

Reading reviews

Can you see me now

This article talks about a project called “Can you see me now”, which is an advance reality game developed by Blast Theory, which recreates a tag/hide&seek game in an actually city. By recreating the city in a virtual state and overlapping it on top of the real one, this location based game uses the geographical location of phones to track the players and place them in this virtual map. By recreating this thrill of actually running around your city, being out of breath, on the lookout for other players, hoping no one can see you, Blast Theory really brings forward an interesting aspect of gaming, which is the fusion between virtual and reality. This enter the category if locative media by mixing these different medias all merging with one main aspect: the player’s real life location. There are two types of player: the runners and the players. The runners job is to chase the players and find them. Upon entering the game, the players have to answer one question: “Is there someone you haven’t seen for a long time that you still think of?”. The players are then referred to that name and when found by runners, this name is the last thing they hear. This aspect is really important for the author, since it creates a much more psychological bond with the game. This project aims to reinforce the connections between people by sharing laughters, fun and good memories. It encourages the players to then interact more with strangers and to open up more with the world around them.