



Introduction to Location Based Games

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Daylighting Rivers
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ERASMUS+

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Part One:

Organising your material:

- create a Google account
- upload your photos
- geo-locate photos
- create Drive Documents
 - Script.doc
 - Game_design.xls
- share with your group

Part Two:

“How to make a toast?”



Characters
Triggers
Conversations
Plaques Items

Part Three:

How do we work together?

Part Four:

how to

make a Location Based Game



field trips

- Take advantage of walking tours.
 - People like telling stories while wandering around.
- Game mechanics can encourage this behavior

“People are indeed keen to experience stories while on the move, and they find the intersections between fact and fiction, physical space and digital space enticing, engaging and motivating.”

Location-based Storytelling in the Urban Environment -
Jeni Paay and Jesper Kjeldskov



stories

- Ask local people about their memories, habits and likes
 - Approach local elders about stories, myths and legends
- The best practice is to discuss and listen to the stories in the location they were created



cooperation

- Loneliness is a big problem for solo walkers.
 - Fix this by making cooperative or competitive games between teams or solo travelers.

“Collaborating with other people engaged in the same fictional space enhanced this experience and interactions with people, places and the plot satisfied users’ desire for escaping reality.”

Location-based Storytelling in the Urban Environment - Jeni Paay and Jesper Kjeldskov



simplicity

- Simple is beautiful!
- Don't use many mechanics and too much text.
 - Try to design an interactive and emotionally moving system/game/story.
- A good story requires less game mechanics.



storyboarding

- Prepare your plot by writing a scenario
- Use paper prototypes before digitally designing your game
- An easy way to get feedback on multiple ideas

storyboard

How to Film storyboard part 1



1. Wide shot of both Sarah and Callan. Showing where they are and what the film is about. Props: Megaphone, Camera onto



2. Close up of Sarah speaking directly to camera.
Script Sarah: One thing you must remember...



3. Low angle camera looking up at Callan.
Script Callan: Sarah is right...



4. Close up of Sarah holding photograph



5. Camera zooms out to a wide shot showing Sarah speaking about using photographs to plan your storyboard.



6. Over shoulder shot of Callan pointing to drawings of different shots that you would try filming.



playtesting

- Test the game in the actual environment
 - Emulate the final game
 - Test out core mechanics
- Learn about types of games, motivation and storytelling



nature

- Respect nature and landscape
- Follow rules and guidance of the conservation area
- Take safety issues under consideration
- Remember to integrate them in your game design



technology

- Mind potential 3G coverage issues and GPS inaccuracy
- Be prepared for low-tech alternatives or game mechanics interventions to favor the game flow
- Software and hardware breaks down- have a plan B and do not panic!

play

Enjoy your game design
process!