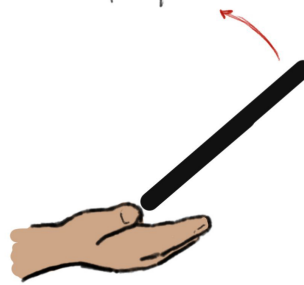


1. Parkour

- Locations via Phone
- compete against other players



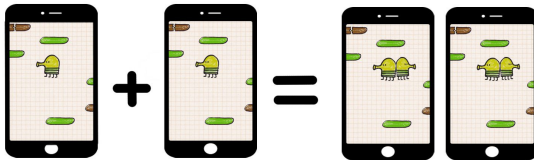
2. Flip your phone:



- throw as high as you can
- flip it along 1(!) axis
- fight your way to the high scores

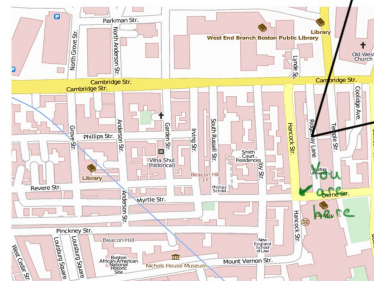
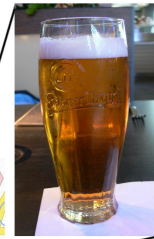
3. Doodle Jump Multiplayer:

- Only synchronous hand movement results in player movement



- Social context: Can't play with less than 2 players

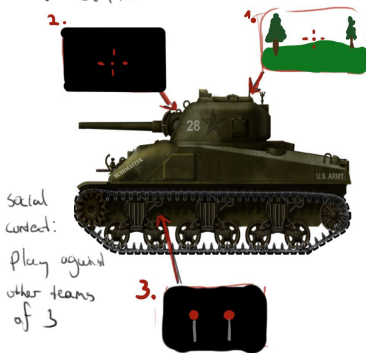
4. Kneipenmarathon



- Randomly selected pubs
- Run to the next pub
- Buy and drink a beer
- Make a photo

- Social context: One does not simply drink alone

5. Tank simulator



social context:
play against other teams of 3

- Play with 2 friends to maneuver a tank:

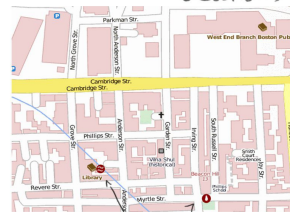
1. Commander:
 - look around by rotating the phone

2. Gunner:
 - move the gun by rotating the phone
 - can't see ~~where~~

3. Driver:
 - drive by rotating your phone
 - can't see ~~where~~

6. Plague Inc. Multiplayer

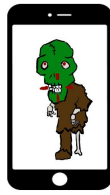
- Pick your disease up from random locations (virus-go!)



- Work with friends to achieve your goals faster

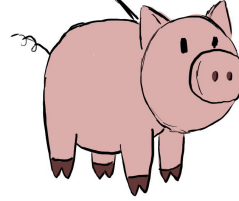
spread your disease through air, water or animals

7. Zombie shooter:



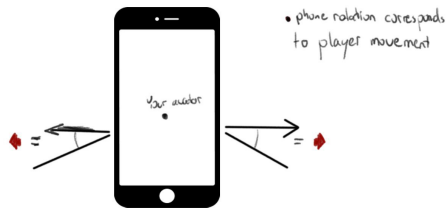
- Infected areas
- Kill zombies by aiming at people

8. Virtual pet:



- walk with your pet
- train it
- compete against other players

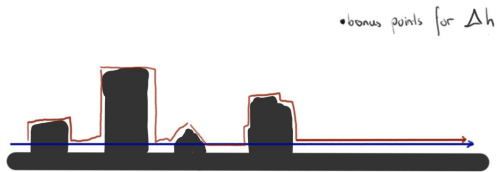
9. mobile MMO:



- phone rotation corresponds to player movement

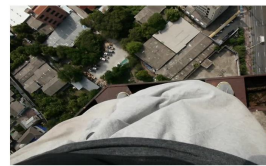
10.

11. Parkour - Variation:



- bonus points for Δh

12. Parkour - Variation:



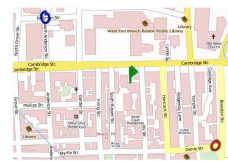
- take pictures during the run
- rated by other players

13. Parkour Variation:

- Teams



14. Parkour Variation:



- CTF

15. Parkour-Variation:

- do stunts for bonus points



determined via phone rotation

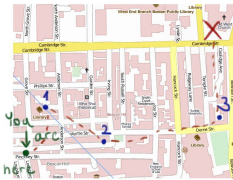
16. Parkour-Variation:



- don't use public transport



17. Parkour-Variation:



- additional waypoints

18. Parkour-Variation:



- track your route
- others have to try to finish the route in less time

19. Parkour-Variation:

20. Parkour-Variation: