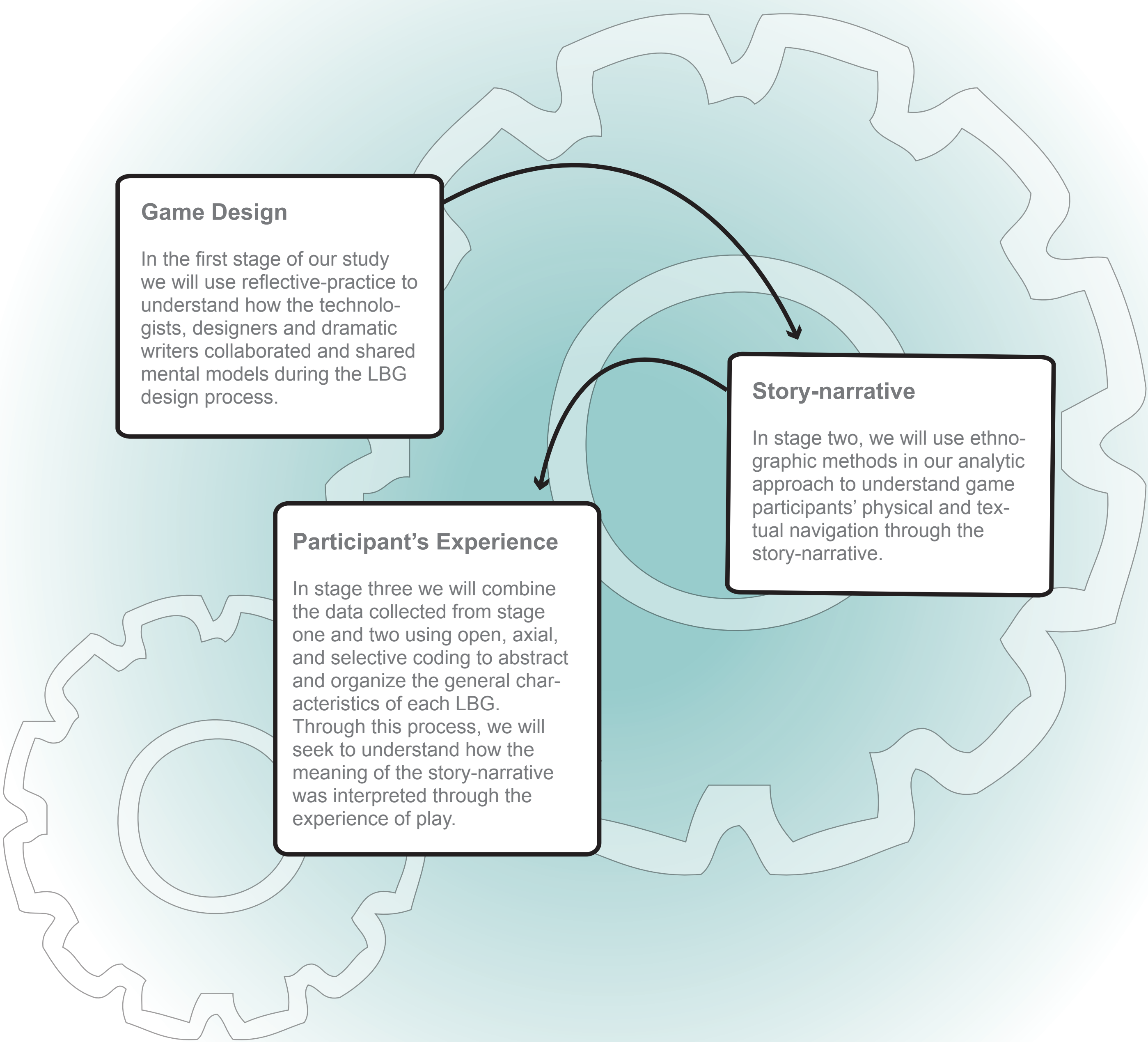


# Location Based Game Design

La pratique du design de jeux géolocalisés

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This comparative case study investigates the design of three location-based game (LBG) events called: Babylonia.ca produced on the See It platform by Simon Fraser University; Bygone Pursuits produced on the FAR-Play platform by University of Alberta; and Heritage Passages produced on the StoryTrek platform by Carleton University. While these LBGs have similarities, they are significantly different by design, use of story-narrative and participants' experience. This poster submission introduces our work-in progress including research goals, and discussions relevant to our proposed methods for collecting, analyzing and evaluating games.



The diagram above illustrates the three stages of our research design. Stage one focuses our understanding on the actual design of the LBG event; stage two analyzes the participants' response to the story-narrative; and stage three provides insights into LBG praxis and contributions to digital culture in general. Our goal is to create a cross disciplinary approach to analyzing LBG design. By combining methods used in the Arts, Social and Computer Sciences we will be better equipped to understand how LBG design praxis influences our individual and collective experience of place.

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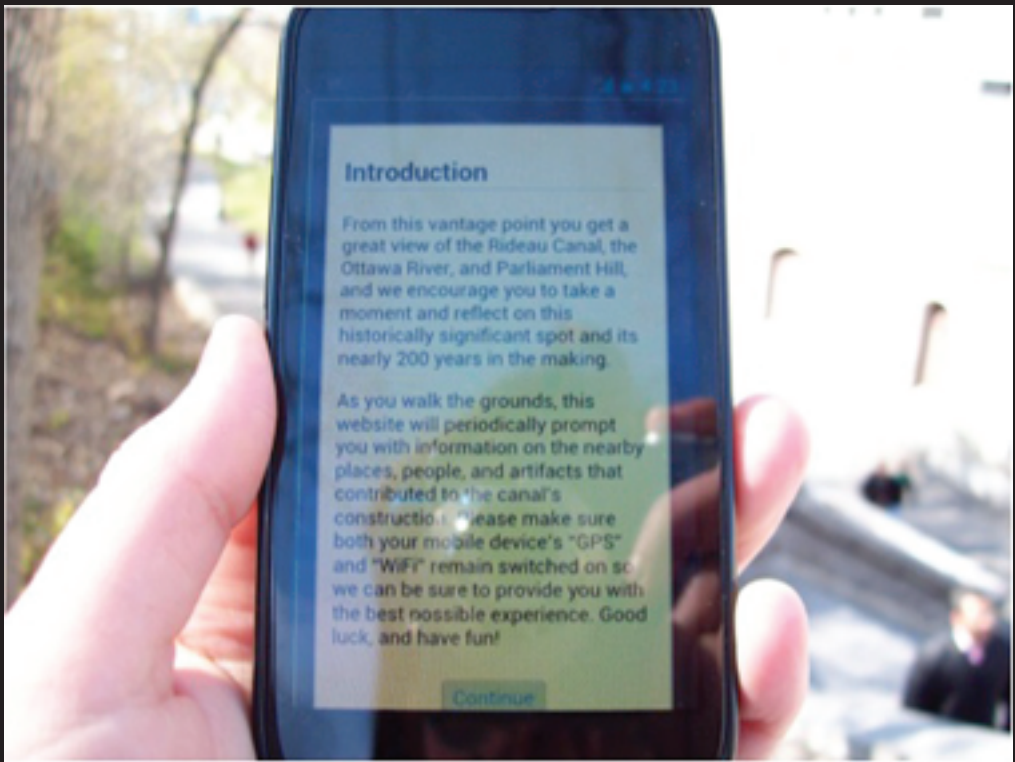


Figure 1. Heritage Passages: Bytown and the Rideau Canal was an augmented-reality event that was an extension to an exhibition that explored the history, construction and continuing cultural impact of Ottawa's Rideau Canal. This LBG event was built on top of the StoryTrek platform engineered by Carleton University in collaboration with Virtual Museum of Canada (VMC).



Figure 2. Bygone Pursuits was a location-based game that explored a heritage site through a game with three separate adventures set in the same prairie city but at different time periods (1885, 1905 and 1920). The game positioned the player as a fictional character within the historical context of the settlement and development of Edmonton. This LBG was built on top of the FAR-Play engineered by University of Alberta in collaboration with the Fort Edmonton Park, a historical living museum in Edmonton, Alberta.



Figure 3. Babylonia.ca was a location-based event that started online and lead people to a live performance. The workshop version of the event showcased at the Free Fall Festival in Toronto. This LBG was built on top of the Seeit.com platform engineered by Simon Fraser University in collaboration with the Radix Theatre, Vancouver, BC. Babylonia invitation designed by Xiao Zhang.