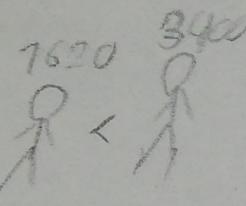
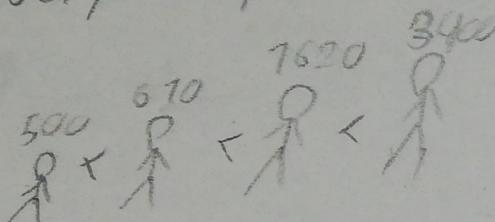
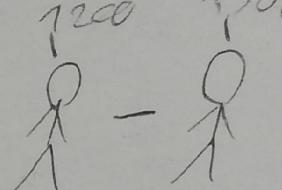
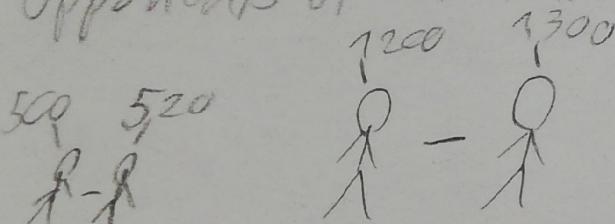


ELO-System Plots

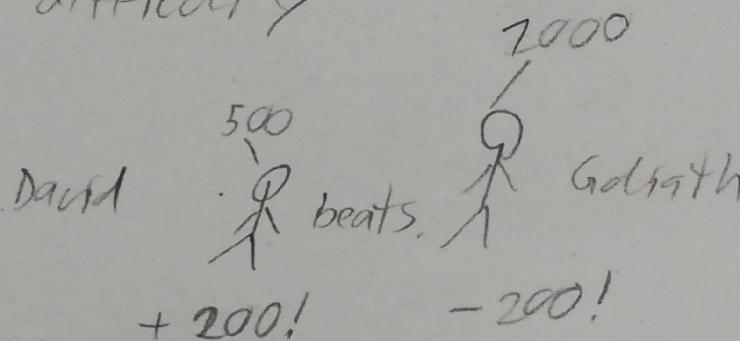
Every player has an ELO-score



Players only matched with opponents of similar score

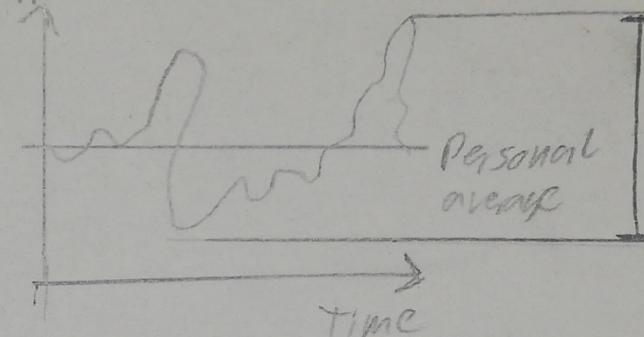


Players lose/gain points relative to the projected difficulty



Additional Factor: standard deviation

Performance

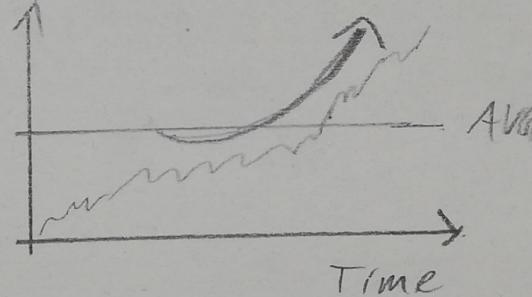


Inconsistent performance

↳ greater margin of error when matching

Additional Factor: Current Trend

Performance

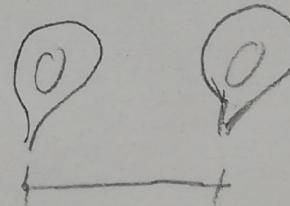


Very fast improvements

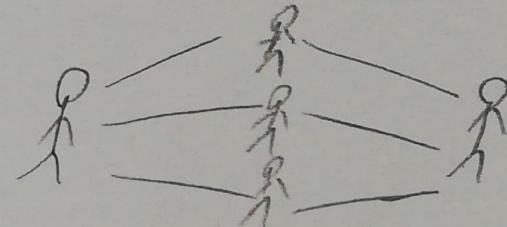
↳ may be matched with much higher ranked opponents

Additional Factor: Social + Mobile

(More on this in other detail sketches)



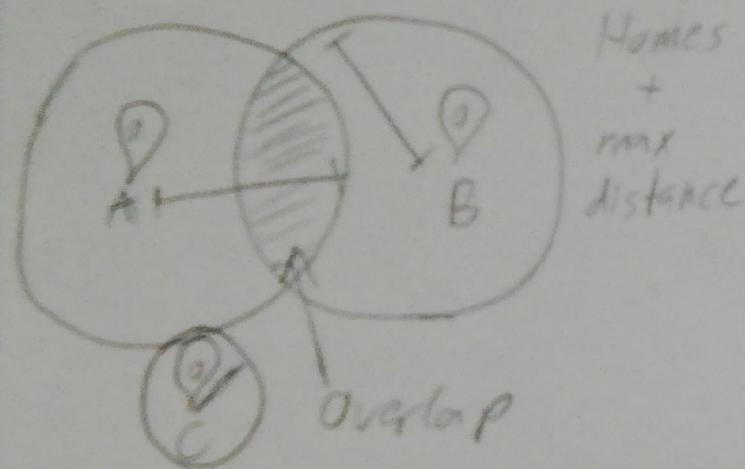
matching close players



Matching players with overlapping social history

Location Matching

Total Reach:



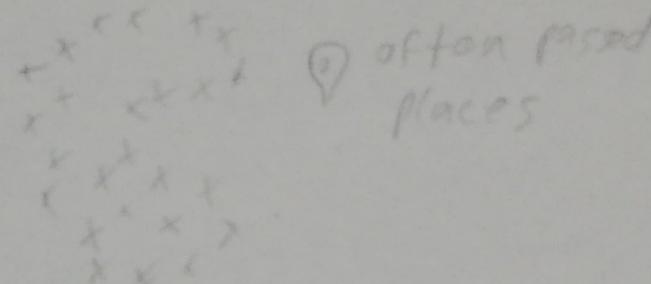
Player A & B match

Player B & C don't

Player A & C a little

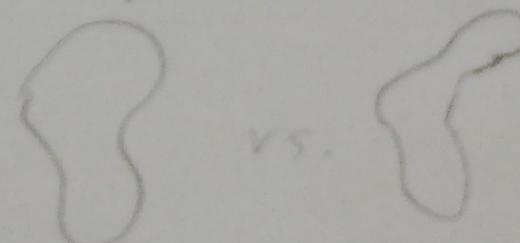
Common Rate Overlap:

Rate Calculation:



→ Smooth rate with meta data such as length and height

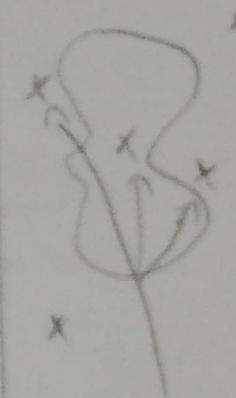
overlap:



≈ 50%

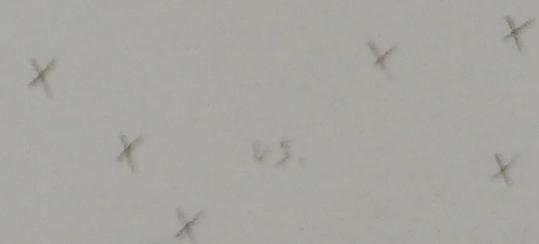
commonly known landmarks:

← same process



closely passed

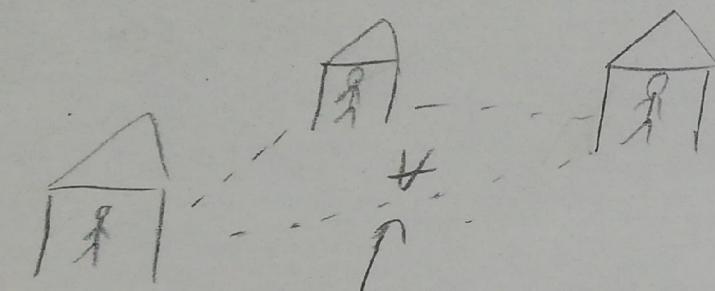
overlap



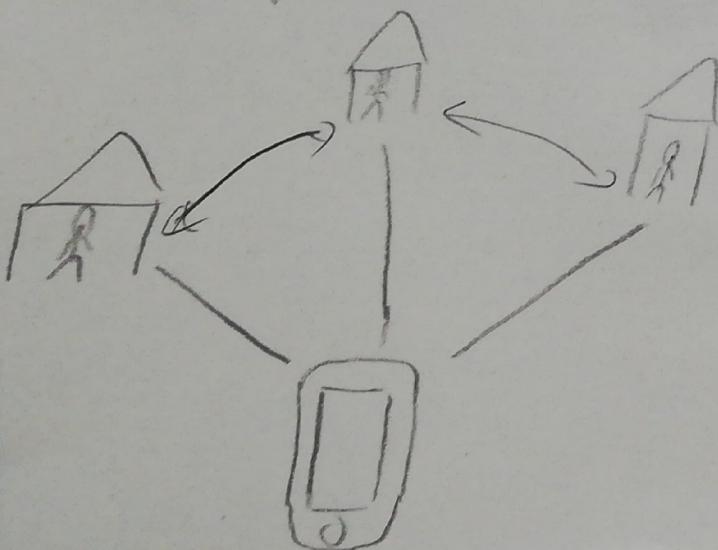
⇒ common understanding of location beyond GPS

Sport Motivation

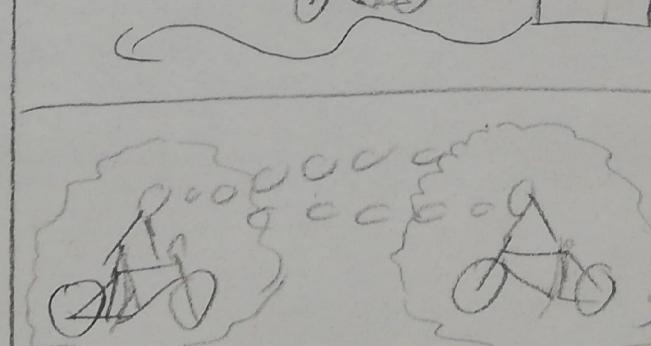
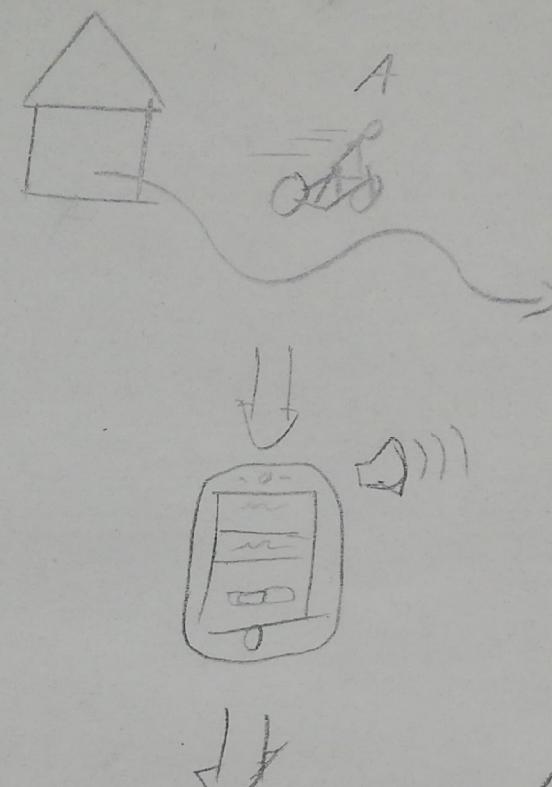
Lots of separated athletes without training partners during pandemic



No community and spatsmanship



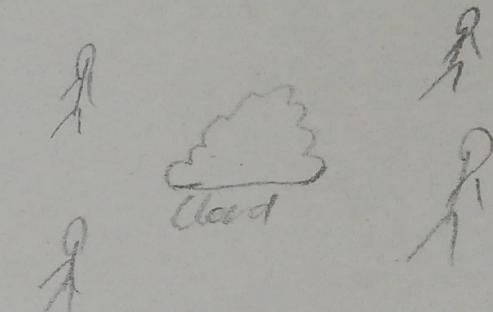
Contactless Contest:



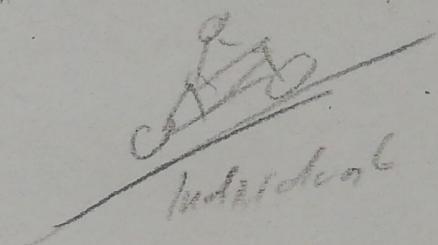
Extrinsic Motivation

Health:

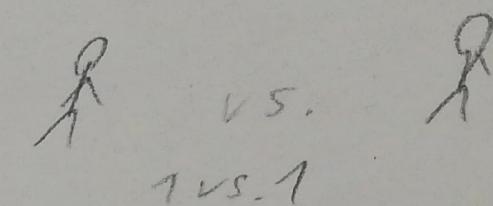
community building



physical activity



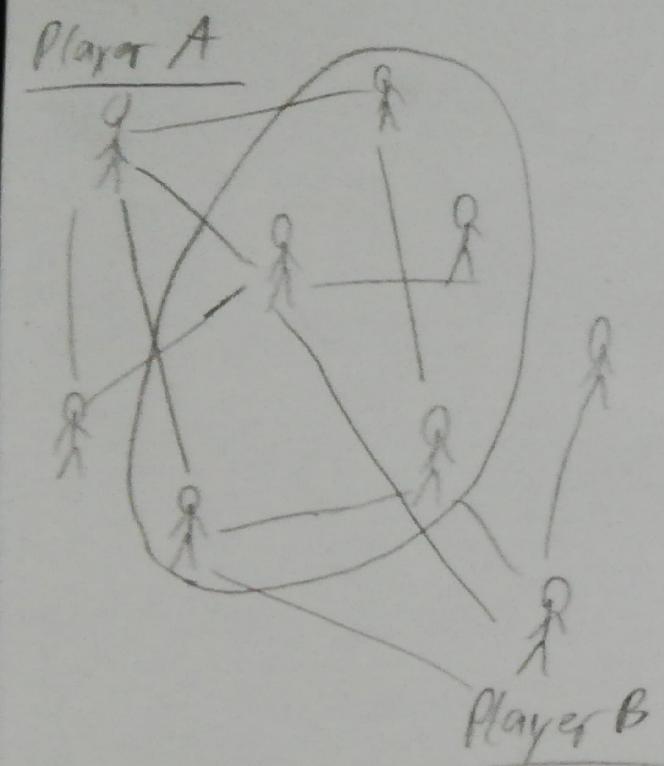
contest



Personal relationship

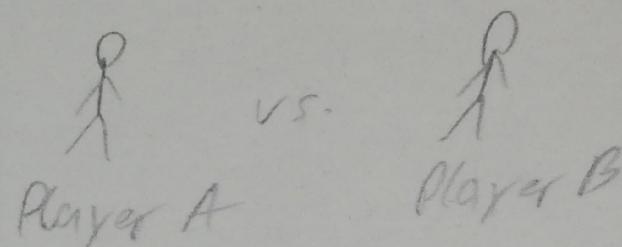
Personal Relationships

Matching through common acquaintances:
(math history)

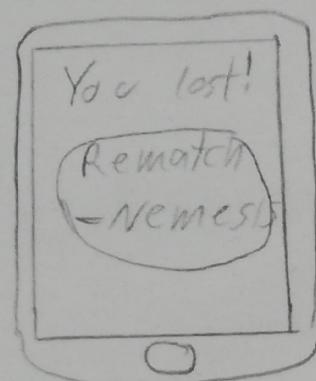


Also counting
indirect
relationships
→ builds groups

Nemesis Mode:



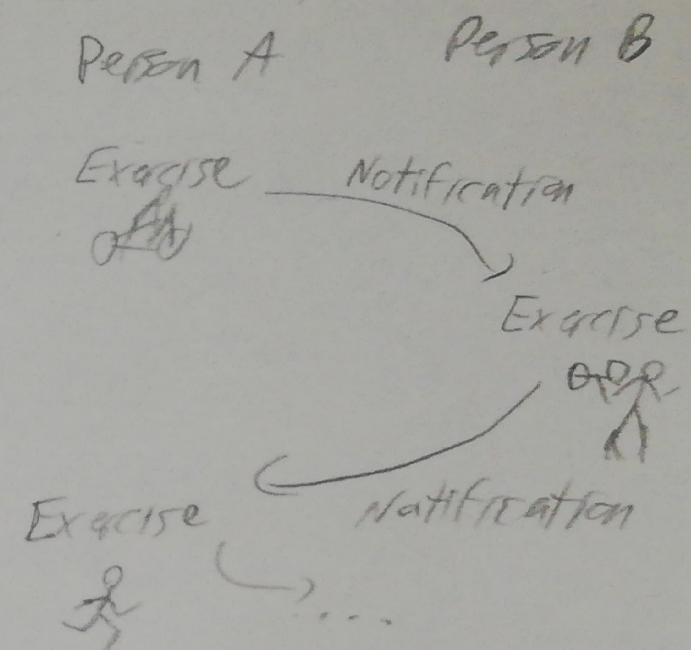
Result:
very close!



Indefinite Rematch
until one side
surrenders
⇒ longterm sportsmanship

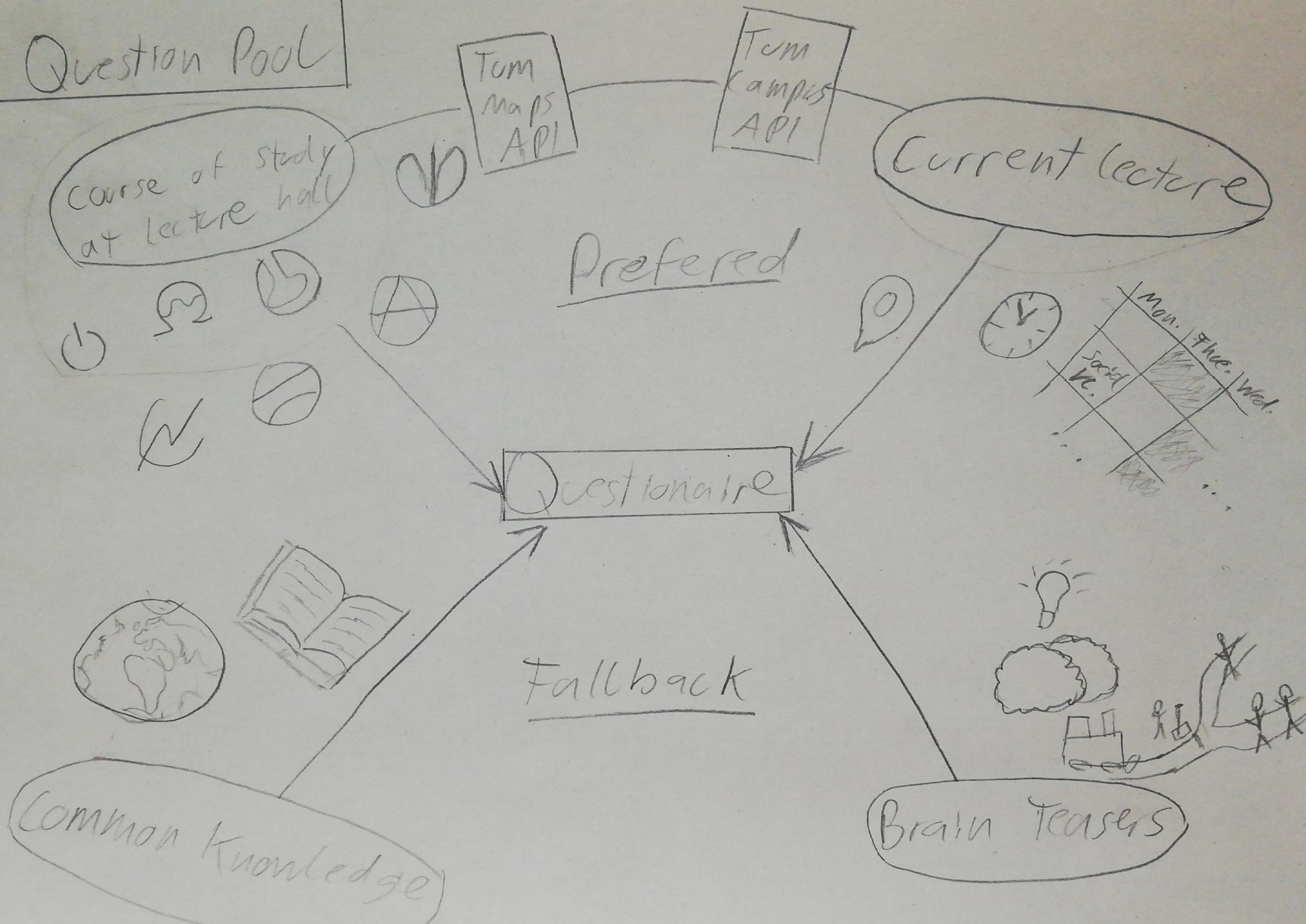
Constant Asynchrony

Contact:



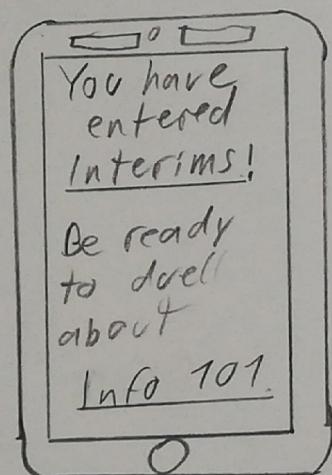
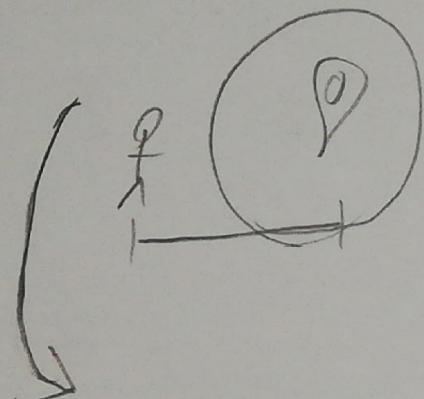
Prolonged wariness
communication
prompting strong
emotional response

Question Pool



Quizzes

Eligible
only on-site



Voluntarily
challenge
opponents

| |
|-----------------------------------|
| Interims is owned by Team B |
| Local majority by 58% |
| (Nearby) |

Lecture
hall
info

| Opponents |
|-----------|
| Q |
| Q |
| Q |
| ... |

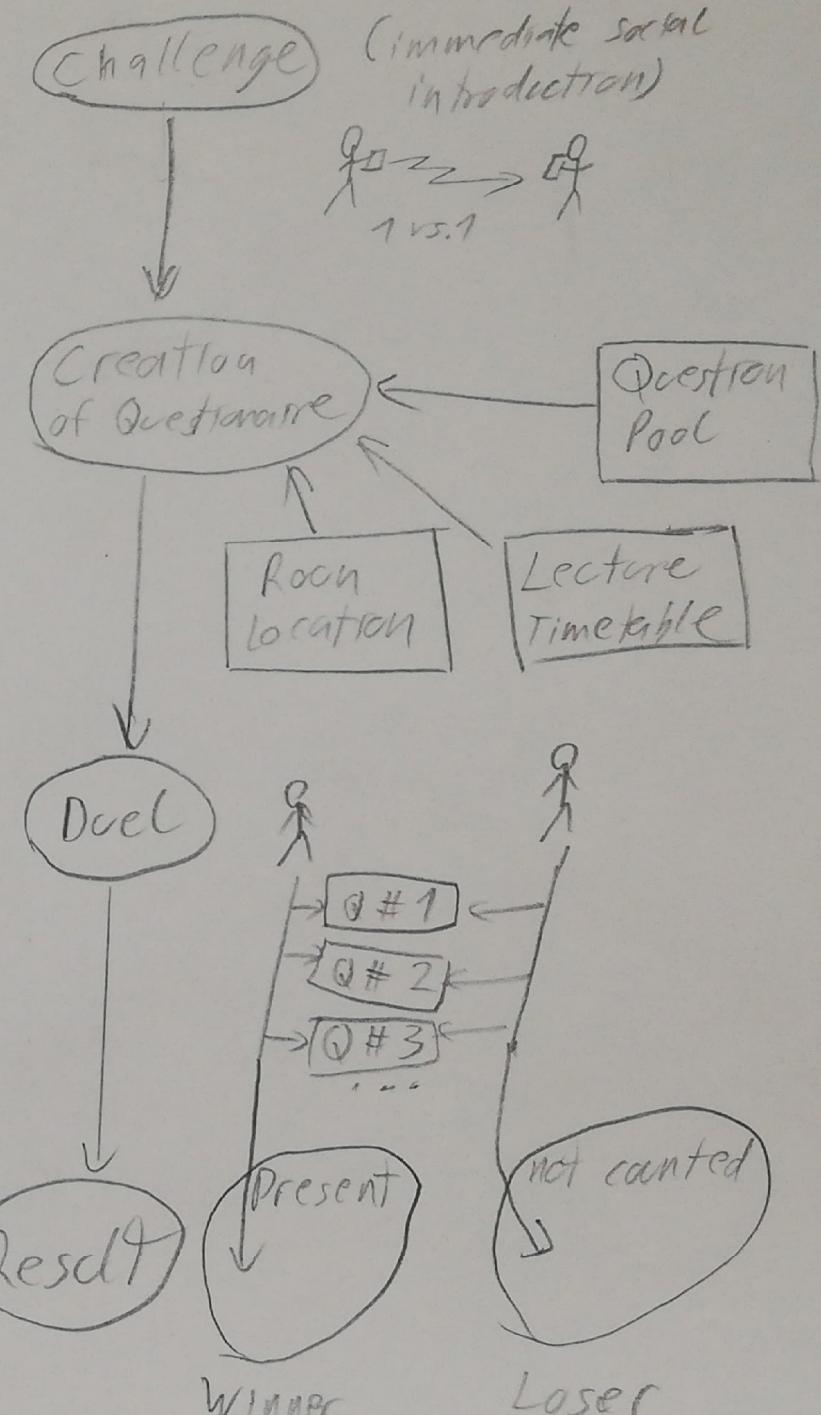
Vicinity
info

| Person B1 |
|-----------|
| Q |
| Q |

Opponent
info

Challenge

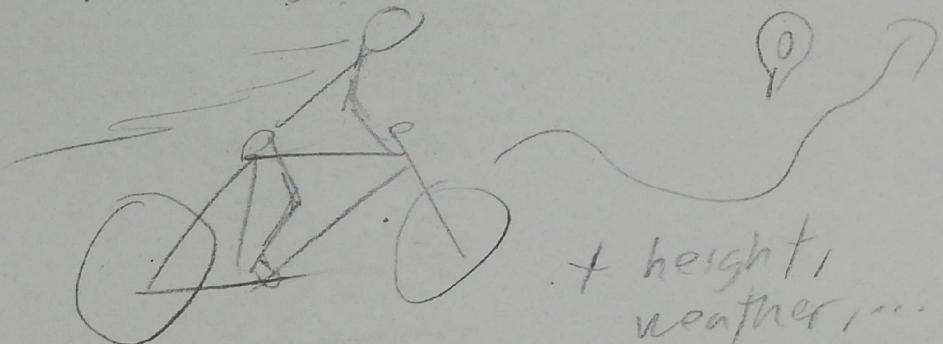
Questionnaire



Possible kind of Sports

Cycling:

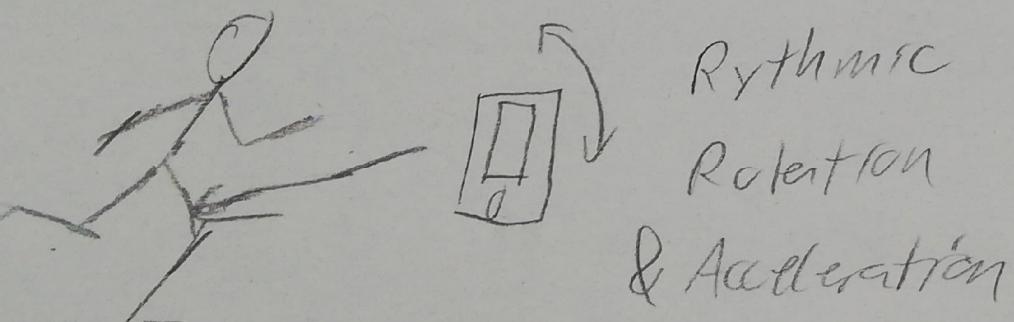
mostly through GPS



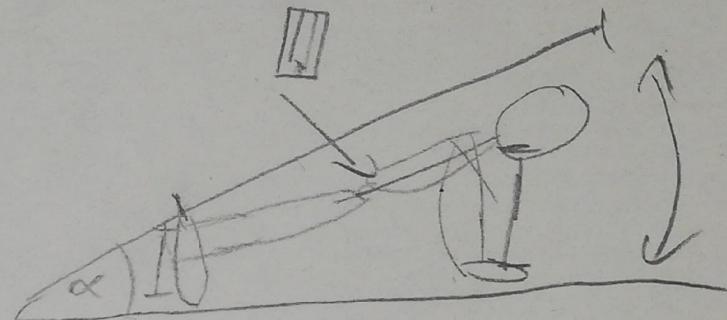
⇒ Rate tracking feature

Running:

Additional step tracking



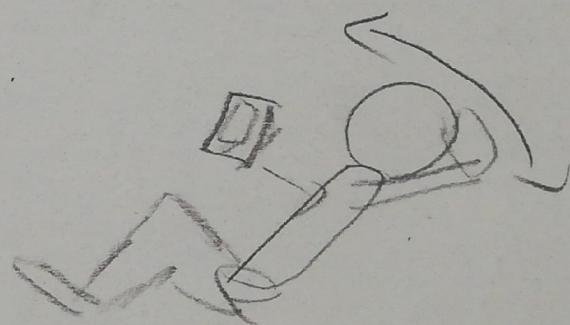
Micro Mobility
Pushups:



(possibly calibration needed)
- weight
- foot length
- weight

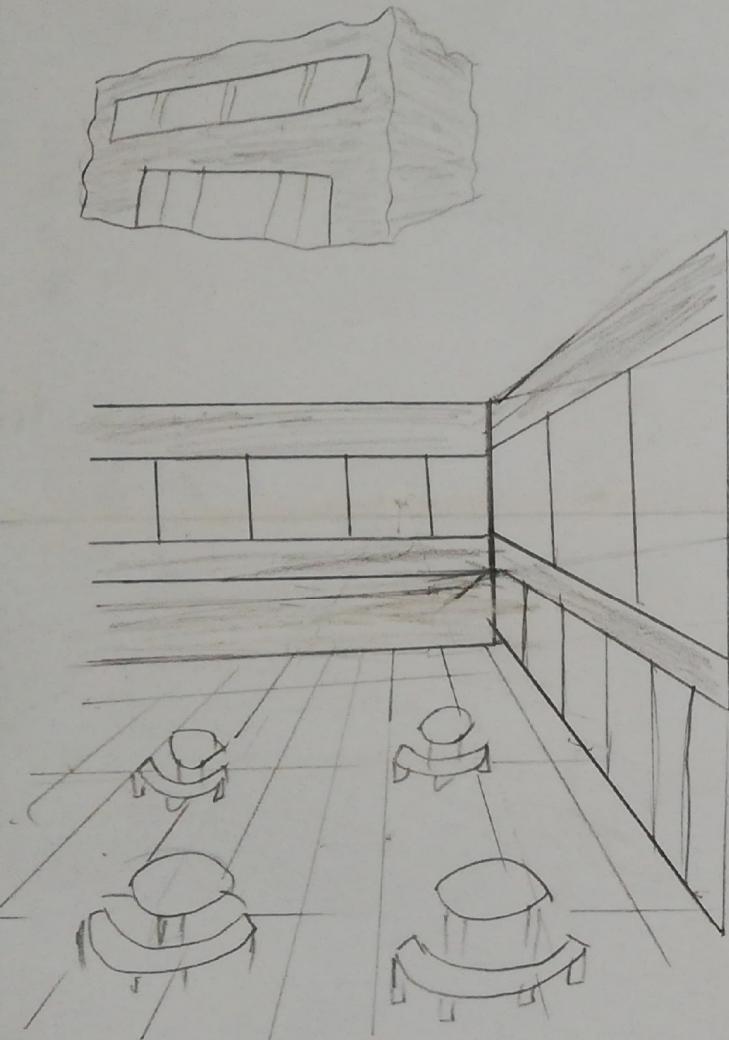
Steps:

same principle

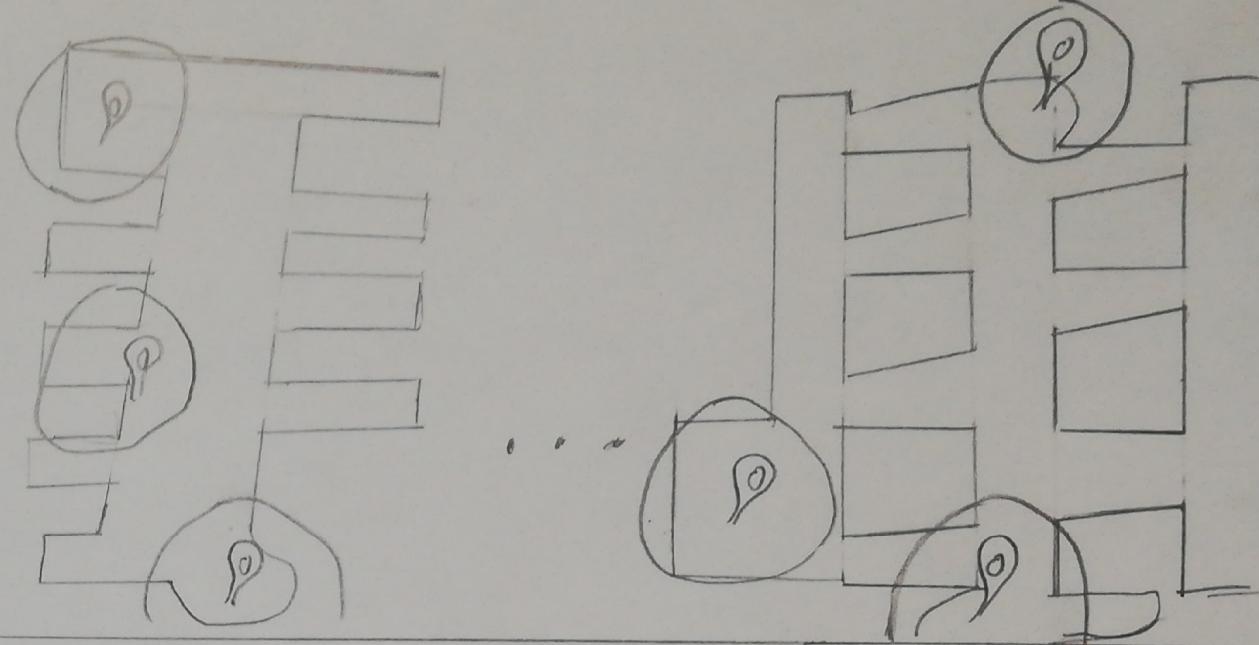


Territory

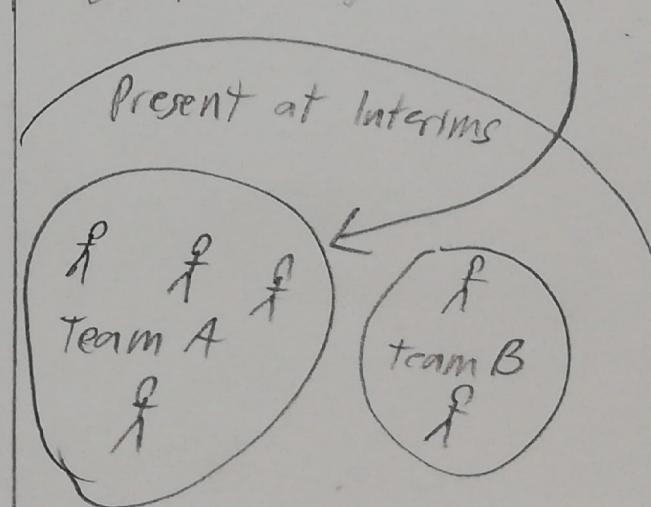
Any public building
on campuses



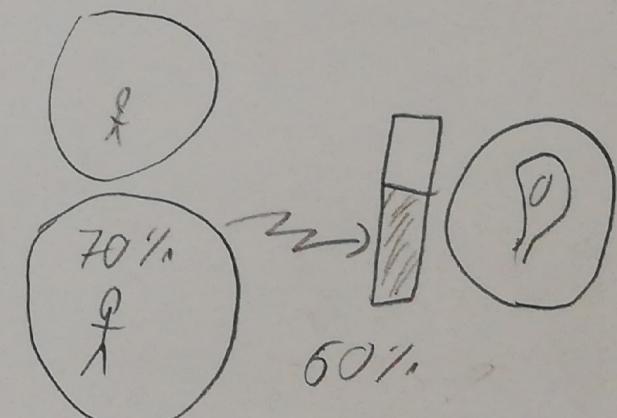
Each geo-tagged with specific surface



Conquered by
single team through
local majority

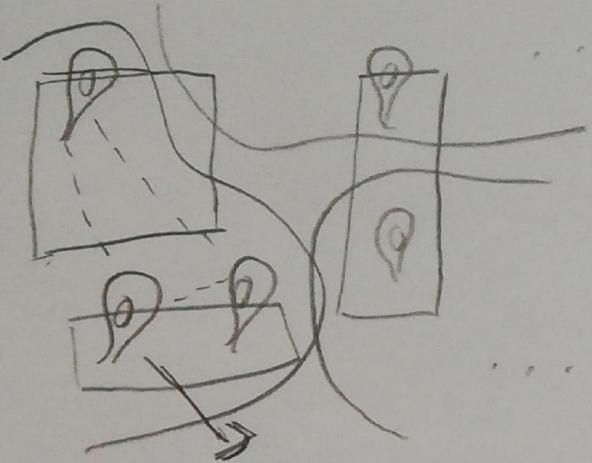


Conquering takes
time



Buff

Linked territory



Team A vs Team B

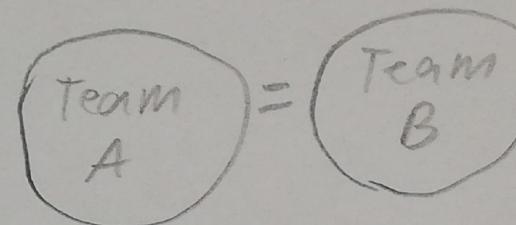
Linked territory supports

Team A
at
Interims

Team B
at
Interims

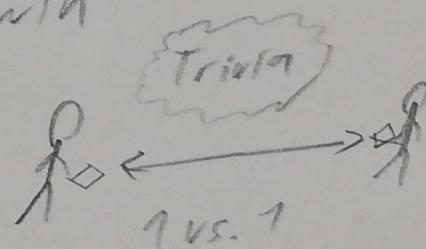
Team B
nearby, at
elsewhere

Before:

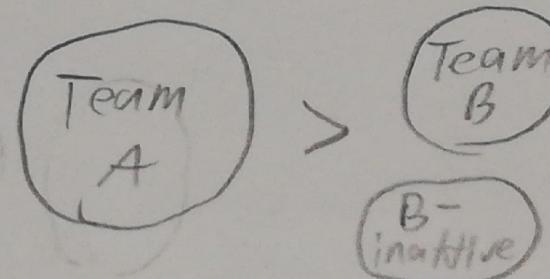


Quiz:

Many team A members
win



After:



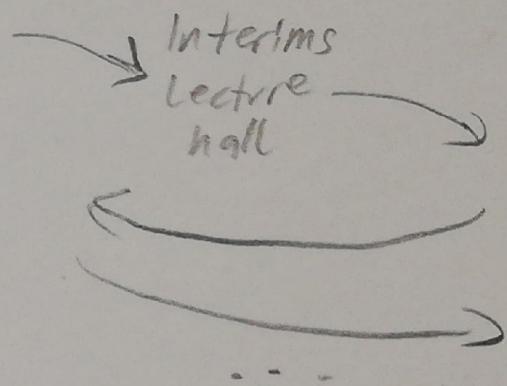
Quizzes

Nemesis

Two teams repeatedly
fight over the same
territory

Possession A

Possession B



Quicker and tighter
battles + special social
bond

51%
00

conquered
without
absolute majority

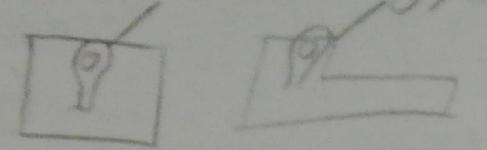
Your
nemesis
has
beaten
you
again

Team Cooperation

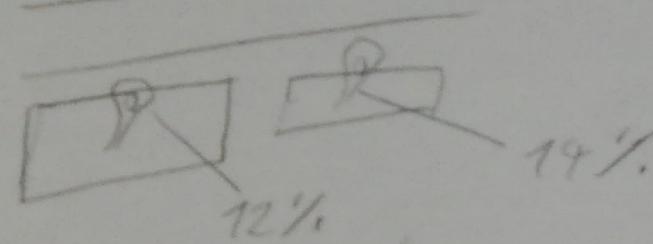
Random attendance:

Percentage of Team A

10%

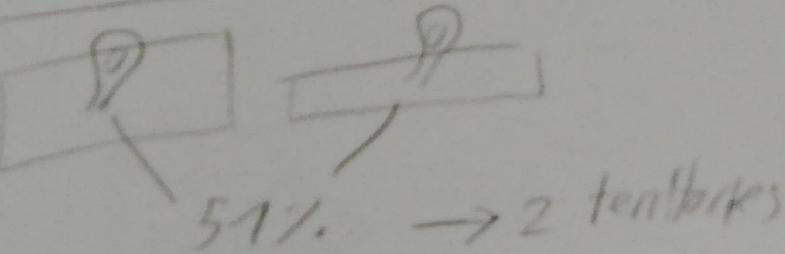
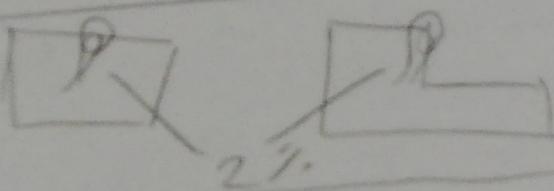


→ 0% territory



→ 0 territory

Coordinated attendance:



Individual Study:

Duel

| A1 | B1 | A2 | B2 |
|----|----|----|----|
| ✓ | ✗ | ✗ | ✗ |
| ✗ | ✓ | ✗ | ✗ |
| ✓ | ✗ | ✗ | ✗ |
| ✗ | ✓ | ✗ | ✗ |
| ✓ | ✗ | ✗ | ✗ |

near random results
BUT

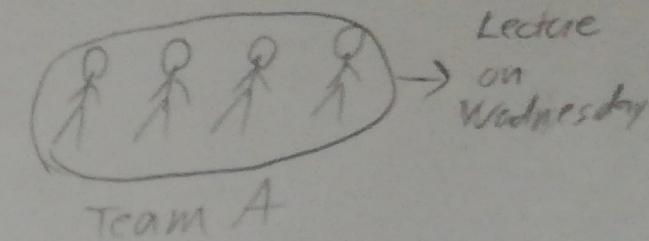
Pooling of study material

| A1 | A2 |
|----|----|
| ✓ | ✗ |
| ✗ | + |
| ✓ | ✓ |

~100% success

Conclusion:

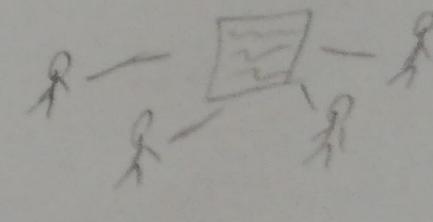
Concurrent Attendance



Team A

+

Communal study material



Study Group

Longterm social bonds through emergent gameplay