

Live demonstration of the pervasive game “GPS Joker”

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Abstract. From the virtual to the real, everybody is looking for the Joker... your mobile phone guides you through the city. Be the first one to win the Joker. Enter the game and play your session here in Paris!

Keywords: pervasive games, ubiquitous games, urban games

1 GPS Joker

The mobile telephone operator SFR [1] and the urban game studio XiLabs [2] developed the permanent and persistent pervasive game GPS Joker [3].

Game idea Find the maximum of “Oblocs” to win the big price at the flashmob.

Game type Multiplayer LBS Game. Permanent play. Persistent game-world.

Game scenario

Game alternates between two game phases: a permanent phase and an event-type phase. In the permanent phase you increase your hero’s strength by searching and snatching virtual objects in your city. As you advance into higher game levels, the objects get more and more difficult to catch.

Every two weeks, a flashmob is organized. If you get there on time, you invest your player’s strength in the common pot in order to increase the price payout. If you are the lucky one, you win the big price after the countdown. Otherwise, you might just share a glass with the other players on spot.

References

1. www.sfr.com
2. www.xilabs.fr
3. <http://www.ateliersfr.fr/beta-tests/gps-joker>

