

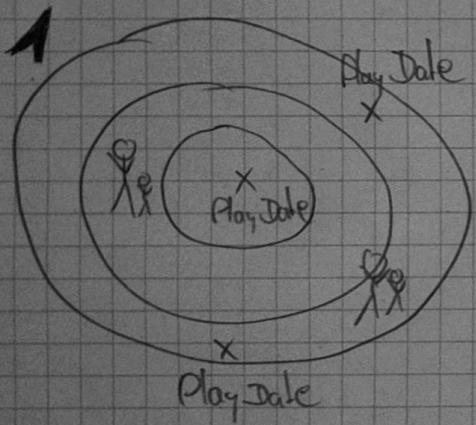
## Play date for my kid



↔ APP

- link App with YouTube Account of your Kid

⇒ gather Data about your kids interests



- Find potential friends for your kid
  - matching using youtube history
- Get suggestions for playdate locations with less screen time
  - rate locations + add your own
  - algorithm suggests more and better play date location based on ratings and interests  
(Minecraft Videos → Legoland?)

⇒ Services Game aspect:

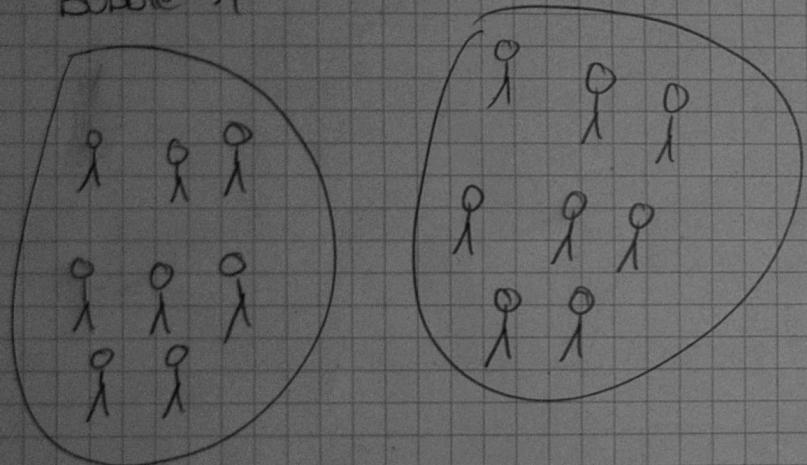
Get ranked by:

physical activity, YouTube /playdates US. Watchtime

Goal is to have lots of playdates with lots of other kids/parents

# Social Bubble

Bubble 1      Bubble 2



Eine Menge an Spielern werden  
je nach dem won sie kennen  
in 2 Gruppen aufgeteilt

→ niemand kennt die genauer  
Mitglieder der Teams

Ablauf:

Team X nennt indem es alle Mitglieder  
von Team Y aufdeckt.

Bubble A erfährt Bs Name und Studiengang  
A überprüft B in der App

(Bubble) (Bubble) B wurde als Teil von Bubble 2 aufgedeckt

Bubble A erfährt Cs Name und Studiengang  
A überprüft C

(Bubble) (Bubble) C und A sind Team 1. C ist nicht aufgedeckt.

→ lerne Leute kennen

→ lerne deine eigene "Bubble" kennen

→ wom kannst du vortragen?  
wen nicht?

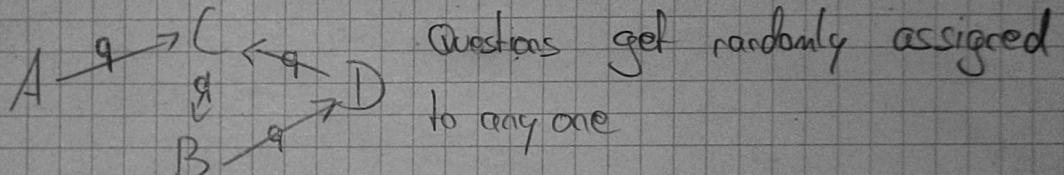
A  
→ not drunk

B  
→ is stumbling  
→ very drunk

⇒ App measures drunkenness  
based on Gyro-Sensor Stability.

~~How it works~~  
you connect with other people through your phones  
and play Truth or drink:

A enters Question → B randomly gets question → B decides to answer/drink



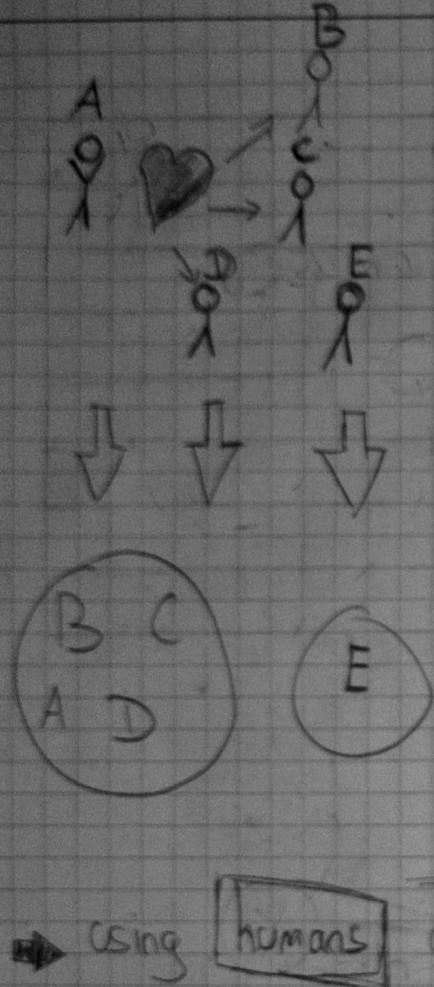
Game keeps track of answered questions / drunkenness

At the end of the night a winner gets decided by those factors

learn more about your peers by ~~interesting~~ interesting questions  
asking

Win by being drunk and answering questions?  
(not)

## Dating App

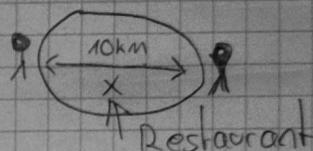


Social „Bubbles“  
of People are  
created by being  
liked / liking the  
same people

This is how the  
app matches you  
as the „matching algorithm“

→ Serious Game with goal of finding love

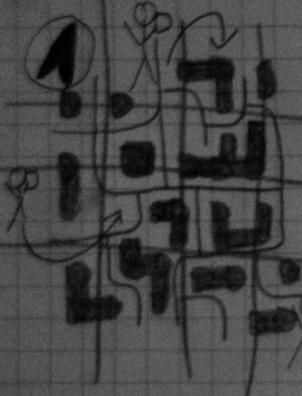
→ App suggests places for dates based on location



→ lets you rate / like the date location and „ranks“ the locations this way

→ your social bubble gets recommendations for dates / by what you like date locations

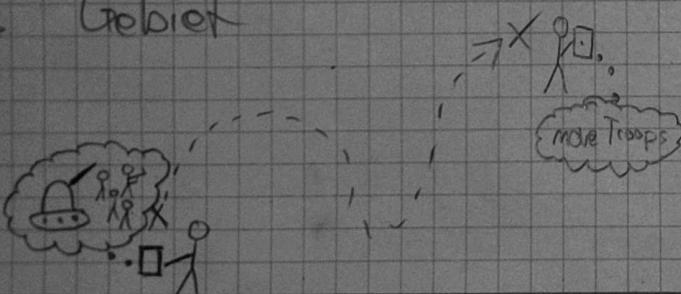
# Risiko with Google Maps and Meetups



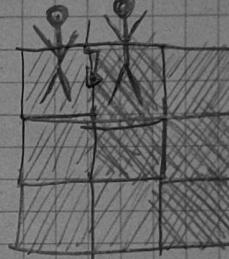
- beliebiges Gebiet wird über Maps gezeichnet und ausgewählt.

- Teams/Spieler reisen zu verschiedenen Startgebieten und setzen Truppen

⇒ Bewegen von Truppen benötigt Reise in jeweiliges Gebiet



A vs. B



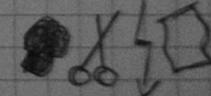
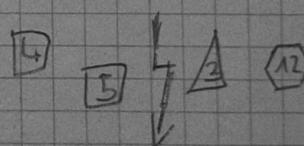
- Players meet up for fighting for land

- 2 Options:

Play round riskardes <sup>life</sup> Play real game  
for land:

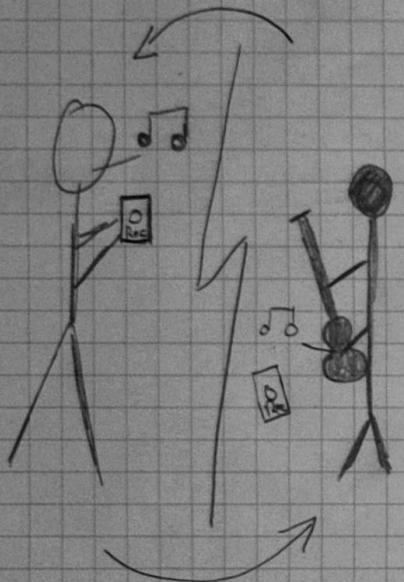
→ Dice Rolls per  
Troop on Phone

→ Stein, Schere, Papier  
for every Troop

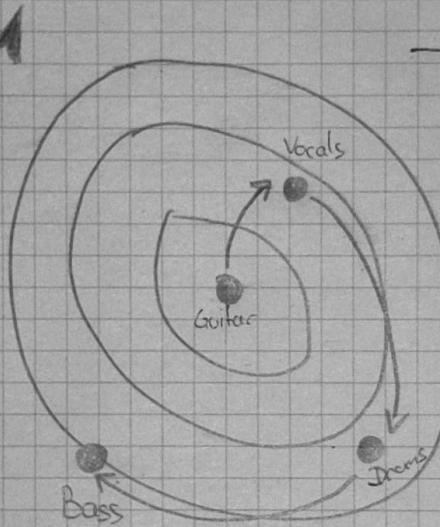


# Musical-Loop- Flüsterpost

create Music together



send short music loops  
and collab



→ App macht „Collaborations/projects“  
and rewards switching  
locations for more projects  
with new people

find and meet musicians anywhere

→ randomly within a specified range

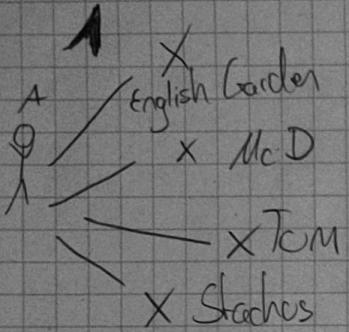
→ prioritizing people that fit together  
(ie.: Vocals + Guitar) by your own  
playable instruments and instruments  
you want to collab with

→ prioritize by genre ?  
(or maybe vocal range or similar)

→ „Flüsterpost“ -

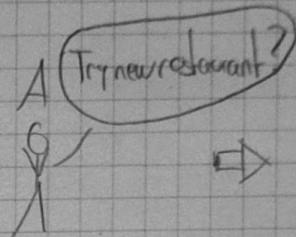
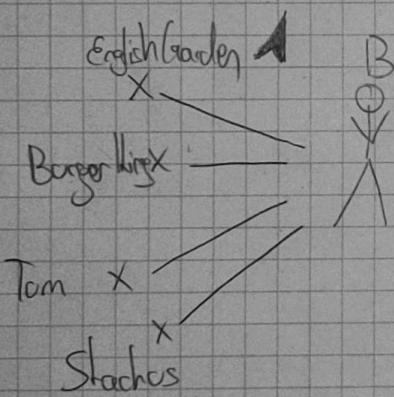
1. starte Idee (3pm, Tonlage),
2. Definiere „Raum“ (6 andere Personen)
3. leit es von durch 6 people
4. Enjoy final result (you don't know  
what it will become)

# Building Bubbles

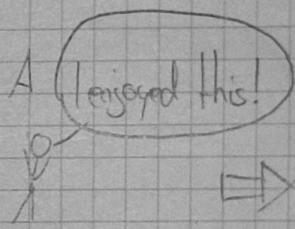


Person A picks favorite places

Person B  
picks favorite  
places



App suggests Burger King  
because A and B match on  
many other locations



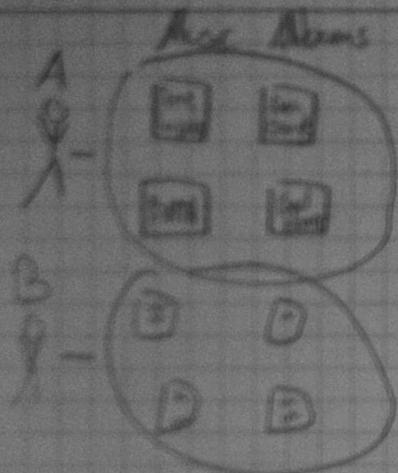
If you enjoyed your new  
place the app asks you  
if you want to "connect" / chat  
with Person B who it based  
your suggestion on

Do you want to visit Place C?

A with Person B

⇒ App suggests new place if connects with B

## Guess their taste



1. Person A gets list of <sup>some</sup> albums of Person B
2. Person A tries to guess an album B owns
3. Person B tries to guess an album A owns

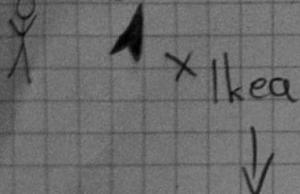
If you and person connect App suggests future concerts you can go to.  
or a vinyl store you can visit.

⇒ works for concerts, CDs, Vinyls, ...

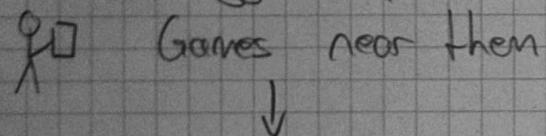
⇒ App matches you based on genre/album similarities and helps you find people to go to concerts with or enjoy music together

## Hide and Seek

A suggests Hide n Seek location



B gets suggestions for Hide Seek

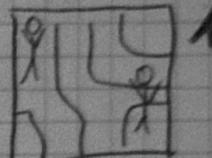


when enough people join in  
Hide Seek starts

Seekers get randomly assigned.

Seekers location is visible in App.

When Hider gets found → they become. seeker

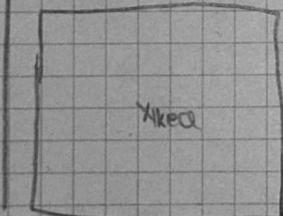


Join Game by entering area.

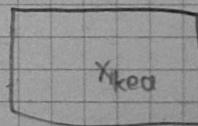
Seekers are suggested to work together

→ meet new people → they each gain tips for finding people

Area gets smaller over time, so people meet each other more



Time →



12:00

3:00

Game ends  
after some time.

## Draw my favorite



A  
O

Creates drawing of place and uploads  
(marks it on maps with app)

Guessing works by either just selecting location  
on maps.

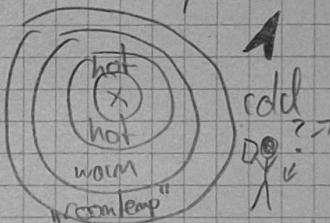
or by searching the city and the app  
provides helpful hot/cold information to  
lead you to the right place.

⇒ People try to guess the drawing place / location

Winner draws the next place (uploads and marks it)

⇒ people guess again

& repeat



→ winners are matched and asked to create artworks together as the  
next challenge (⇒ meet new artists / combine your styles)