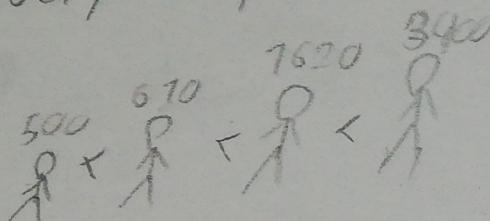
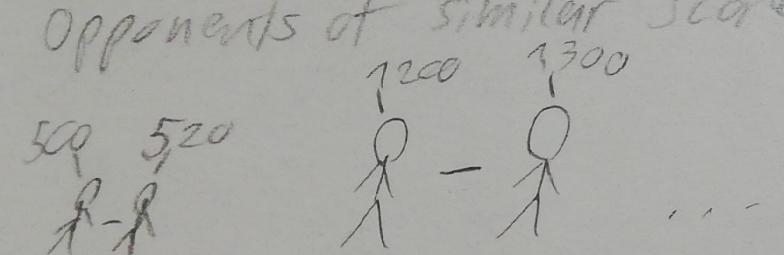


ELO-System Plus

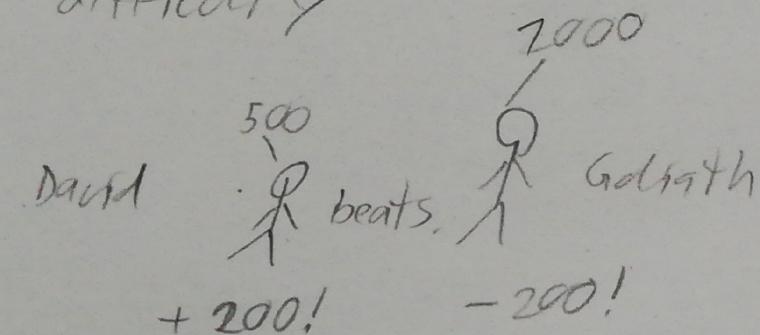
Every player has an ELO-score



Players only matched with opponents of similar score

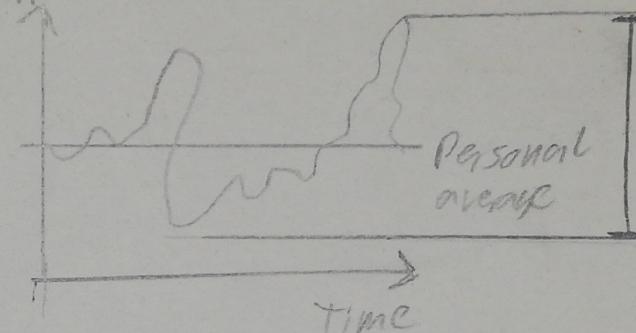


Players lose/gain points relative to the projected difficulty



Additional Factor: standard deviation

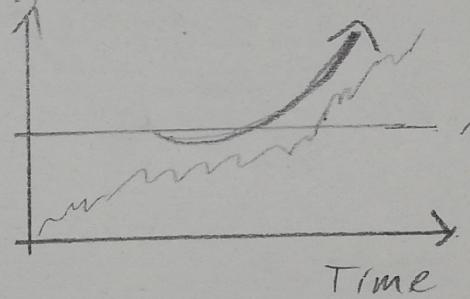
Performance



Inconsistent performance
↳ greater margin of error when matching

Additional Factor: Current Trend

Performance

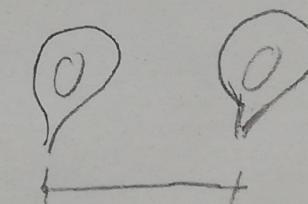


Very fast improvements

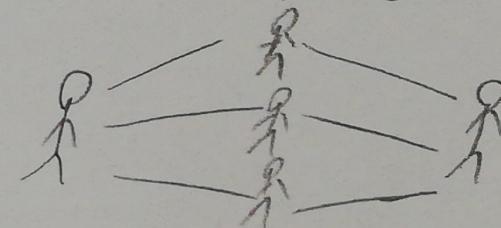
↳ may be matched with much higher ranked opponents

Additional Factor: Social + Mobile

(More on this in other detail sketches)



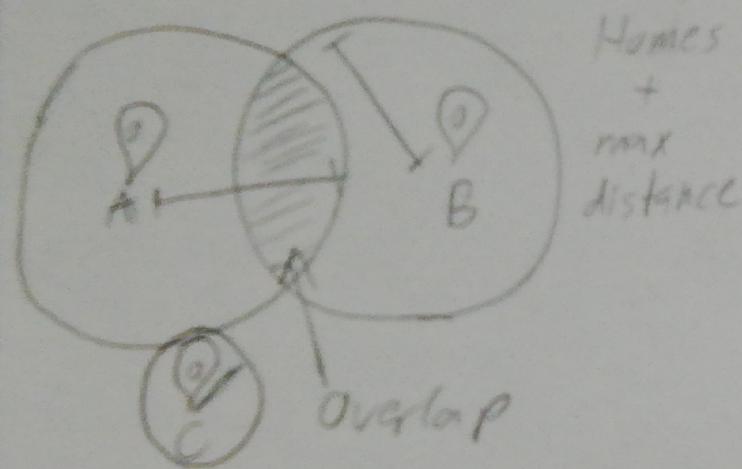
matching close players



Matching players with overlapping social history

Location Matching

Total Reach:



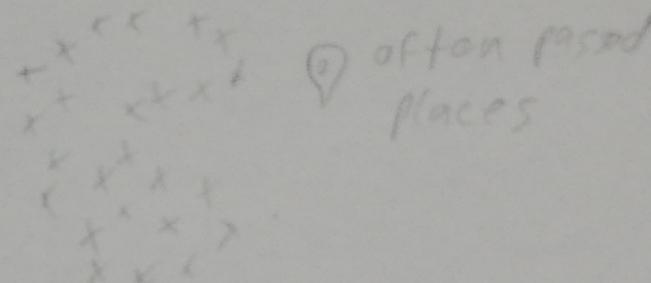
Player A & B match

Player B & C don't

Player A & C a little

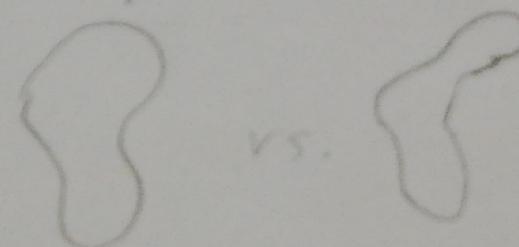
Common Rate Overlap:

Rate calculation:



→ Smooth rate
with meta
data such
as length
and height

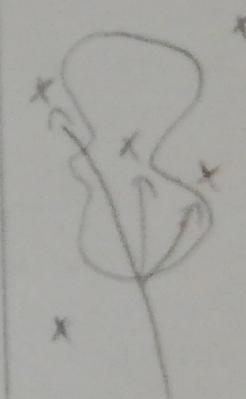
Overlap:



≈ 50%

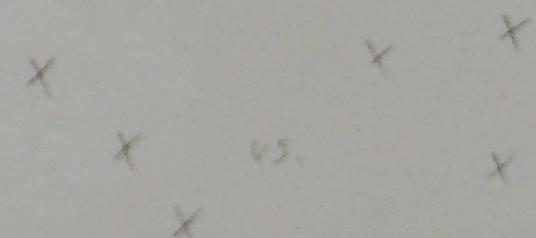
commonly known landmarks:

← same process



closely passed

overlap

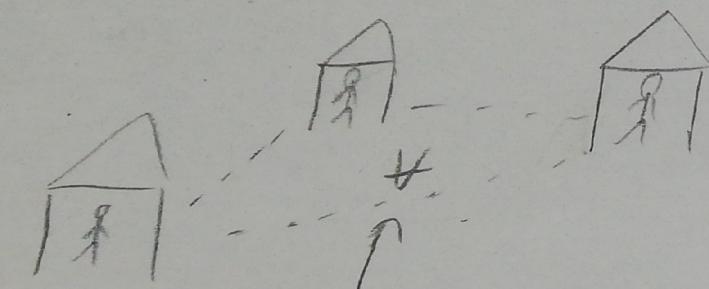


≈ 60%

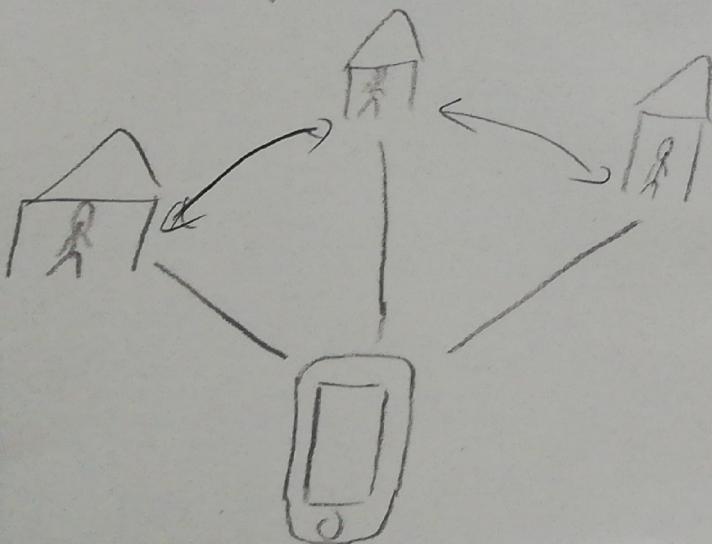
⇒ common understanding
of location beyond GPS

Sport Motivation

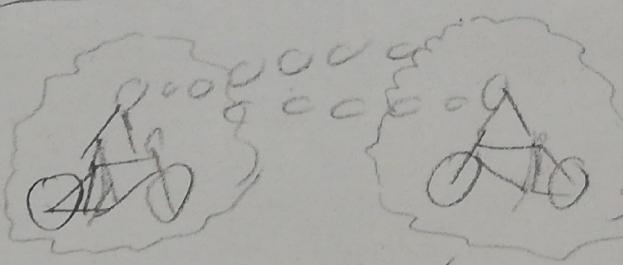
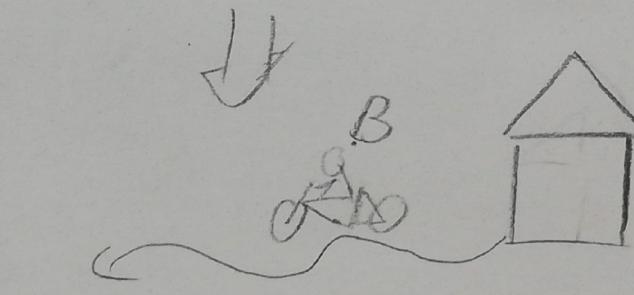
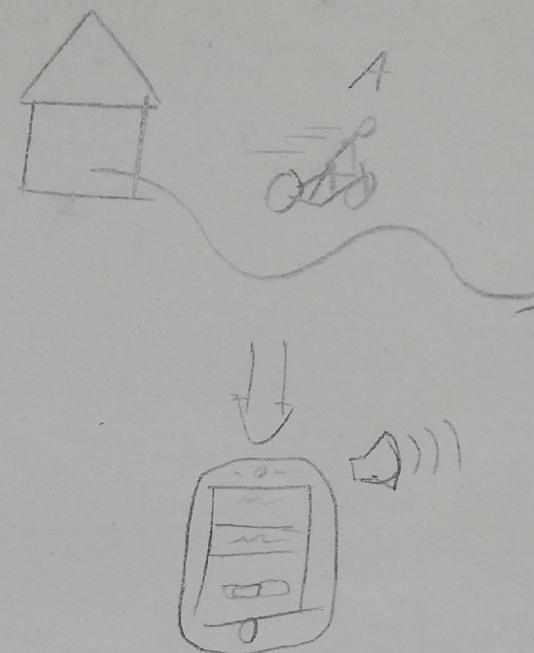
Lots of separated athletes without training partners during pandemic



No community and sportsmanship



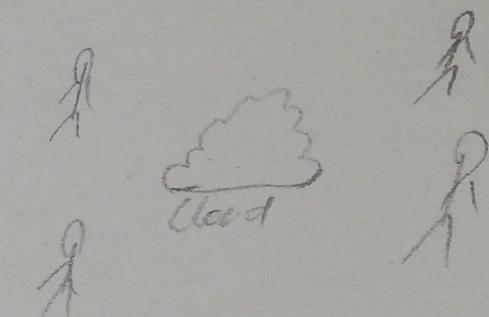
Contactless Contest



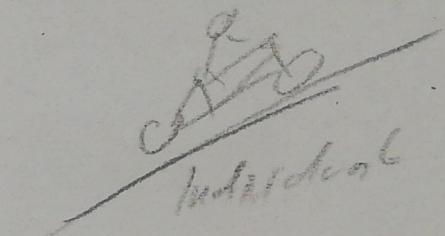
Extrinsic Motivation

Health:

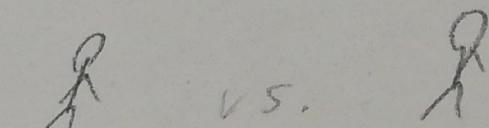
community building



physical activity



contest

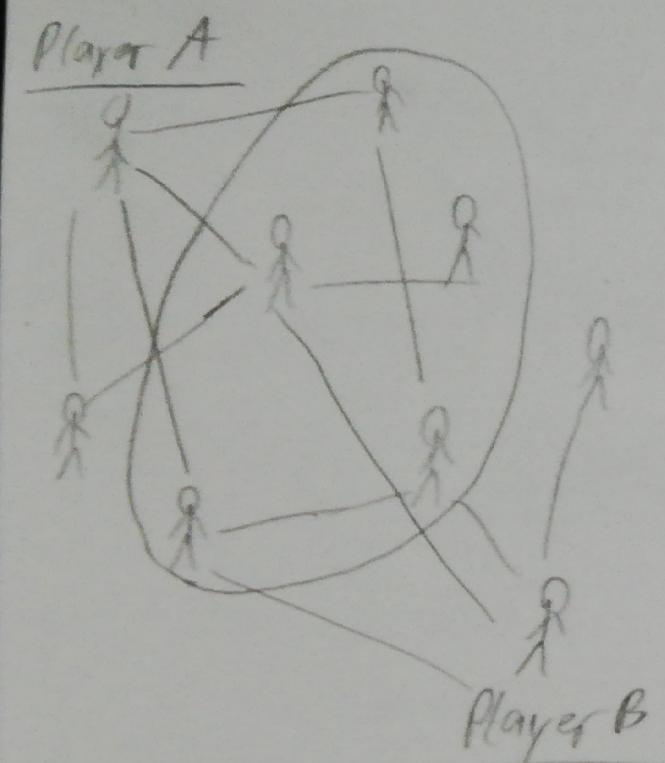


1 vs. 1

Personal relationship

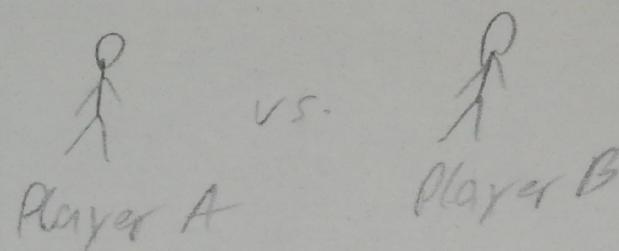
Personal Relationships

Matching through common acquaintances:
(match history)

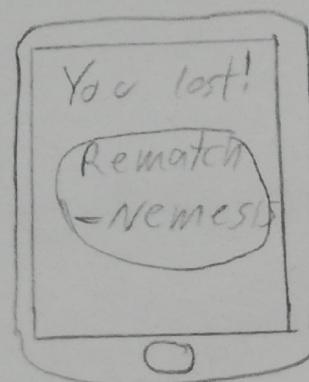


Also counting
indirect
relationships
→ builds groups

Nemesis Mode:



Result:
very close!

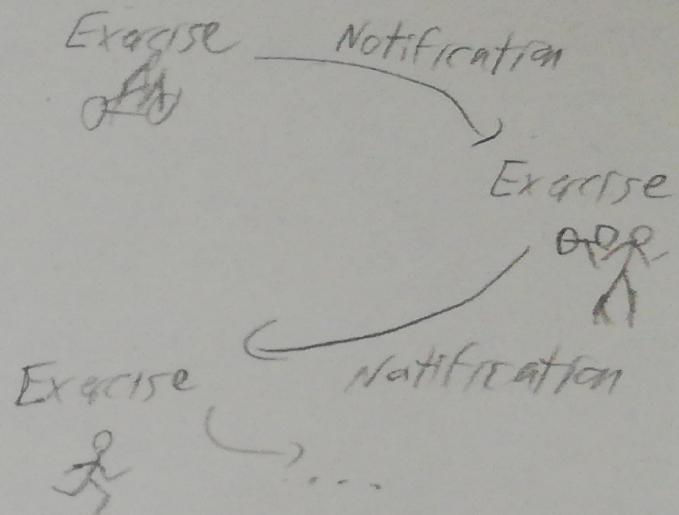


Indefinite Rematch
until one side
surrenders
⇒ longterm sportsmanship

Constant Asynchronies
Contact:

Person A

Person B

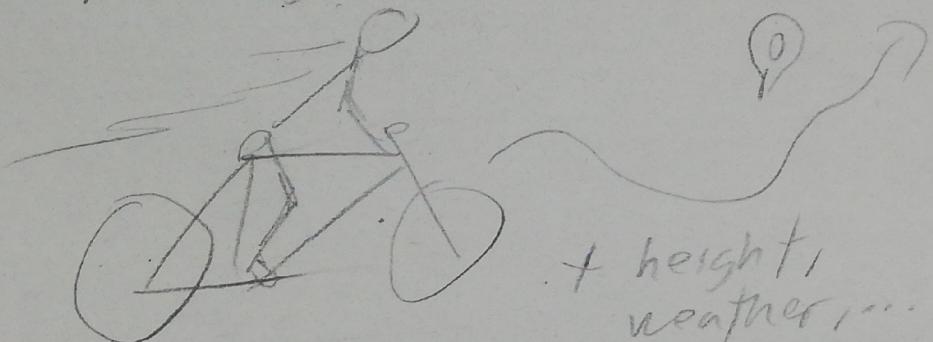


Prolonged wariness
communication
prompting strong
emotional response

Possible kind of Sports

Cycling:

mostly through GPS

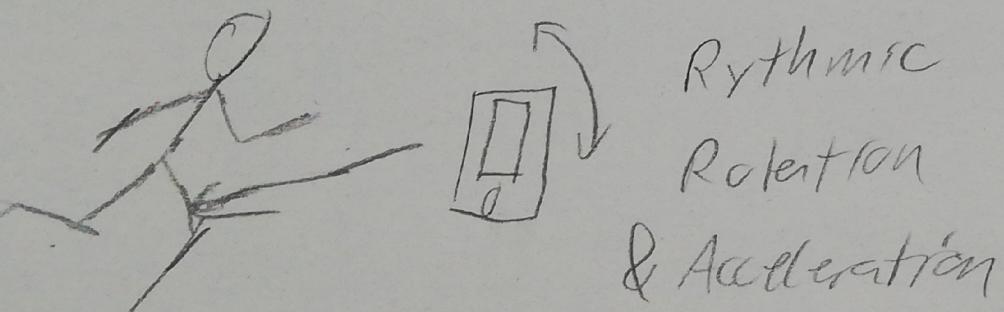


+ height,
weather, ...

⇒ Route tracking feature

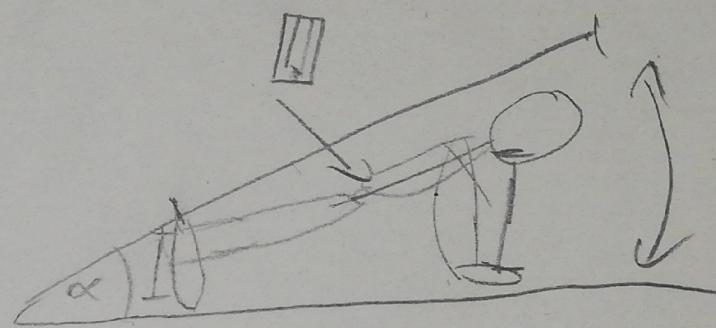
Running:

Additional step tracking



Rhythmic
Rotation
& Acceleration

Micro Mobility
Pushups:



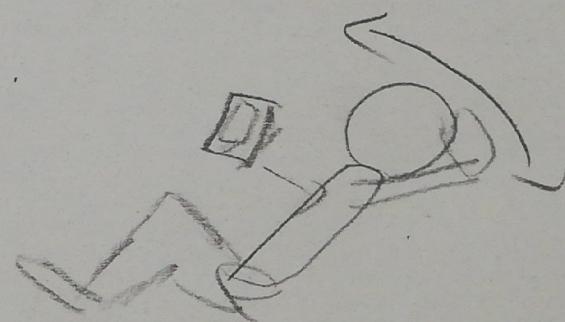
Angle between floor
and back

(possibly calibration needed)

- height
- foot length
- weight

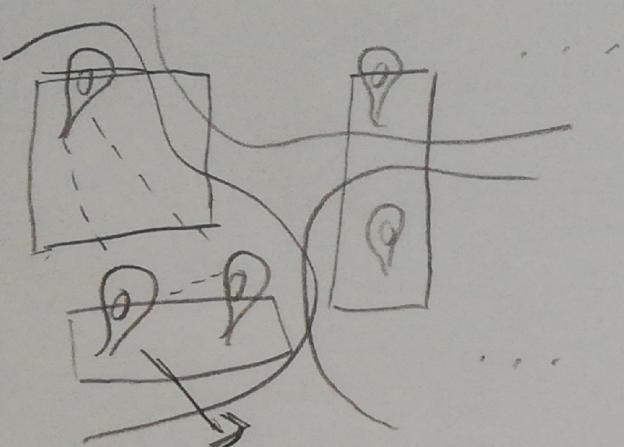
Stops:

same principle



Buff

Linked territory



Shared border

Linked
territory
supports

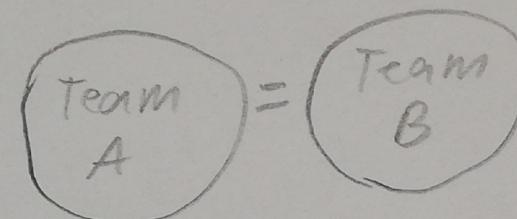
Team A
at
Interims

Team B
at
Interims

Team B
nearby, but
elsewhere

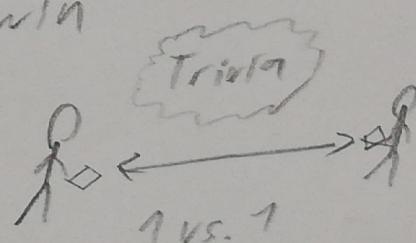
Quizzes

Before:

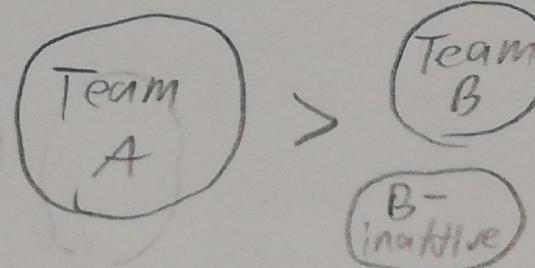


Quiz:

Many team A members
win



After:

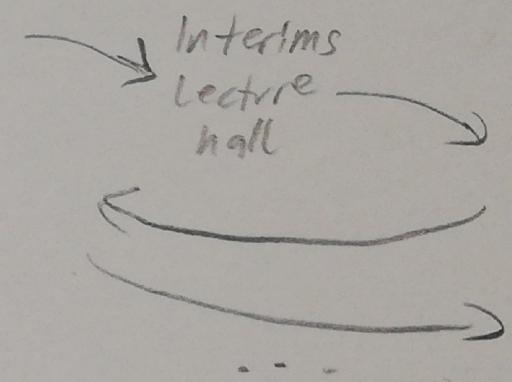


Nemesis

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

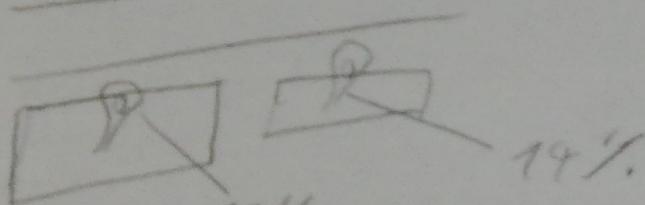
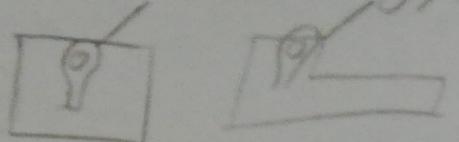
Team Cooperation

Random attendance:

Percentage of Team A

10%

0%

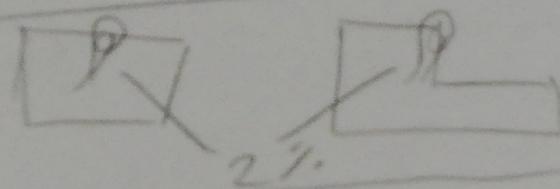


12%

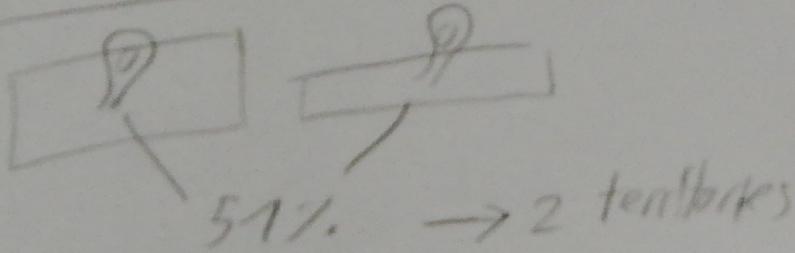
→ 0 territory

19%

Coordinated attendance:



21%



51% → 2 territories

Individual Study:

Duel

	A1	B1	A2	B2
Roof	✓	✓	✗	✗
V	✗	✗	✗	✗
Y	✗	✗	✗	✗
✓	✗	✗	✗	✗

near random results
BUT

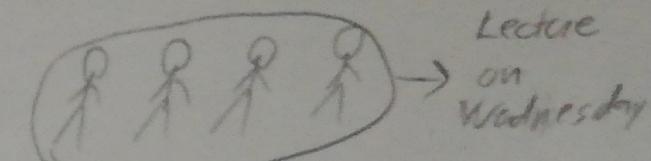
Pooling of Study Material

A1	A2
✓	✗
✗	+
✓	✓

~100% success

Conclusion:

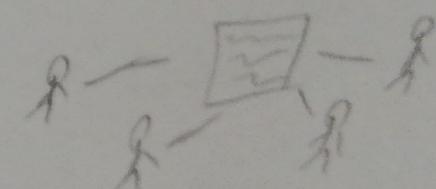
Concurrent Attendance



Team A

+

Communal Study Material



=

Study Group

Longterm social bonds through emergent gameplay

Question Pool

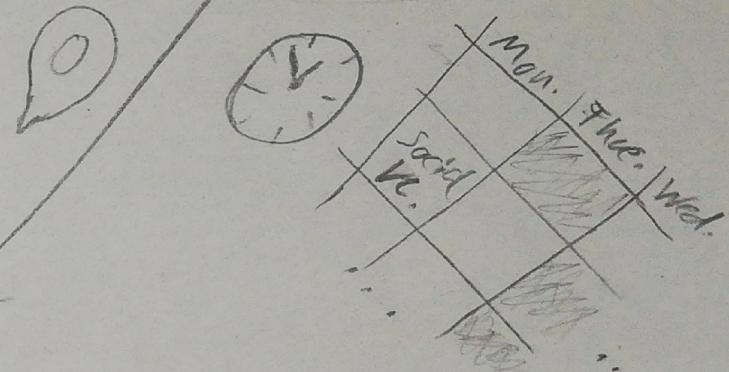
course of study
at lecture hall

TUM
Maps
API

TUM
Campus
API

Current lecture

Preferred



Questionnaire

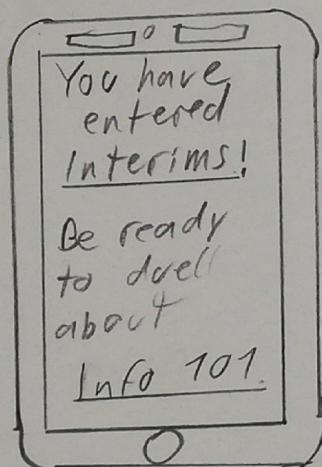
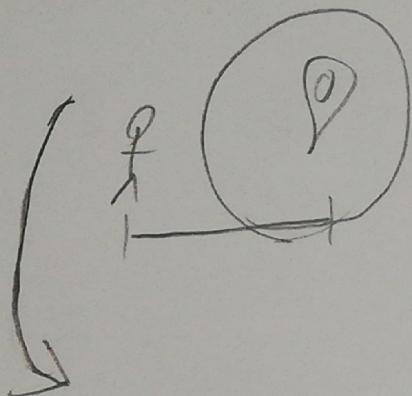
Fallback

Common Knowledge

Brain Teasers

Quizzes

Eligible
only on-site



Voluntarily
challenge
opponents

Interims is owned by Team B
Local majority by 55%
(Nearby)

Lecture
hall
info

Opponents
Q
Q
Q
...

Vicinity
info

Person B1
Q
W

Opponent
info

Questionnaire

Challenge

(immediate social
introduction)

goes to
1 vs. 1

Creation
of Questionnaire

Question
Pool

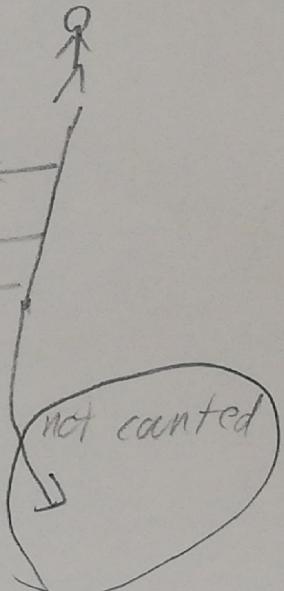
Roch
location

Lecture
Timetable

Duel



- Q #1
- Q #2
- Q #3
- ...



Result

Present

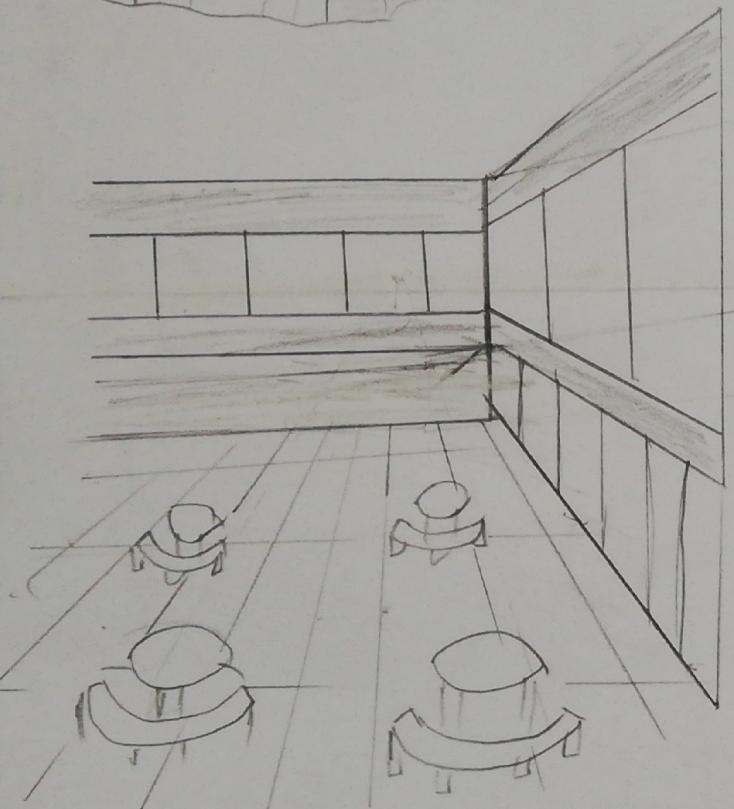
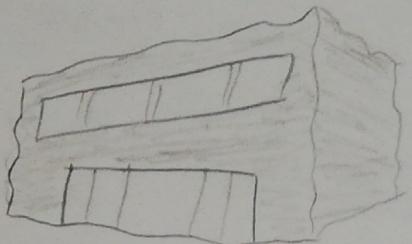
WINNER

not canted

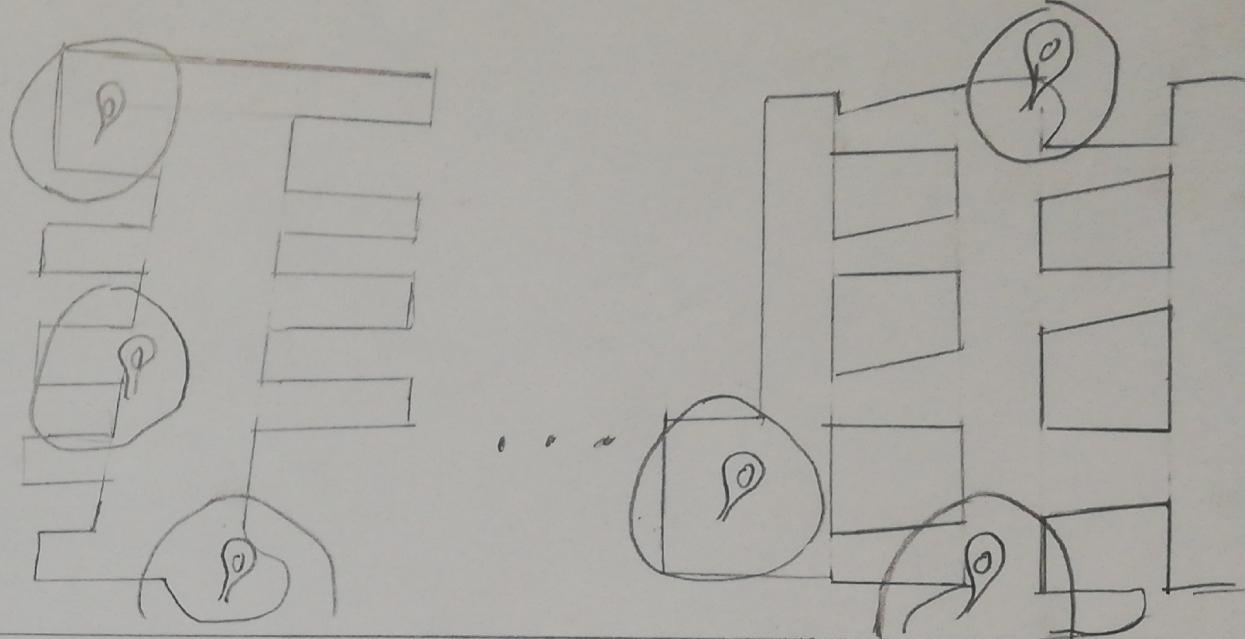
Loser

Territory

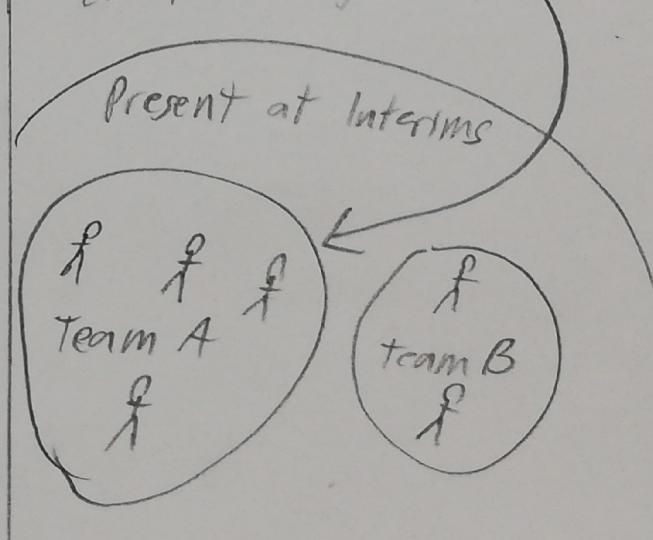
Any public building
on campus



Each geo-tagged with specific surface



Conquered by
single team through
local majority



Conquering takes
time

