Do Elements from Location Based Games make Navigation in City Tourist Applications more Engaging?

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ABSTRACT

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ACM Classification Keywords

H.5.m. Information Interfaces and Presentation (e.g. HCI): Miscellaneous

INTRODUCTION

Motivation: "Moving is boring". Time is wasted between A and B, when you "just" walk. Is it possible to incorporate something fun in the navigation to make it more engaging?

How can tourist families navigate a city in a more engaging way than using a map? - Location based games

Contribution: No previous research on how to make navigation more engaging.

BACKGROUND

Engagement

May not be the right thing to test ....

Location-Based Games

Give some examples of what others have done..

- How do location-based games incorporate navigation?
  - Technologies used
  - Representation (map, arrows, etc.)
- Guidelines
  - Avoid too much competition - encourage relaxed gameplay
  - Narrative, game, and virtual elements must be in context with the real world
  - Avoid information overload
  - Consider spatial awareness
- Which engaging elements are incorporated?
  - Types of narratives
  - Game elements
  - Social elements
  - Type of expansion (temporal, spatial, social)

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