
<i>Demonstrated at</i>	At the IPerG Review, 2006 Dec 11-12
<i>Accessible from</i>	At the IPCity Review, February 27-28, 2007
<i>Accompanying material</i>	Contact Jan Ohlenburg
<i>Contact person</i>	-
	Jan Ohlenburg (FIT), jan.ohlenburg@fit.fraunhofer.de

<i>Demonstrator</i>	<i>Morgan AR/VR Framework</i>
<i>Produced by</i>	WP 7
<i>Type</i>	Software framework
<i>Demonstrated at</i>	At the IPerG Review, November 28, 2005
	Epidemic Menace Game Event, August 24-25, 2006
	Epidemic Menace Game Event, July 6-7, 2006
	At the IPerG Review, 2006 Dec 11-12
	PerGames Workshop, May 7, 2006

	SIGGRAPH Boston, July 29 – August 3, 2006
	Netgames Singapur, October 30-31, 2006
	Intuition Workshop Stuttgart, November 29-30, 2006
	At the IPCity Review, February 27-28, 2007
	IST Event
<i>Accessible from</i>	Contact Jan Ohlenburg
<i>Accompanying</i>	Documentation
<i>material</i>	
<i>Contact person</i>	Jan Ohlenburg (FIT), jan.ohlenburg@fit.fraunhofer.de

<i>Demonstrator</i>	<i>DEVAL</i>
<i>Produced by</i>	WP 7
<i>Type</i>	Software component for Morgan AR/VR Framework
<i>Demonstrated at</i>	At the IPerG Review, November 28, 2005
	Epidemic Menace Game Event, August 24-25, 2006
	Epidemic Menace Game Event, July 6-7, 2006
	PerGames Workshop, May 7, 2006
	Netgames Singapore, October 30-31, 2006
	Intuition Workshop Stuttgart, November 29-30, 2006
	At the IPCity Review, February 27-28, 2007
	IST Event
<i>Accessible from</i>	Contact Jan Ohlenburg
<i>Accompanying</i>	Documentation
<i>material</i>	
<i>Contact person</i>	Jan Ohlenburg (FIT), jan.ohlenburg@fit.fraunhofer.de

<i>Demonstrator</i>	<i>A logfile analysis tool</i>
<i>Produced by</i>	WP 7
<i>Type</i>	Software prototype
<i>Demonstrated at</i>	At the IPerG Review, 2006, Dec 11-12
<i>Accessible from</i>	http://fit-bscw.fit.fhg.de/bscw/bscw.cgi/d36507977/lat-release.zip
<i>Accompanying material</i>	User manual is included in the zip file.
<i>Contact person</i>	Wolfgang Appelt (FIT), appelt@fit.fraunhofer.de

CHAPTER 3: THIS IS D.16.6- DOCUMENTATION OF LARGE SCALE EVENT DEMONSTRATORS

3.1 eLARP (WP11)

The second Prosopopeia event (“Momentum”) was carried out as an experiment in hosting a citywide LARP, which still was heavily game-mastered. The game was designed as part of the WP11 work, and organised in collaboration with Swedish hobbyist LARP:ers. This second iteration explored a scale up of some of the more central game design elements of e-Larp that was explored in phases one and two, e.g. the possession model of role taking. During this second iteration, it was discovered that the game design could be seen as functional, some elements of technology design less so (D.11.8).

<i>Event</i>	<i>Momentum</i>
<i>Produced by</i>	WP11
<i>Event took place in</i>	Stockholm, Sweden, 1-30 October 2005.
<i>Number of participants</i>	30 players and about 30 non-players (organisers and specially instructed players)
<i>Available event documentation</i>	Deliverables: <ul style="list-style-type: none"> • D11.8 Final Elarp report, including evaluation • D11.9 Second generation core platform • and www.prosopopeia.se • And also '<u>Momentum</u>': a presentation from the Open House in Helsinki December 2006.
<i>Available from</i>	www.prosopopeia.se & www.iperg.org
<i>Contact person</i>	Annika Waern, Swedish Institute of Computer Science, annika@sics.se

3.2 City as Theatre (WP12)

'Day of the Figurines' was first tested during the summer of 2005. Blast Theory made the production in collaboration with the Mixed Reality Lab at the University of Nottingham, Sony Net Services and the Fraunhofer Institute FIT. A test version was launched at Laban in London on 24th July and test-run until 18th August 2005. That first phase game test showed that many of the central design features, including the text-based communication (SMS on mobile phones) and the very slow paced interaction, were successful. But at the same time, the 2005 Laban event uncovered a need for better game master support, something that during the second phase was investigated, together with a research question of what would happen if the game were to be scaled up. A second run was attempted in Barcelona in June 2006, a third in Berlin in September 2006, and a fourth in Singapore in December 2006

<i>Event</i>	<i>Second, third and fourth public performance of Day of the Figurines</i>
<i>Produced by</i>	WP12
<i>Event took place in</i>	Barcelona Sonar Festival June 2006, Berlin September 2006, Singapore December 2006
<i>Number of participants</i>	Barcelona 135 players, Berlin 146 players, Singapore 141 players.
<i>Available event documentation</i>	Day of the figurine video, <ul style="list-style-type: none"> · D12.3 First Phase Game Prototype for the first City as Theatre Public Performance · D12.4 City as Theatre Evaluation · D12.5 Delivery of the Second City as Theatre prototype · D12.6 DOF Final Evaluation Report
<i>Available from</i>	http://iperg.sics.se/downloadsub0.html
<i>Contact person</i>	Matt Adams (Blast Theory), matt@blasttheory.co.uk

3.3 Crossmedia (WP8)

A public performance for WP8 was done in the summer of 2006. The second run of the game Epidemic Menace. The second run was staged in the summer of 2006, with two teams of 16 players each. The second play test showed that the functionality offered by the multiple gaming interfaces was well understood and suited to the different gaming devices (D.8.8).

Players found all devices useful and necessary to pursue the goal of the game. Competition between teams and collaboration among team members turned out to have a strong impact on the experienced fun of the game. Players enjoyed outdoing their opponents and they liked planning and performing the next steps jointly with their team members. Overall, the players approved of the game concept. They found it was a “new kind of game” as one player put it. They liked the mixture of story, movie, action, strategy, adventure, the diversity of devices and techniques to be used. The evaluations showed that among the players there was a strong interest for paying for getting a chance to play the game again, (all from D.8.8)

Thus corroborating and integrating the WP4 analysis that in the short term, event-based of which Epidemic Menace is archetypical has a good business potential. (D.4.5)

<i>Event</i>	<i>Epidemic Menace</i>
<i>Produced by</i>	Crossmedia Showcase (WP8)
<i>Event took place in</i>	Summer of 2006
<i>Number of participants</i>	16 players
<i>Available event documentation</i>	Deliverables: <u>D8.7 Delivery of the second Crossmedia prototype</u> <u>D8.8 - part I - Final Crossmedia Report final</u> <u>D8.8 - part II - EMII</u> <u>evaluation report final</u> And www.epidemic-menace.de
<i>Available from</i>	www.iperg.org
<i>Contact person</i>	Irma Lindt, FIT, irma.lindt@fit.fraunhofer.de