

Geogames and Geoplay

Workshop at the 17th AGILE Conference
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Peter Kiefer, ETH Zürich

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It's about time (for a first workshop)

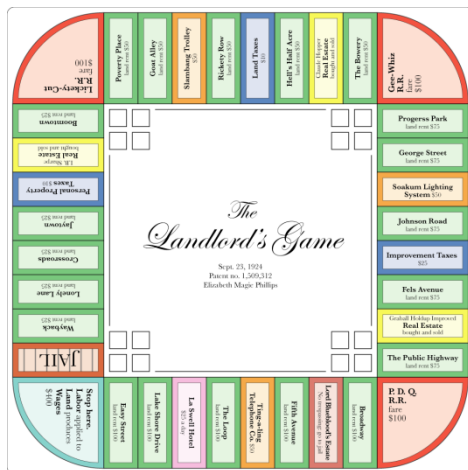


Letterboxing 1854

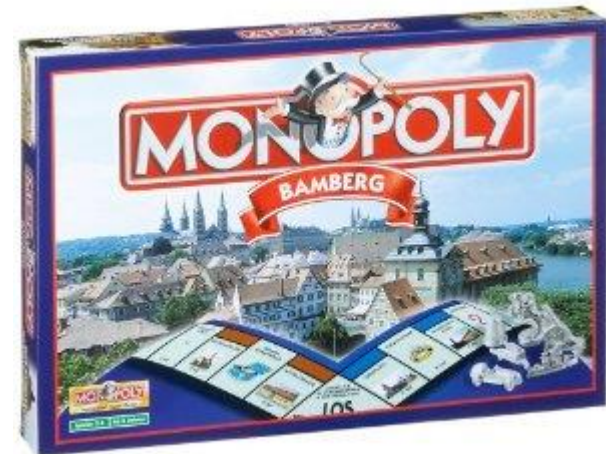


Geogame 2004

Games with a message



„a demonstration ... of land-grabbing with all its ... consequences“
Elizabeth Phillips (1924)



Touristic edition of
Monopoly by Hasbro
www.winningmoves.de

Geoplay

- The anarchy of paidia
 - “When children kick around a ball, this is paidia to Caillois; it has no explicit rules ...”
 - Chris Bateman (2005)
onlyagame.typepad.com



from paidia to ludus
Bateman (2005)

Geogames

- The complexity of ludus
 - “However, suppose that they add ... a broom handle stuck into the ground ... Here, the task has been made harder”
 - Chris Bateman (2006)
onlyagame.typepad.com



from paidia to ludus
Bateman (2007)

Agenda (1)

Presentation Session 1: Board, Desktop and Online Gaming

09:45 - 10:05	Eszter Tóth and Alenka Poplin <i>ParticiPécs – a cooperative game fostering learning about the built environment and urban planning</i>
10:05 - 10:25	Kavita Vemuri, Alenka Poplin and Paola Monachesi <i>YouPlacelt!: a serious digital game for achieving consensus in urban planning</i>
10:25 - 10:45	Angela Schwering, S. Münzer, T. Bartoschek and R. Li: <i>Gamification for spatial literacy: The use of a desktop application to foster map-based competencies</i>
10:45 - 11:05	Ola Ahlqvist, R. Benkar, B. Mikula, K. Vatev, R. Ramnath, A. Heckler, Z. Chen and P. Jiang: <i>Online Map Games - playful interaction with complex real-world issues</i>

Agenda (2)

Presentation Session 2: Mobile and Location-based Gaming

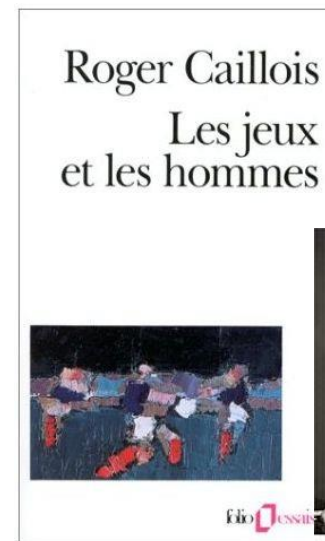
11:30 - 11:50	Joske Houtkamp, Rik van de Kraats and Jandirk Bulens <i>SoilGolf: a mixed reality game for the World Soil Museum</i>
11:50 - 12:10	Olga Yanenko and Christoph Schlieder <i>Game Principles for Enhancing the Quality of User-generated Data Collections</i>
12:10 - 12:30	Vyron Antoniou and Christoph Schlieder: <i>Participation Patterns, VGI and Gamification</i>

Agenda (3)

12:30 - 14:00	Lunch break
14:00 - 15:30	Hands-On Geogame Demonstration
15:30 - 16:00	Coffee Break
16:00 - 17:00	Panel Discussion – Future Research Agenda



A classification of games

- Les jeux et les hommes
 - published 1958, trans. „Man, play, and games“,
 - Caillois provides what he considers is missing in Huizinga´s study: a classification of games



web1.ville-vichy.fr/vichyen/en/culture

The four Caillois patterns

	Agon	Alea	Mimicry	Ilinx
	games of competition	games of chance	games of simulation	games of vertigo
	„a combat in which equality of chances is artificially created“	„the favor of destiny“ „no control“	„temporary acceptance of an illusion“ „in-lusio“	„voluptuous panic“ and/or „desire for disorder and destruction“
paidia element   ludus element	unregulated wrestling ... soccer	counting-out rhymes ... roulette	playing with dolls ... theater	rollercoaster ... mountain climbing

Patterns in video games



social mimicry

The Sims
EA, 2000



perceptual ilinx

1080° Snowboard
Nintendo, 1998



physical mimicry

MS Flight Simulator
Microsoft, 1982



destructive ilinx

Grand Theft Auto
DMA/Rockstar, 1997

Classification similar to that proposed by Bateman (2007)