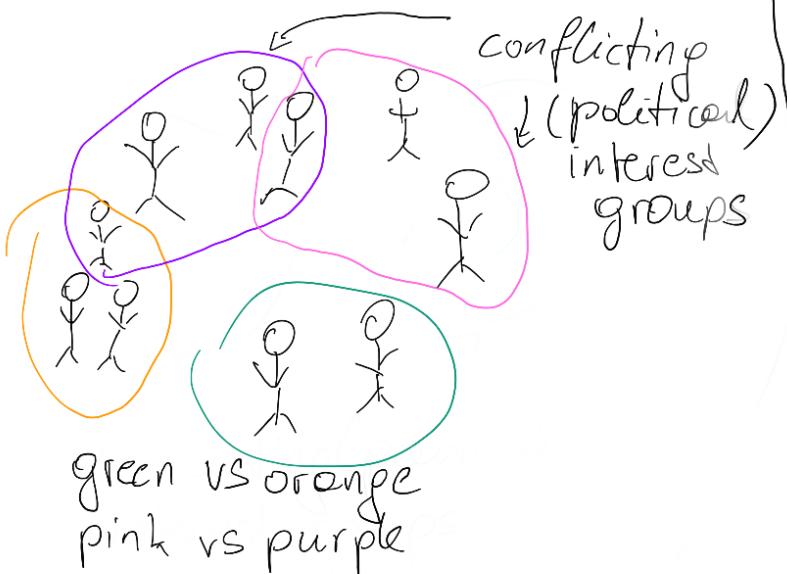
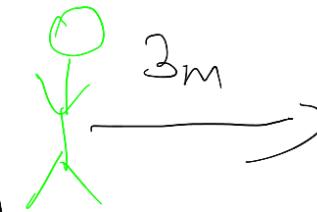


Civilised debate™



walk certain distance per round

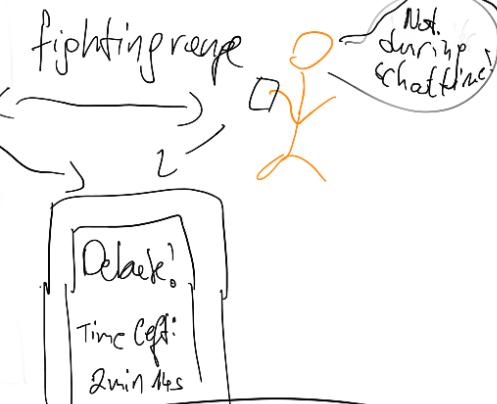


Today 3pm:
debate in Garding
coal industry vs.
fridays for future

Take part!

Garding Campus

VS.



Which groups are you affiliated with?

Fridays for future

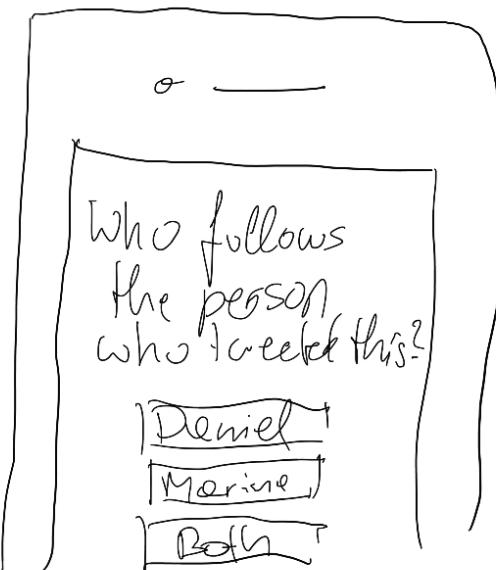
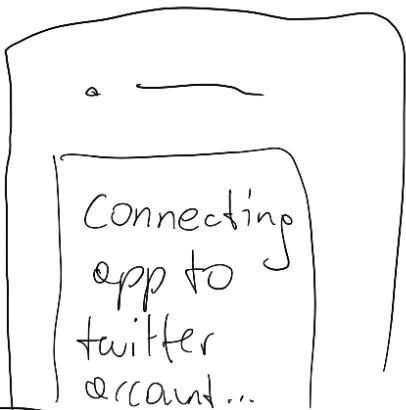
Coal industry

...

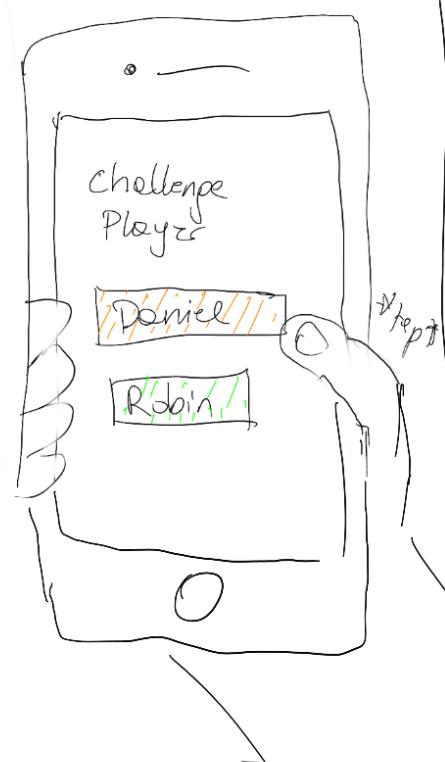
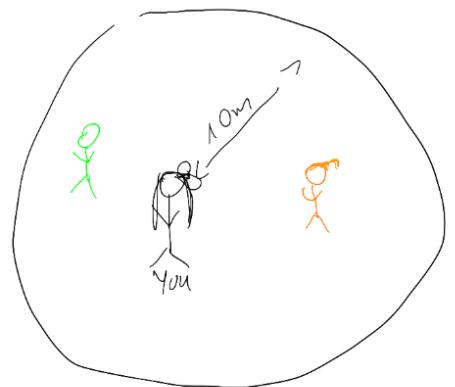
People voted:
green - 3
orange - 2

You dead!

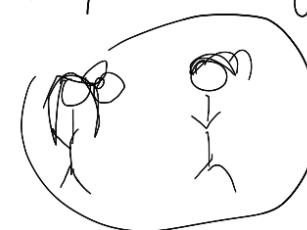
Guess that tweet



Daniel
Marine
Both



People are grouped together by categories of follower.



Common found categories: 2 rock, games



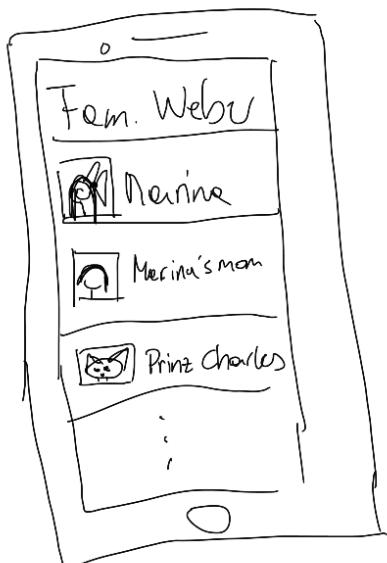
Digital casts



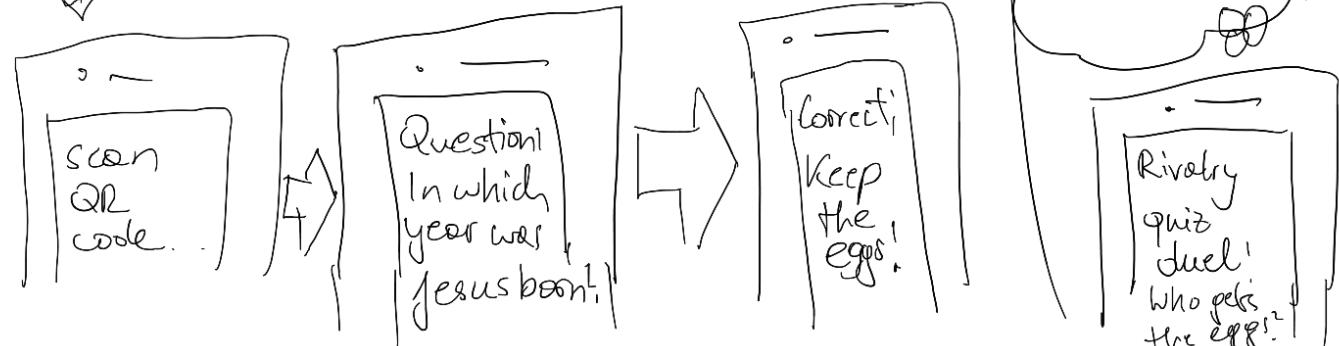
Leibnitzer Park



create teams with family

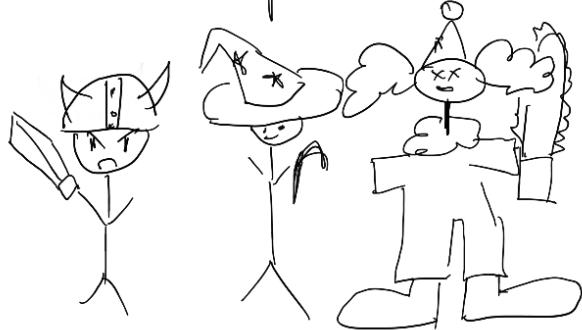


Ranking for families participation in church, can be boosted by digital casts or voluntary work



Social RPG

Create character
based on personal preferences



strength 8 1 5
magic 2 6 5
::

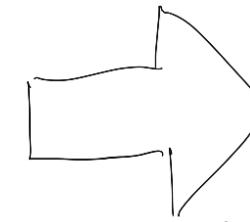
Fill out personal questionnaire

I study at ... TUM
Hobbies - Music

Recommendations of people based on location,
complimentary skills & social info

<input checked="" type="checkbox"/> Marine
<input type="checkbox"/> Daniel
:
O

create (multiple)

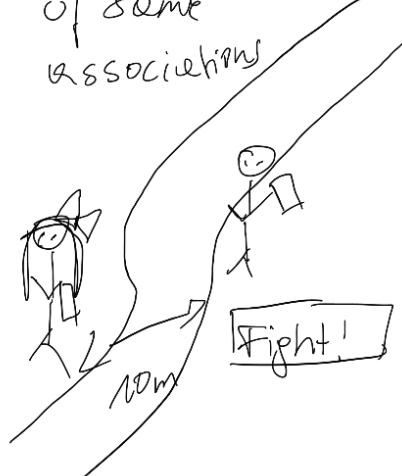


teams, every
team has
an association

team coaches
assoc.: football
<input checked="" type="checkbox"/> Felix
<input type="checkbox"/> Jones

Duel rivalry teams
of some
associations

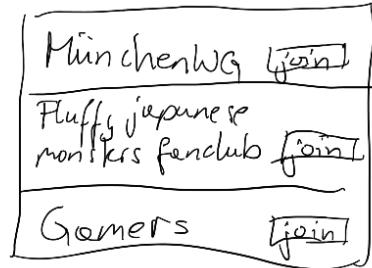
Advantages as groups



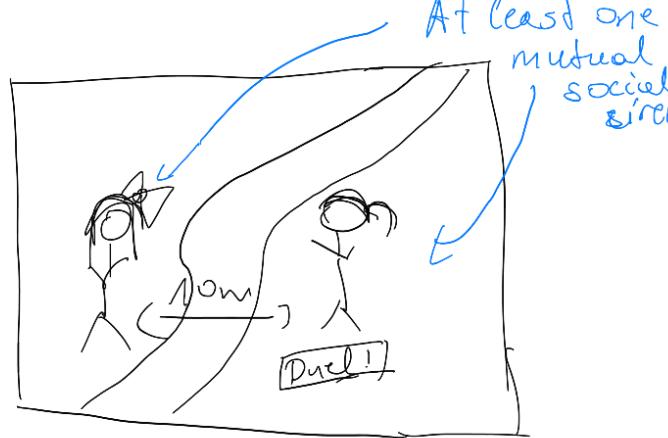
Who is it?

Join social circles based on IRL

Profile with various personnel info



Marine, 20
- interests: music, fluffy Japanese monsters
- occupation: student at TUM

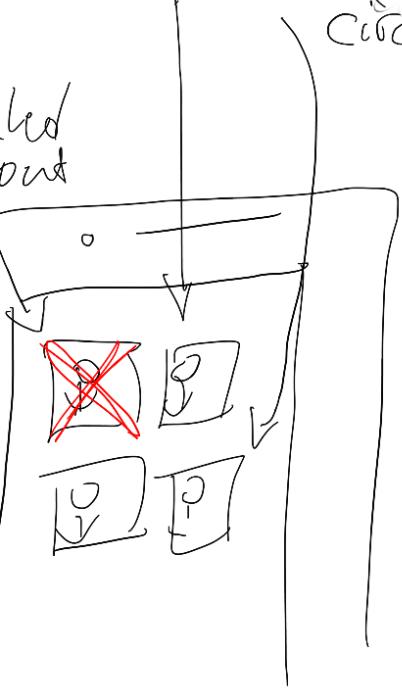


You are Felix



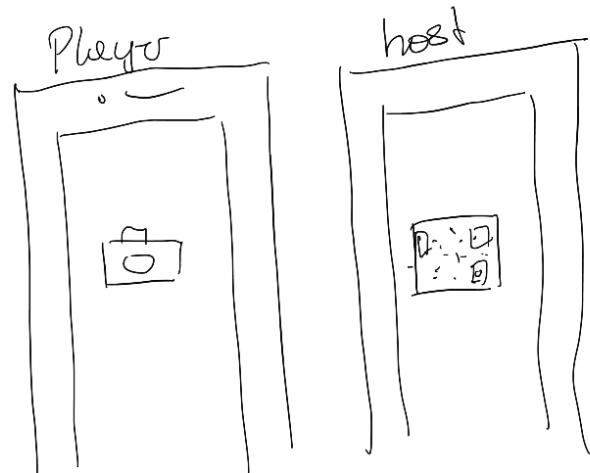
Options are out of common social circles

Ruled out

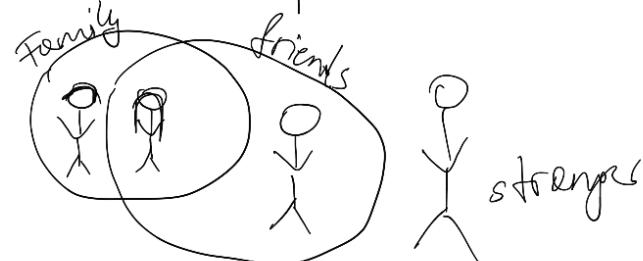


Imposter Game 3.0

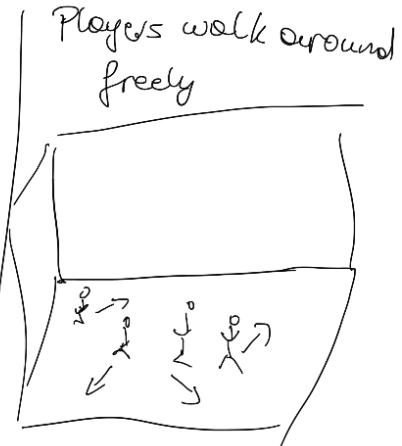
Join app by scanning code of host



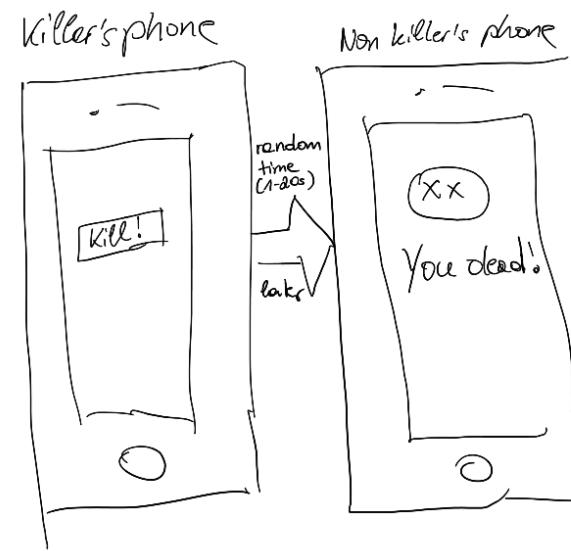
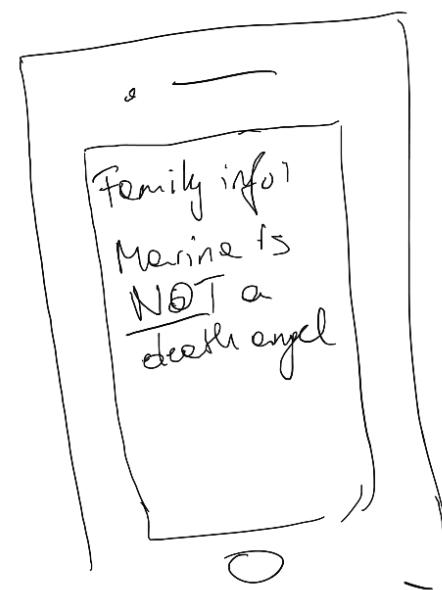
Players categorized by relationships



Start of game → role assignment, roles have special abilities

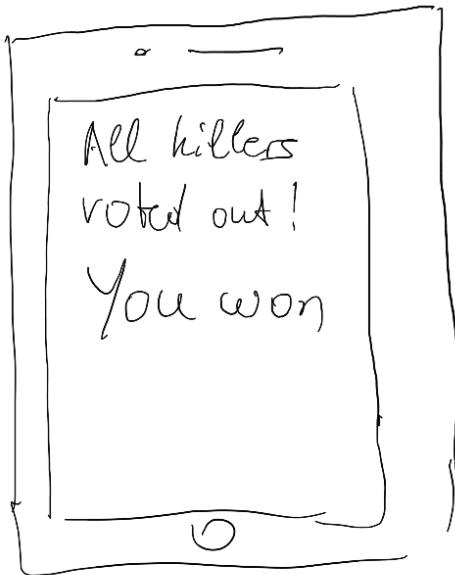


Depending on relationship → different info about players



All non-killers dead

= killers won and
vice versa

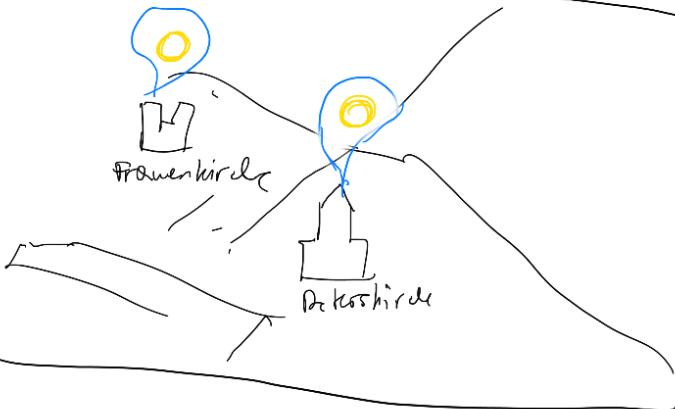


Game stops, vote
one person out

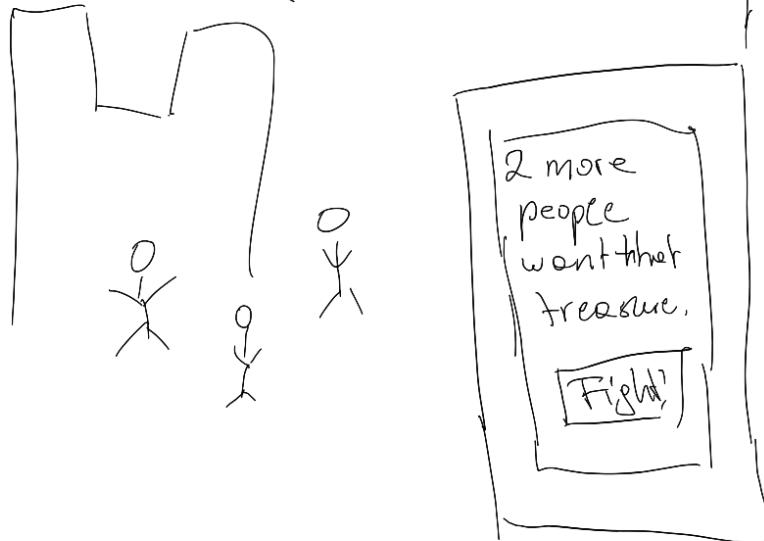


Treasure hunt

treasures spread across map,
close to sights



Frauenthalde



Facebook friends are analyzed:

↳ 1 family

↳ 2 close friends, at least 100 common
friends

...

...

Buy items

1 mystical
toilet brush

?

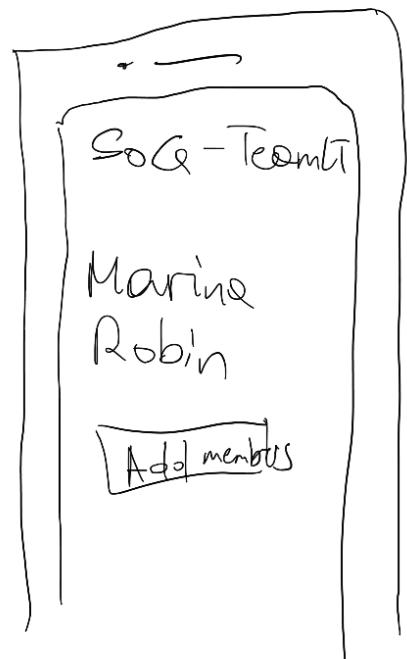
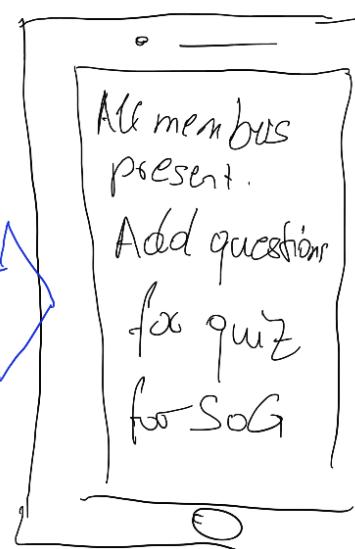
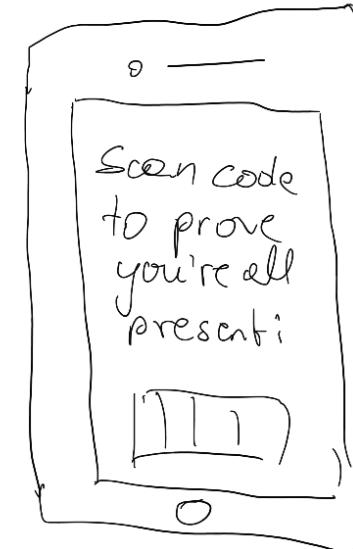
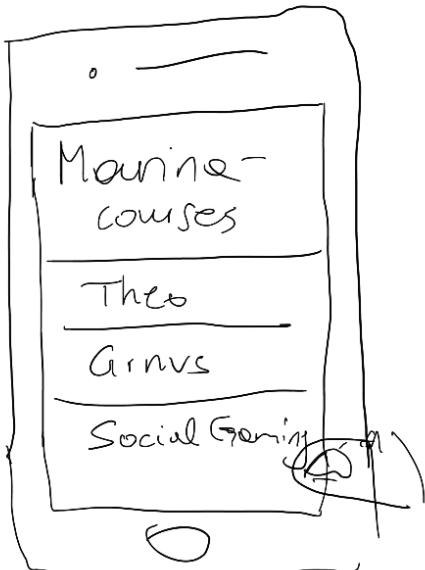
IRL stores



Convenience Store

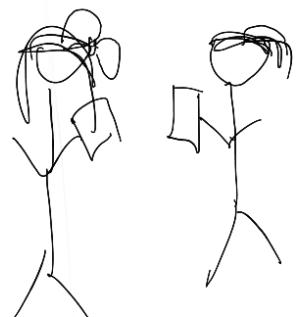
3 close
friends where
at "Freierthalde"
⇒ new
treasures
can be
found there!

Uni learning quiz



Rival members of
other teams

TUM



Questions of
both teams



Social Cleode

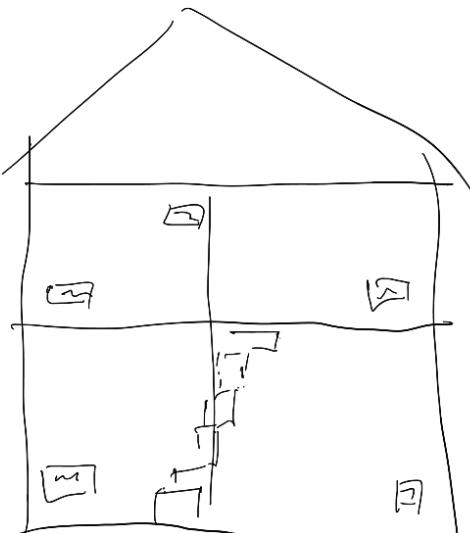
Personal data about players gathered (by creating profiles etc)

Marine, 20

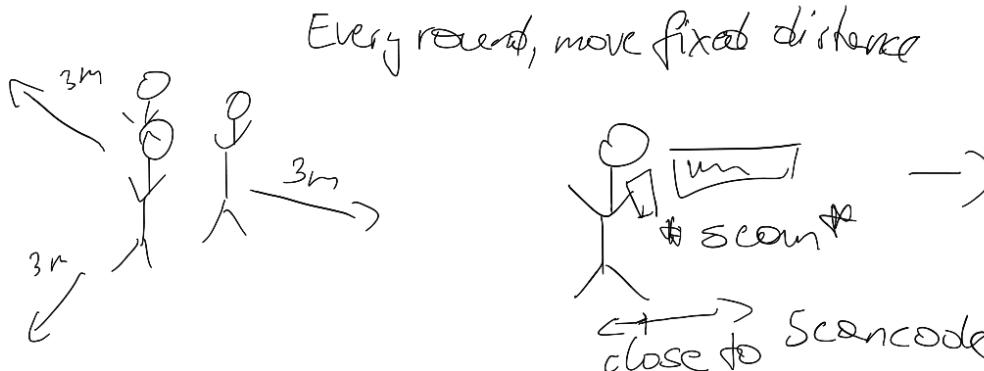
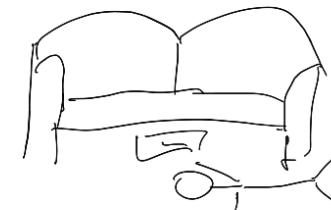
hobbies: guitar,
riding unicorns

locations last week:
work, home, ...

Last locations
automatically remembered



Place scan codes
in entire home



Guess by
elimination
process



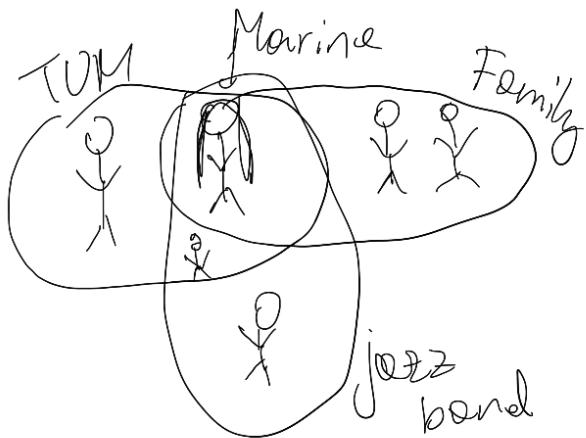
everything
correct



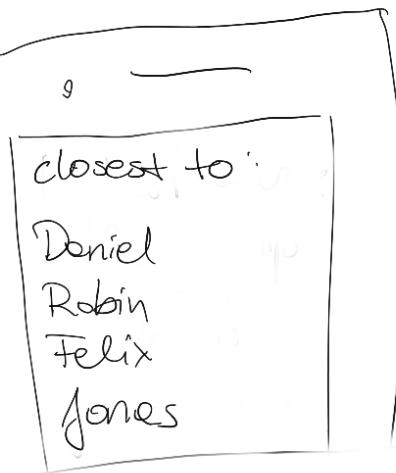
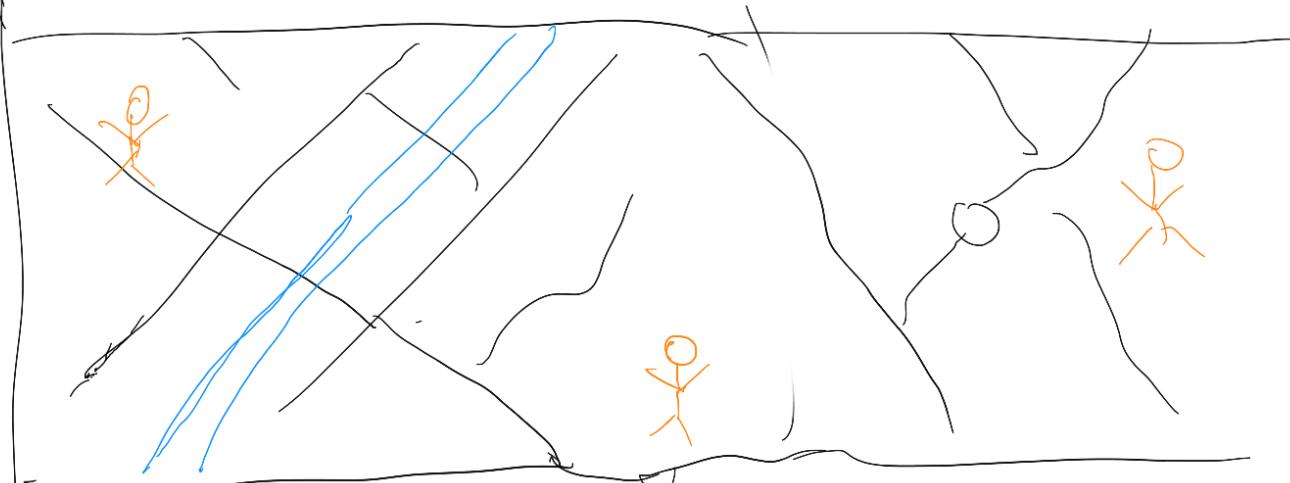
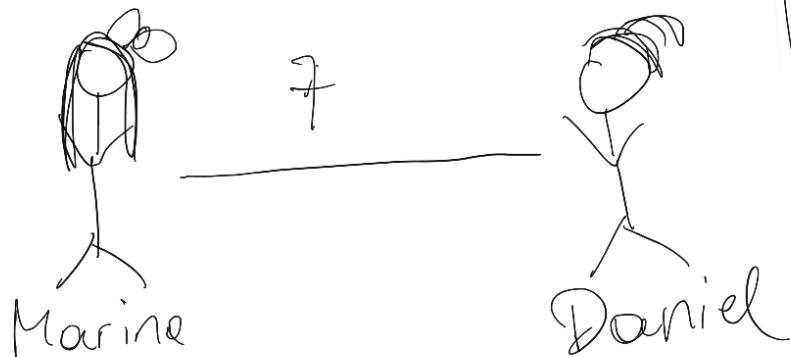
Hunger games EXTREME

Players scattered around city

People are grouped by social circles



Relationships between people weighed



Social circles/relationship weighs affects team creation

Kill other people by using a gesture
SOCN

