



Rider App

Designing and developing a mobile game for outdoor entertainment
Workshop 'Mobile Gaming' @ ACE 2011 in lisbon, portugal



Game

The orientation ride and its mechanics



AppConcept

From the traditional orientation ride to a mobile location-based game



Interface

Expressing concept and requirements in the user interface



Conclusion

Outlook and Discussion



Implementation

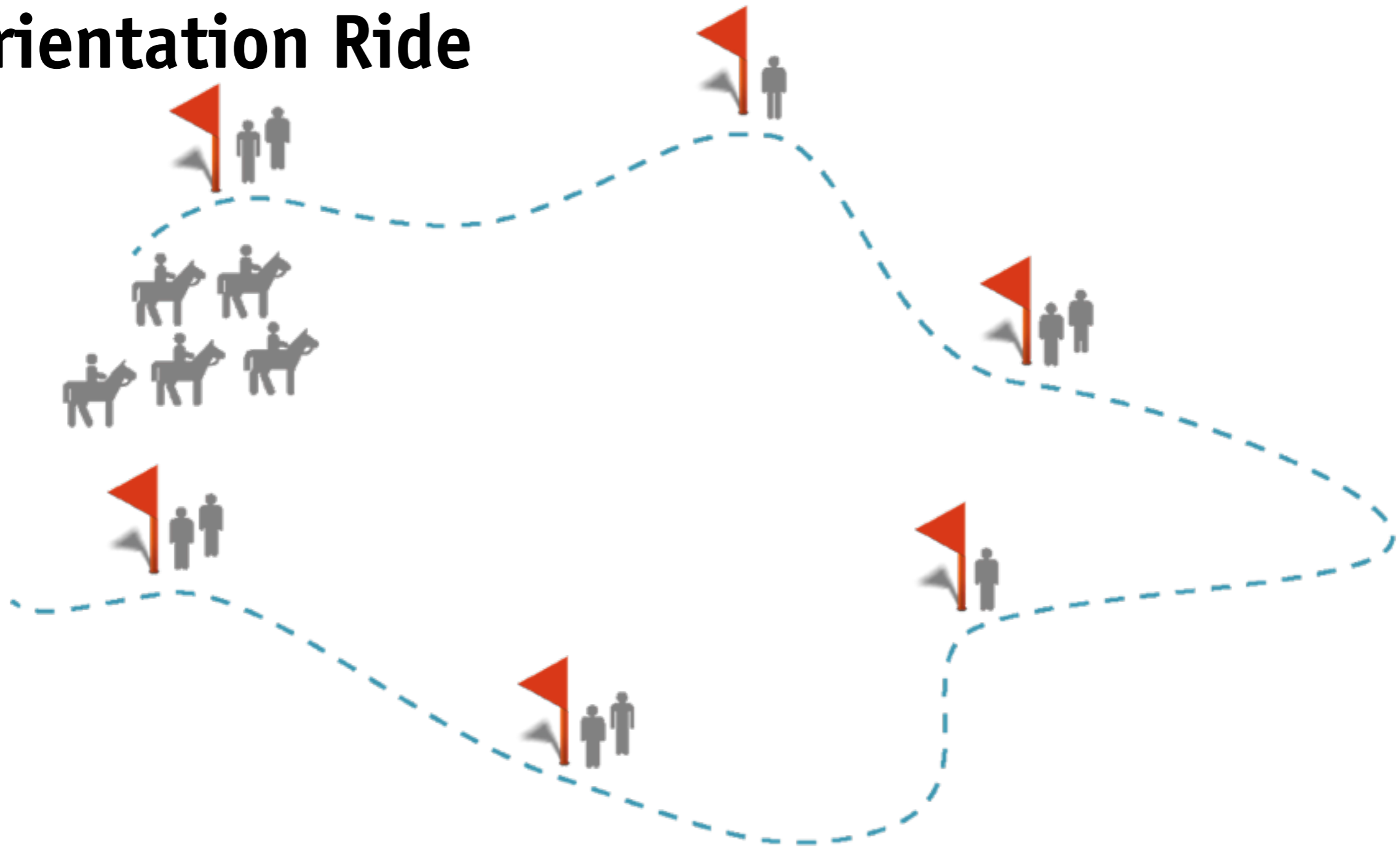
Building iPhone App



Playtest

Testing the game at a rider camp in Ziemendorf, Germany

Orientation Ride



AppConcept

- based on scavenger hunt game mechanics



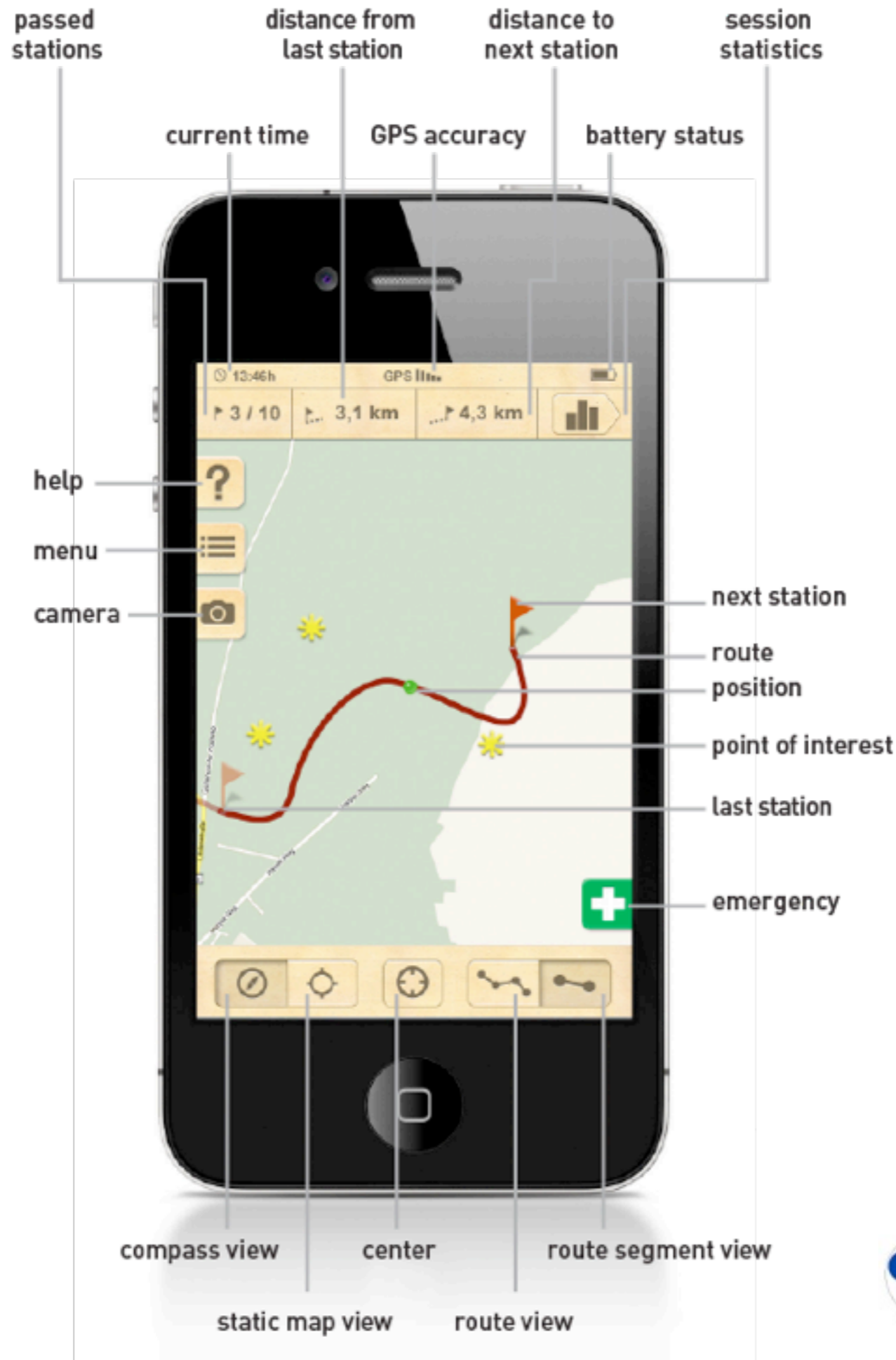
AppConcept

- game design supports riding experience



- different sensory levels for interaction types
- special riding tasks

Interface mainscreen



Interface

question-task



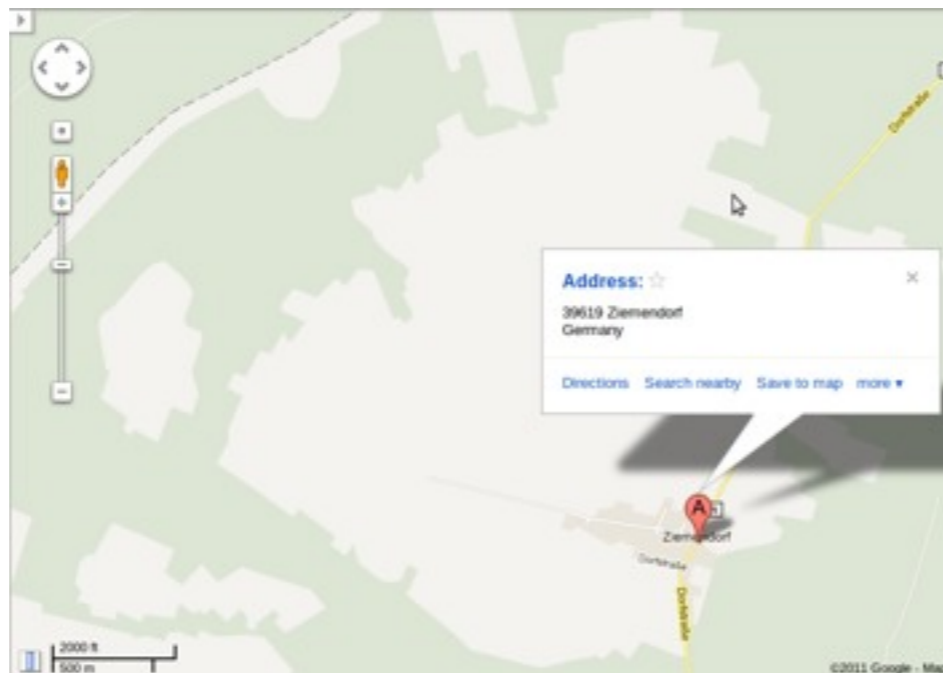
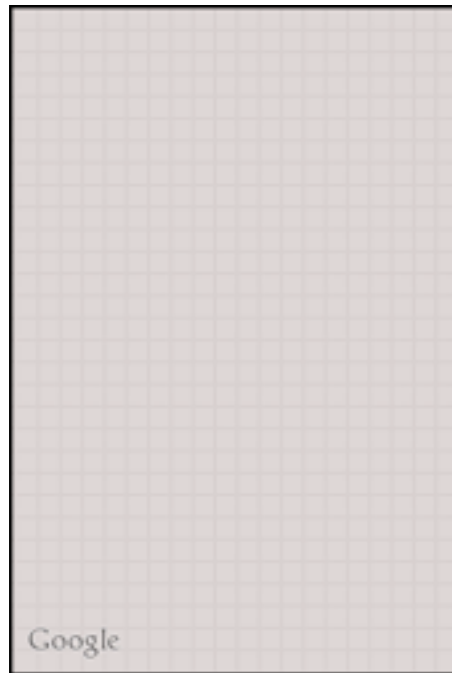
Interface

GIS-task



Implementation

- o Challenges



- o no stable GSM coverage
- o poor maps

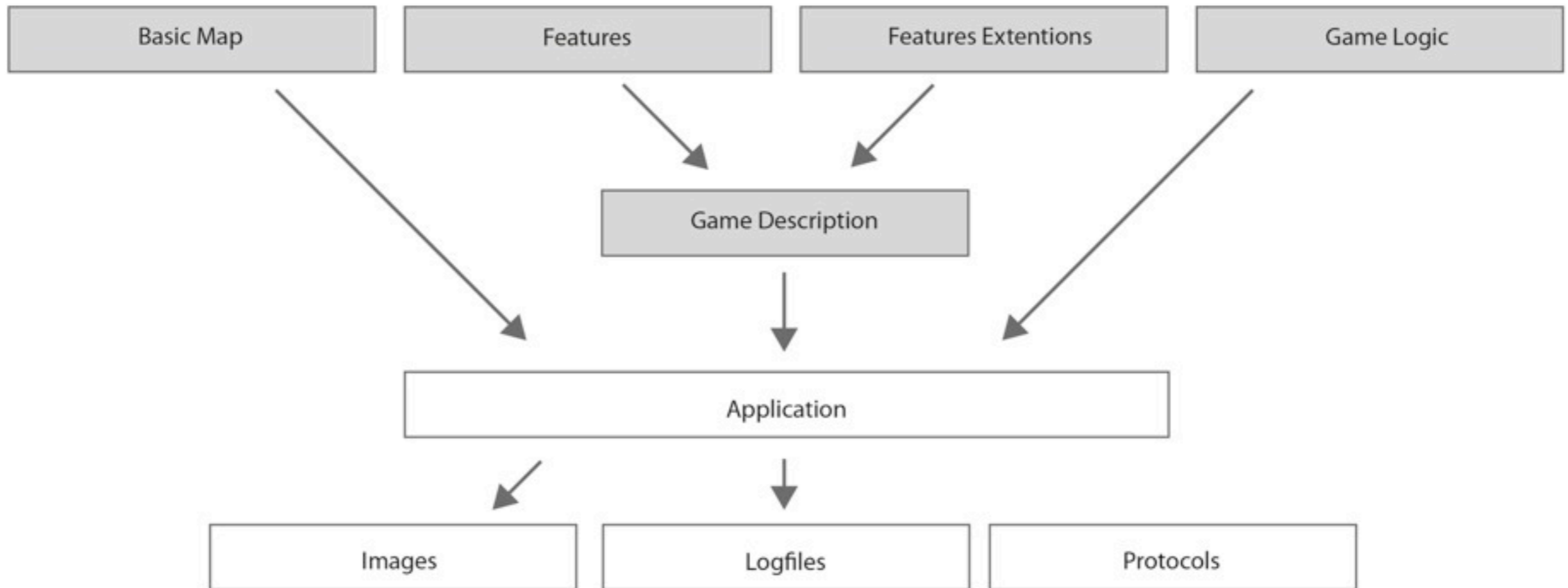
Implementation

- o Base Map



- o Self recorded GPX tracks
- o Rendering tiles

Development strategy





THESE RACCOONS

They have found salvation.

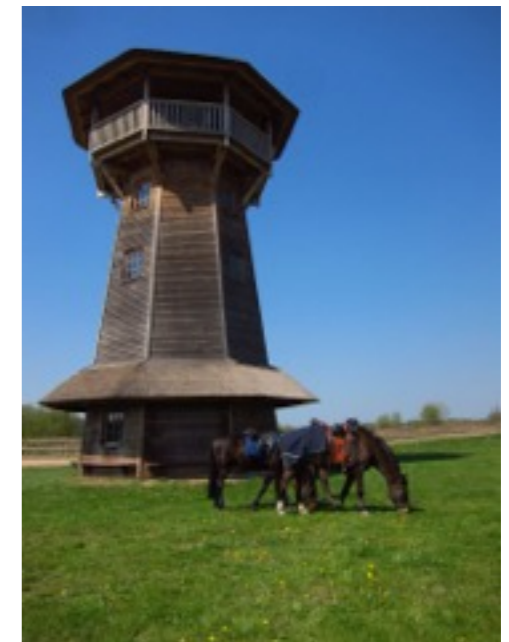
Playtest



Playtest

16 km | 6 stations | 35 participants

application log files | questionnaire | audio files | pictures



Conclusion

- interest and resonance were astonishing and exiting
- analysis of data is going on at the moment (Google Earth and Noldus Observer)

Conclusion

- a lot of differences and benefits in comparing the traditional orientation ride and the mobile game
 - interaction with the map
 - zoom levels
 - determining the arriving at a station and offering of tasks
 - measuring of riding tasks more accurate
 - detailed information about game progress
 - navigational tools
 - interesting information about landscape and environment



Thank you!