

CSG: A communicative Game for Interactive Floors

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ABSTRACT

After looking at the possibilities of interactive floors and taking into account the immense demand for, and market of video games today, we developed CSG, or *Cooperative Spaceship Game*. It is meant as a prototype for communicative, interactive floor based games and demonstrates how playing games at home can again involve movement of the whole body.

The players' goal is the joint reaching of levels by performing tasks that are created at random. These tasks may involve actions which the player, who was given said task, may not be able to carry out. Thus he/she has to tell their partner(s) to execute it.

Author Keywords

Cooperative Spaceship Game; Communication; Interactive Floors

INTRODUCTION

With the advent of the *Internet of Things* and thus the rising digital Interaction with everything around us, floors will soon become intelligent entities just like our phones are today.

But next to all the productive things we can now do with our devices, we also want to integrate them into our leisure time. Just like touch screens revolutionized the way we play games, interactive floors will again push the boundaries of the way we think about enjoying ourselves through games.

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ACKNOWLEDGMENTS

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