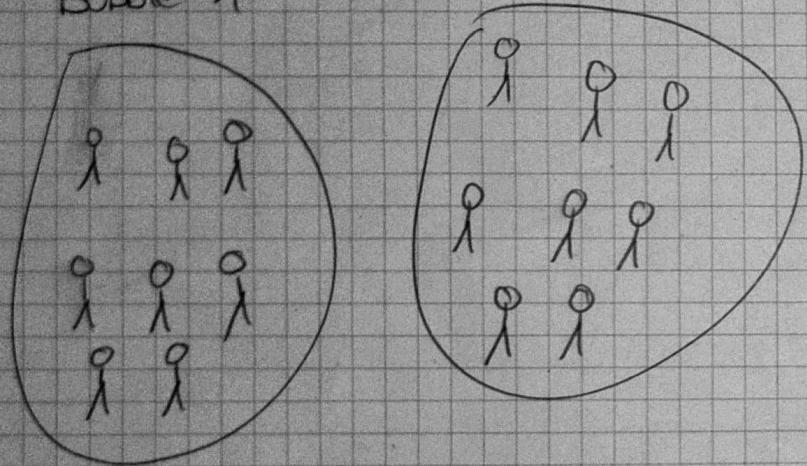


Social Bubble

Bubble 1 Bubble 2



Eine Menge an Spielern werden
je nach dem wen 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 1) (Bubble 2) B wurde als Teil von Bubble 2 aufgedeckt

Bubble A erhält Cs Name und Studiengang

A überprüft C

(Bubble 1) (Bubble 2) C und A sind Team 1. C ist nicht aufgedeckt.

→ lerne Leute kennen

→ lerne deine eigene "Bubble" kennen

→ wen kennst du vertraut?
wen nicht?

A
→ not drunk

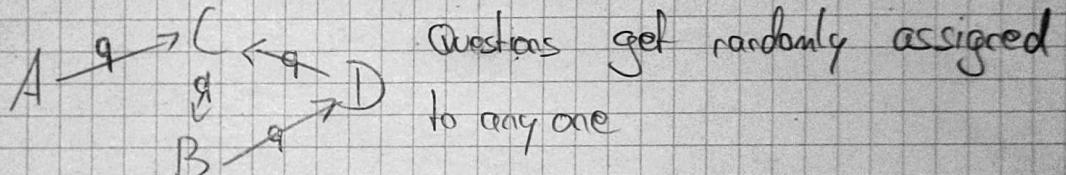
B
→ is stumbling
→ very drunk

⇒ App measures drunkenness
based on Gyro-Sensor Stability.

~~How do we play?~~

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



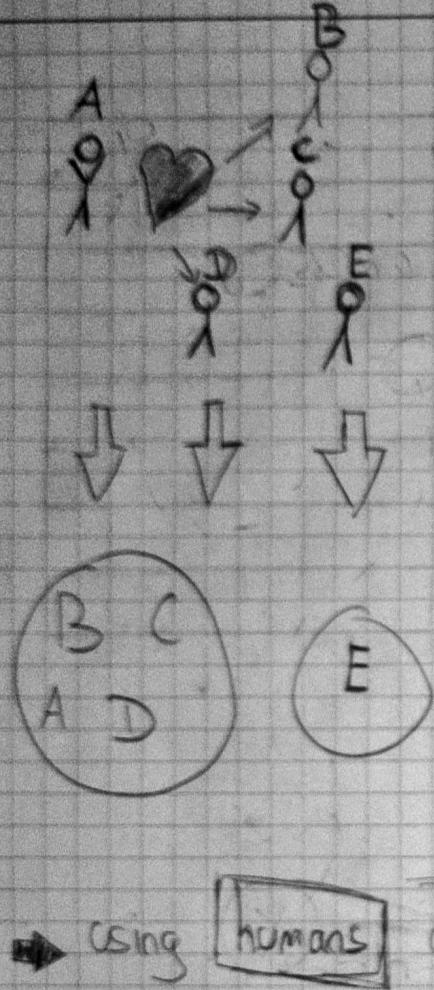
Game keeps track of answered questions / drunkenness

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



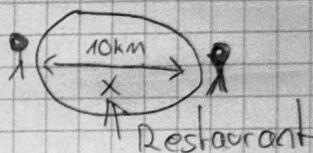
Social "Bubbles" of People are created by being liked / liking the same people

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

→ Using humans

→ 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

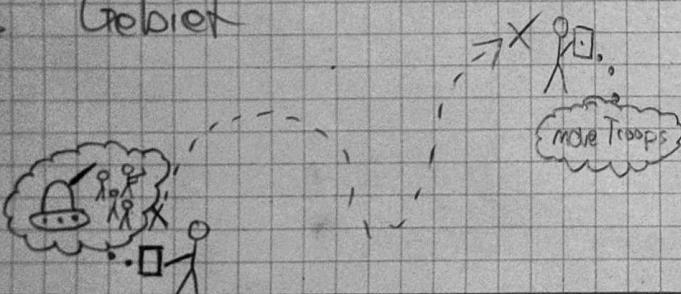
Risiko with Google Maps and Meetups



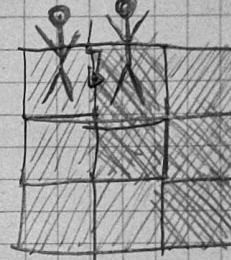
- beliebiges Gebiet wird über Maps gezeichnet und ausgewählt.

- Teams/Spieler reisen zu 20 verschiedenen Startgebieten und setzen Truppen

⇒ Bewegen von Truppen benötigt Reise in jeweiliges Gebiet



A vs. B

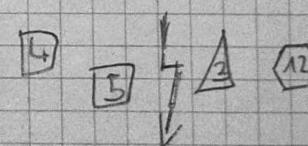


- Players meet up for fighting for land

- 2 Options:

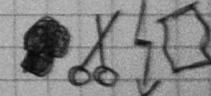
Play round riskardes
for land:

→ Dice Rolls per
Troop on Phone



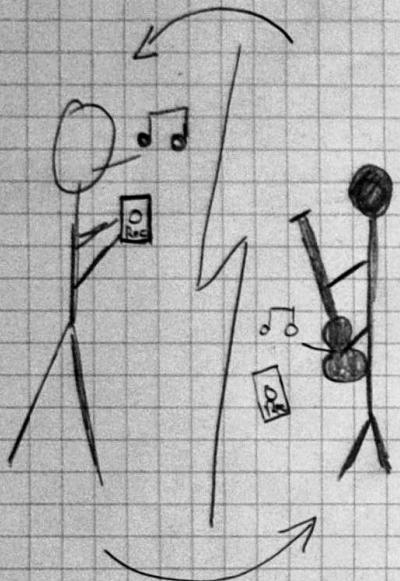
Play real game
for land:

→ Stein, Schere, Papier
for every loop

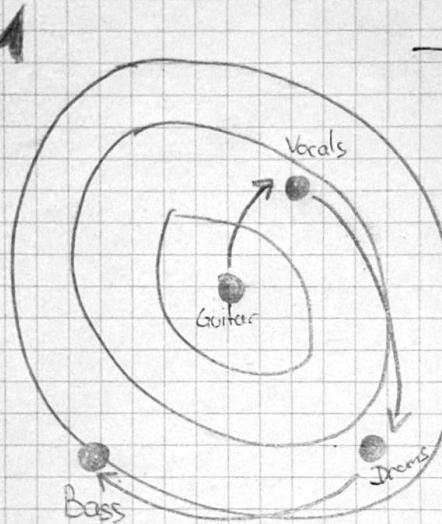


Musical-Loop- Flüsterpost

create Music together



send short music loops
and collab



→ App counts „collaborations/projects“
and rewards switching
(locations for more projects
with new people)

find and meet musicians anywhere

→ randomly within a specified range

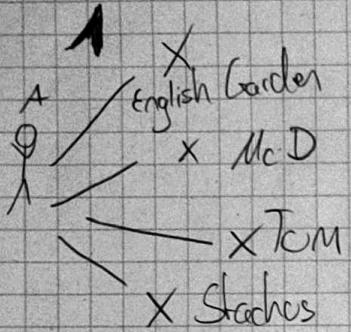
→ prioritizing people that fit together
(ie.: Vocals + Guitar) by your own
playable instruments and instruments
you want to collab with

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

→ „Flüsterpost“ -

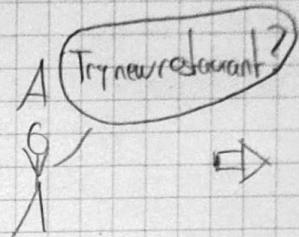
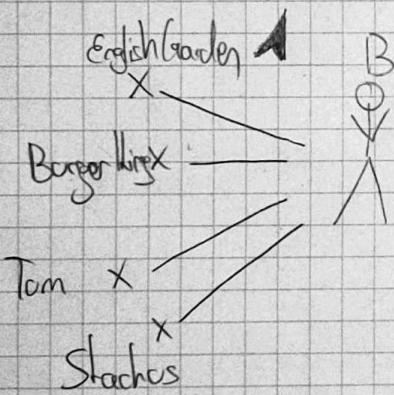
1. starte Idee (3pm, Tonlage),
2. Definiere „Range“ (6 andere Personen)
3. (let it run through 6 people)
4. Enjoy final result (you don't know
what it will become)

Building Bubbles

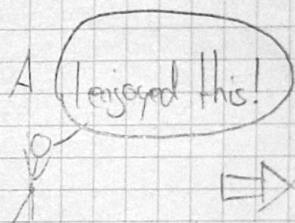


Person A picks favorite places

Person B
picks favorite
places



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



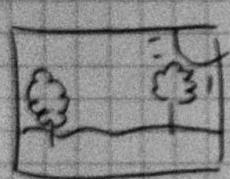
If you enjoyed your new
place the app asks you
if you want to "connect" / chat
with Person B who it based
your suggestion on

Do you want to visit Place C?

A with Person B

⇒ App suggests new place if connects with B

Draw my favorite



A
O
Y

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

Guessing works by either just selecting location
on maps.

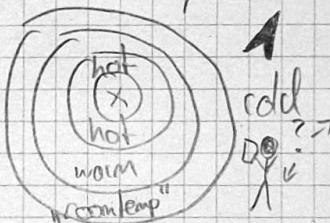
or by searching the city and the app
provides helpful hot/cold information to
lead you to the right place.

⇒ People try to guess the drawing place / location

Winner draws the next place (uploads and marks it)

⇒ people guess again

& repeat

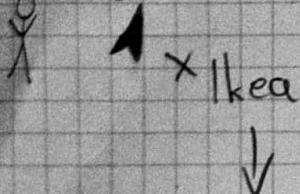


1
cold
?>
D
v

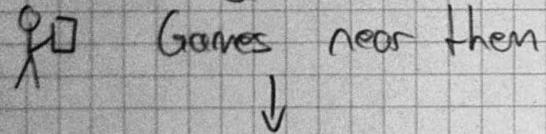
→ winners are matched and asked to create artworks together as the
next challenge (⇒ meet new artists / combine your styles)

Hide and Seek

A suggests Hide n Seek location



B gets suggestions for Hide Seek

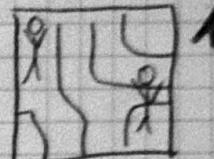


when enough people join in
Hide Seek starts

Seekers get randomly assigned.

Seekers location is visible in App.

When Hider gets found → they become. seeker



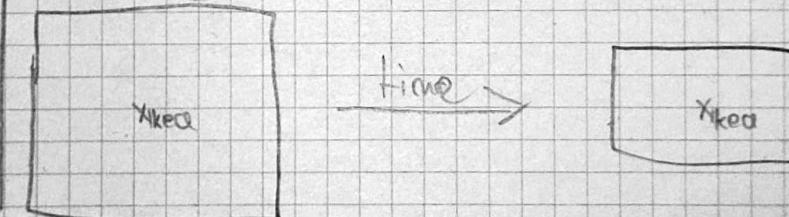
1

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



12:00

3:00

Game ends
after some time.

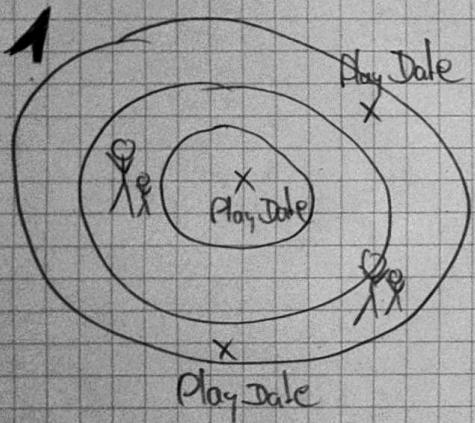
Play date for my kid



↔ 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?)

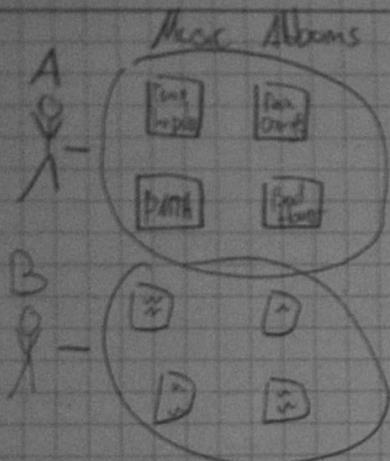
⇒ Services Game aspect:

Get ranked by:

physical activity, YouTube /playdates US. Watchtime

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

Guess their taste



1. Person A gets list of albums of Person B
2. Person A tries to guess an album B owns
3. Person B tries to guess an album A owns

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

Some

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

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