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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