Chosen idea: "Campus Wars"

(basic idea from Jonas' sketches)
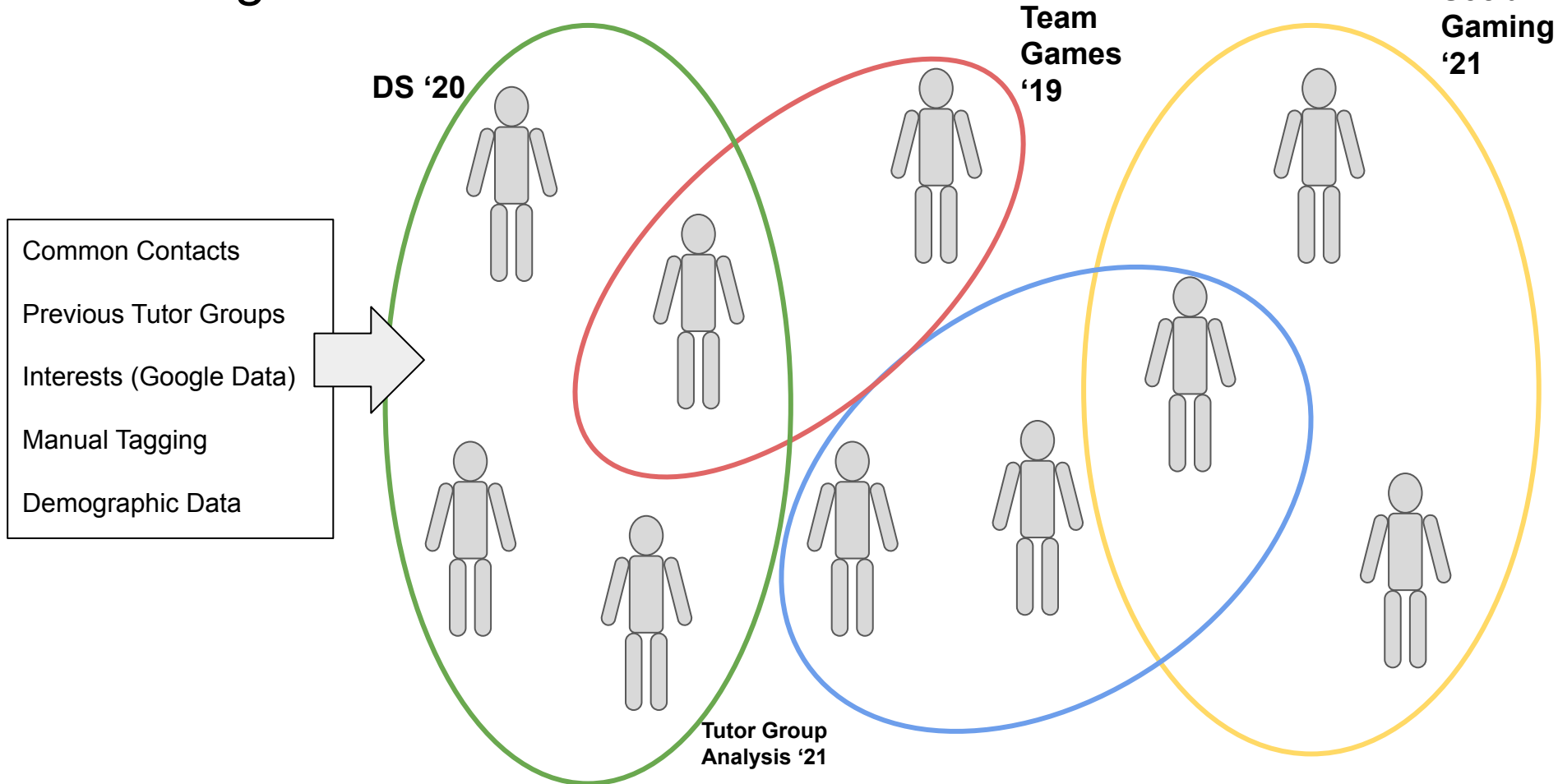
Connecting our Social Network
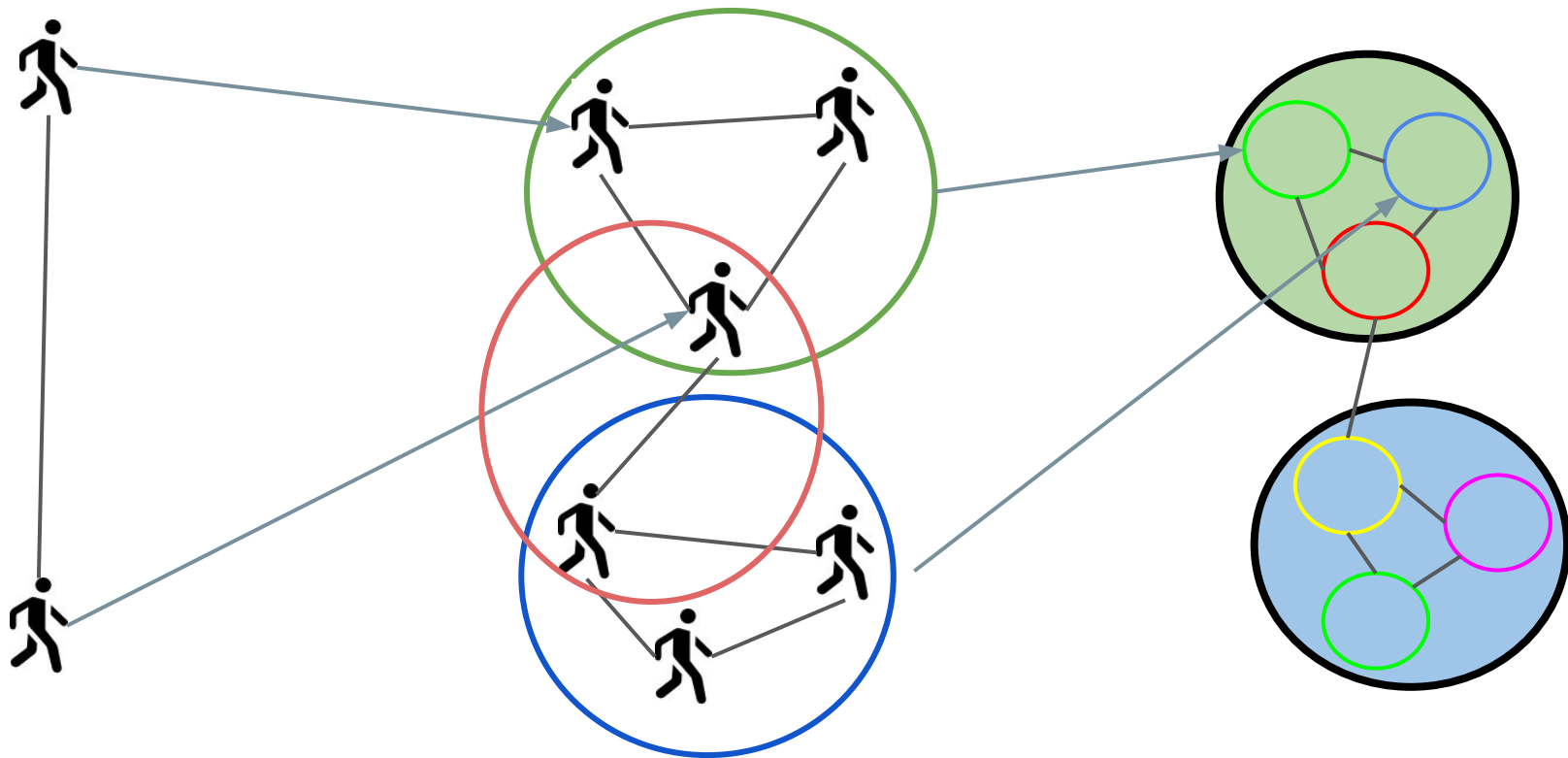
Weights in a Graph

Clusters in a Graph

Clusters of Clusters

Creating Social Bubbles

Common Contacts

Previous Tutor Groups

Interests (Google Data)

Manual Tagging

Demographic Data

DS '20

Team Games '19

Social Gaming '21

Tutor Group Analysis '21

Teams derived from social bubbles
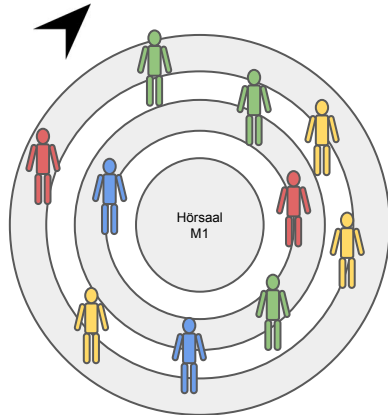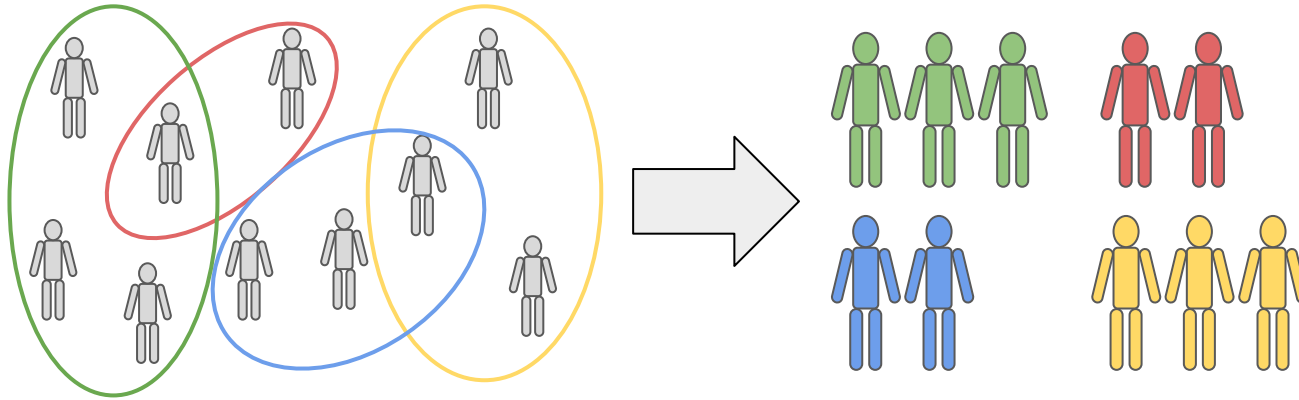
Teams compete against each other for locations
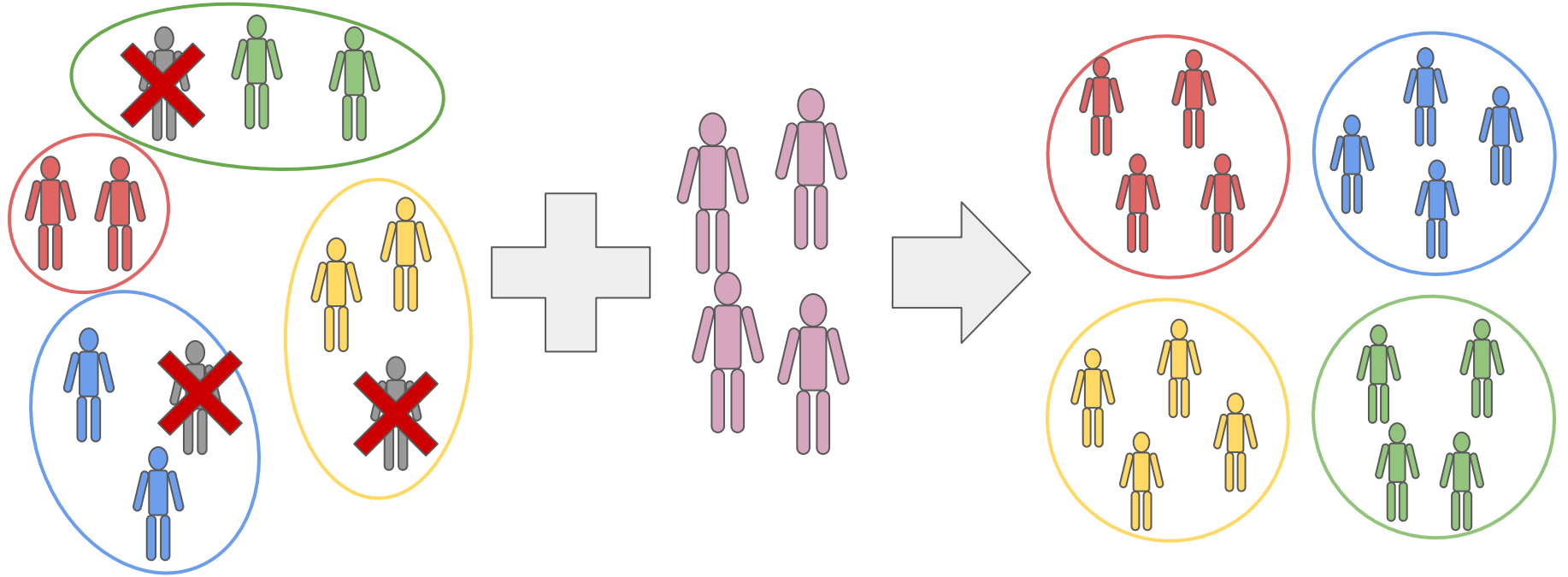
Versus
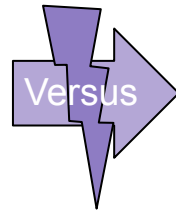
Hörsaal M1

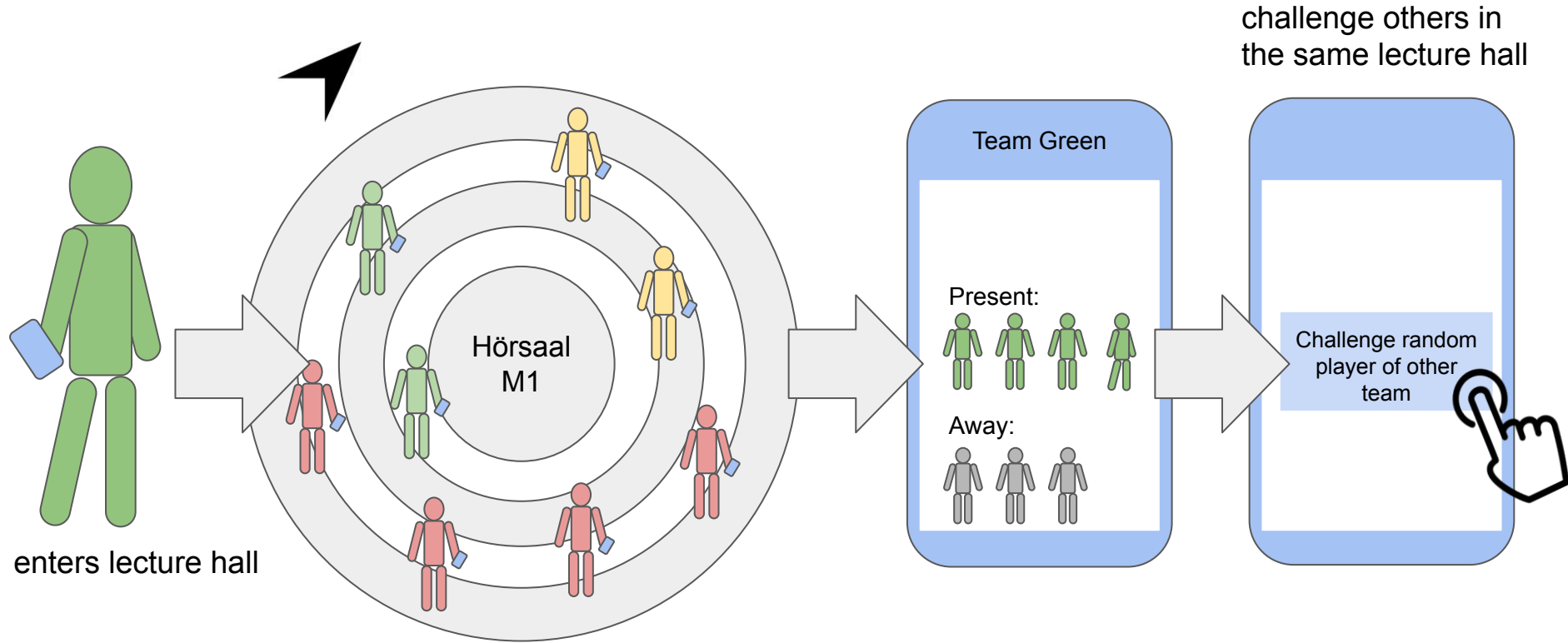Interims I

Galileo

Interims II

Teams will change gradually
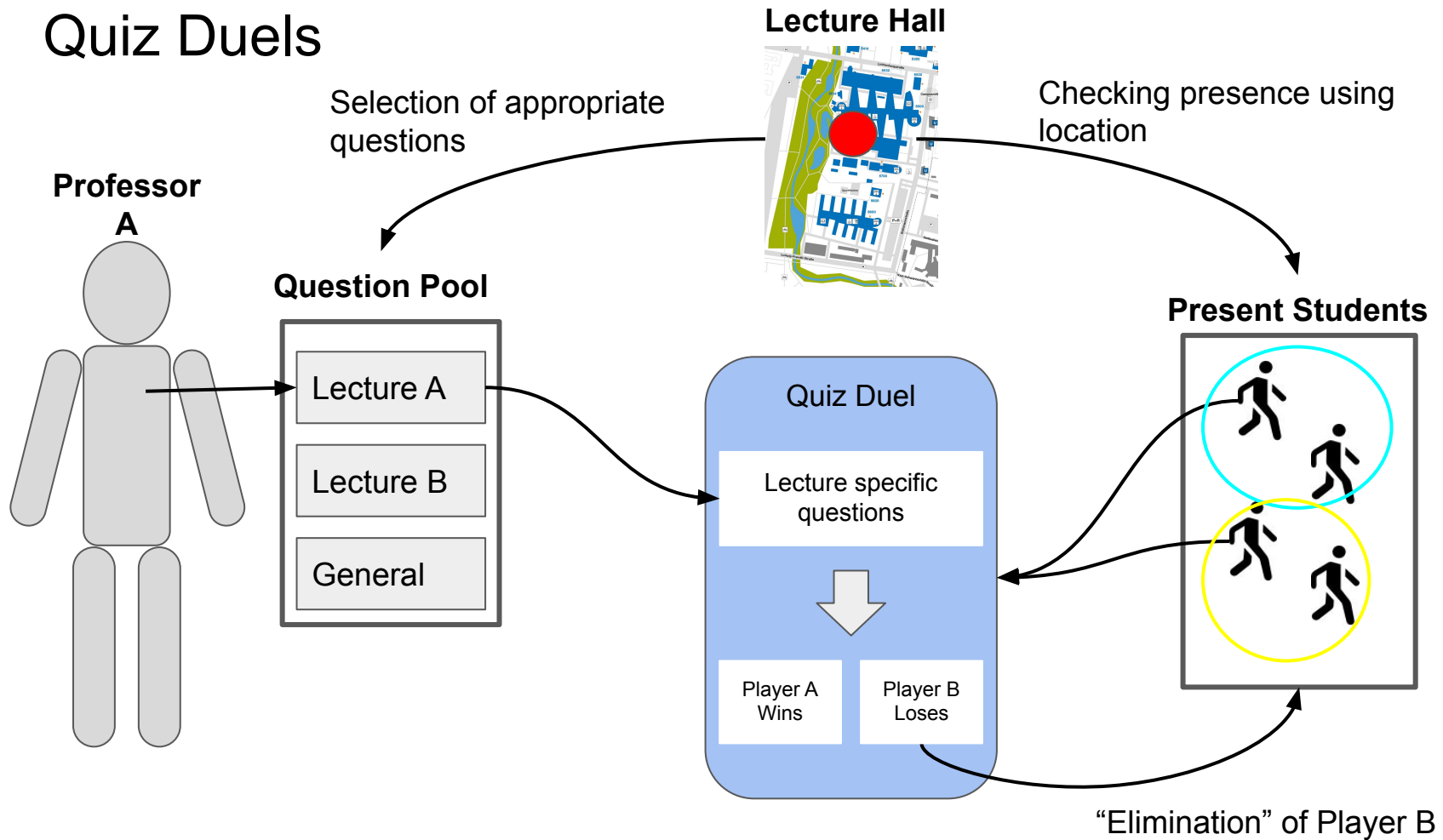

inactive players are removed

new players are placed fairly into their initial social bubbles

Games based on your location

enters lecture hall

Hörsaal M1

Team Green

Present:

Away:

challenge others in the same lecture hall

Challenge random player of other team

Quiz Duels

Lecture Hall

Selection of appropriate questions

Checking presence using location

Professor A

Question Pool

Lecture A

Lecture B

General

Quiz Duel

Lecture specific questions

Player A Wins

Player B Loses

Present Students

"Elimination" of Player B

Temporary Player Elimination

Hörsaal M1

Versus

Hörsaal M1

Green Player now counts as "not present"
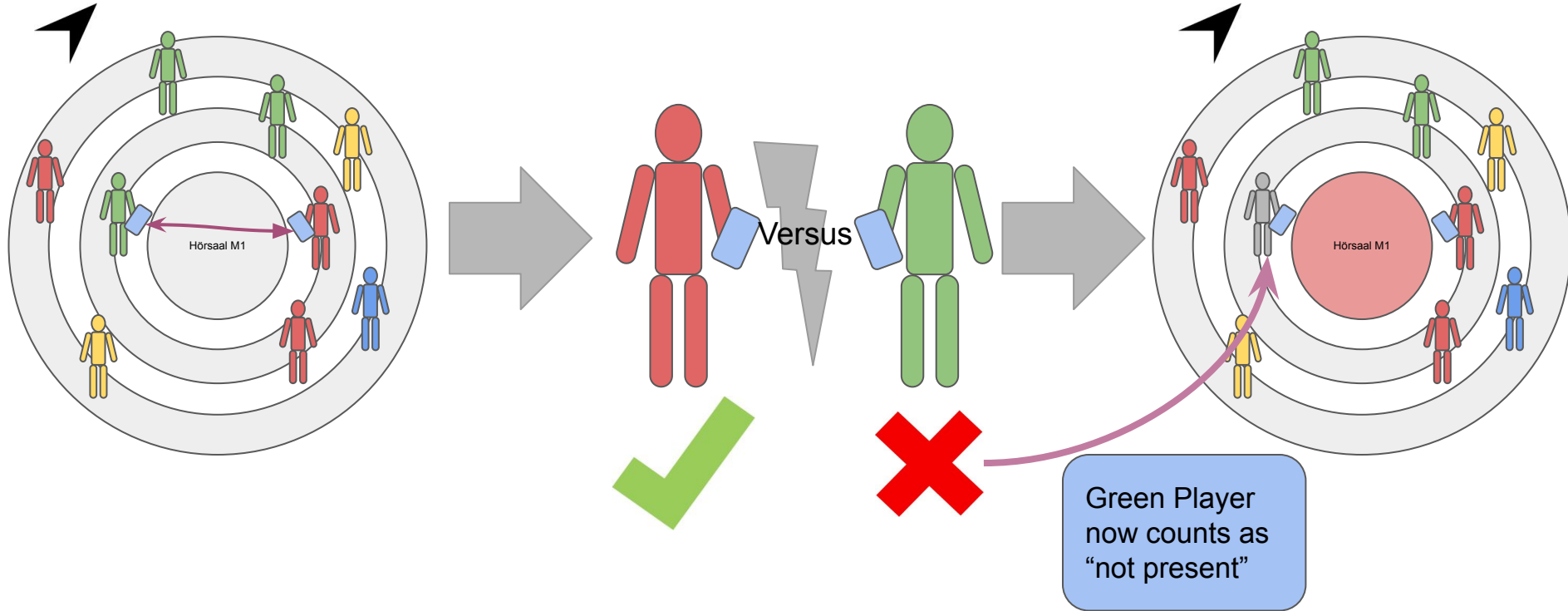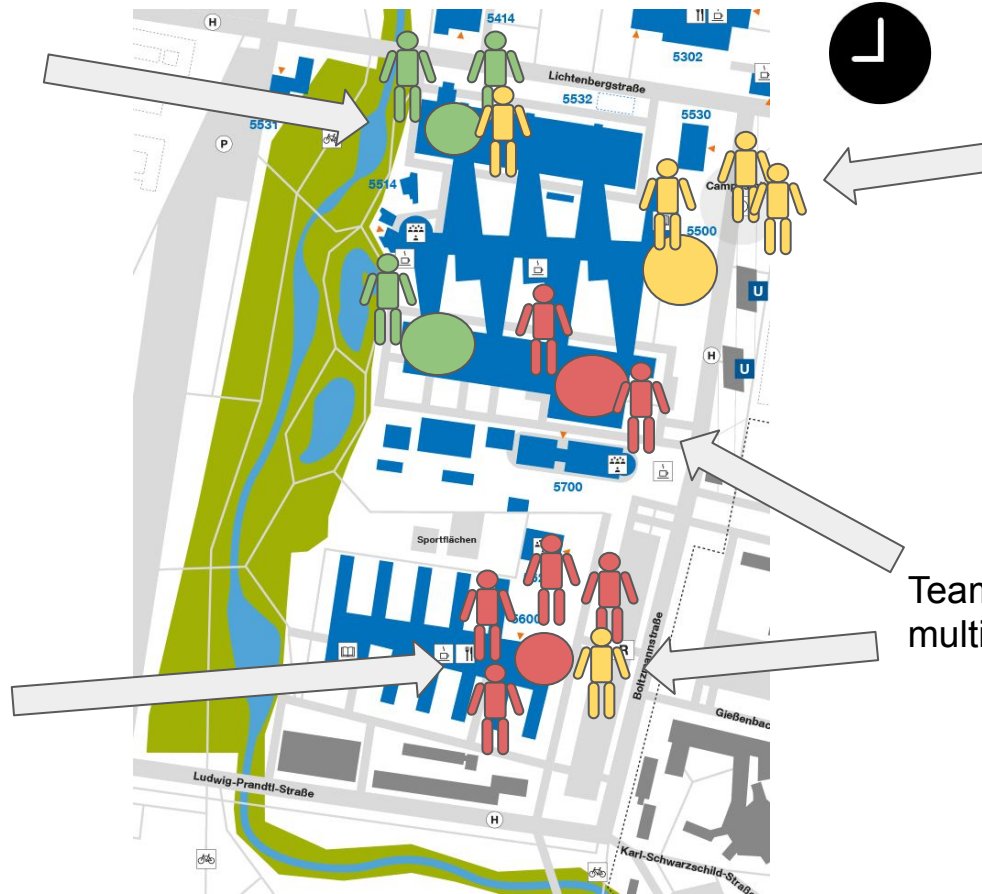
Objective: Conquer and hold rooms at the Campus

conquer rooms at the campus by presence

the longer you occupy a room the harder it becomes to conquer by others

Teams can hold multiple Rooms

Team with the most members at the room hold the room

Questions are picked from pools by time / location

Questions to Lecture Games Engineering

Questions to Lecture Social Gaming

Questions to Lecture Analysis

Games Engineering

Social Gaming

Analysis

General

Questions during Games Engineering Lecture

Start team-raids on lectures