

Authoring tool for narrative-based pervasive games

The purpose of this master thesis is to examine the potential of enabling public authoring capabilities for players in a narrative-based pervasive game. The topic is strongly linked to the innovative Backseat playground project (BSP), which is pursued in collaboration with Microsoft Research in Cambridge. The project is a first step to allow for public user content creation of the game environment.

Backseat playground is a game that is played by kids in the backseat of a car. The game makes use of existing GIS data in order to map the game content onto the physical world. As the player travel through the road-network the game turn churches, bridges and other roadside objects into a fictive world filled with crimes, virtual characters, and hidden clues.

The master thesis consists of three parts. First, an investigation of the potential and problems of user content creation in narrative-based games for vast geographical areas. Second generation of new concepts for authoring tools based on the available game i.e. Backseat Playground. Finally, it will consist of implementing the solution.

Interactive Institute

The master thesis will be carried out on Interactive Institute's mobility studio in Stockholm. This means that you will have the ability to experience working within an internationally successful research group and on one of Sweden's most creative workplaces, a place where we in a playful manner explores mobile applications of tomorrow.

Information regarding the Interactive Institute can be found on www.tii.se. Information regarding the Mobility studio on www.tii.se/mobility. The BSP project is described on www.tii.se/mobility/BSP/.

Contact:

Liselott Brunnberg

Mobile: +46 (0)70-320 68 06

E-mail: liselott.brunnberg@tii.se