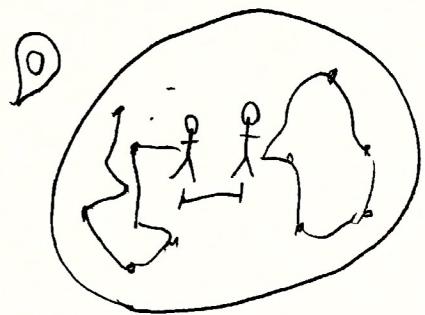
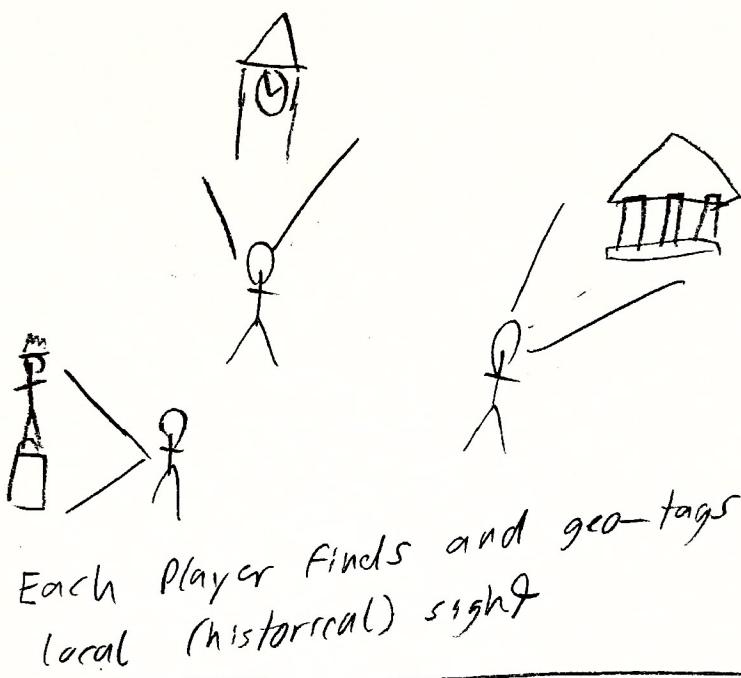


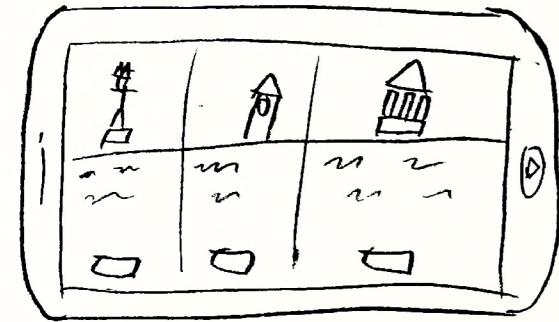
Ad hoc opponent search:



- Currently close
- little overlap in location history
- diverse (different user group)

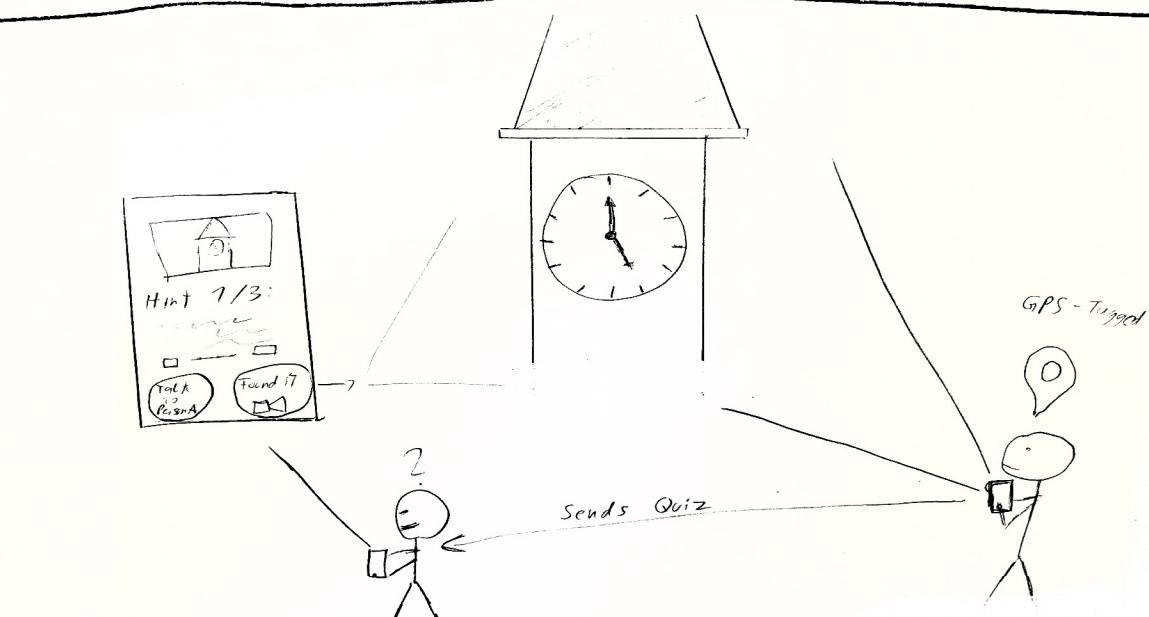
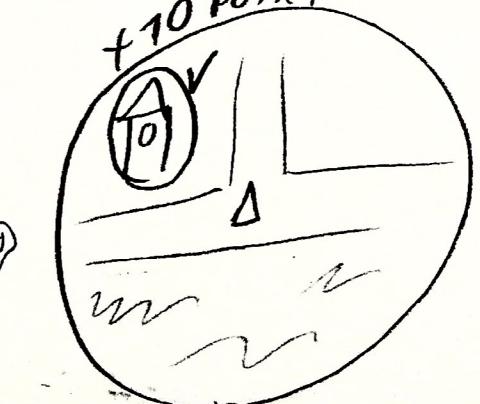


Every player periodically drops hints to their sight



Get Points by finding other players sights

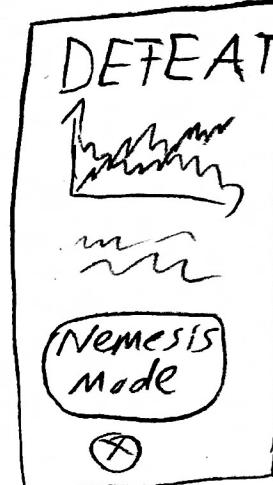
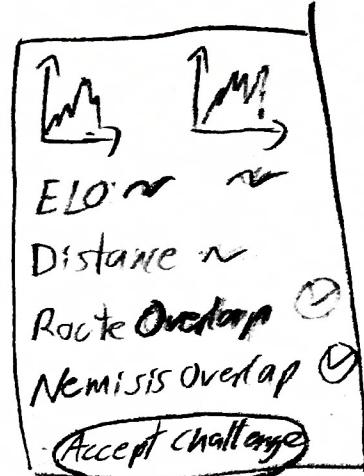
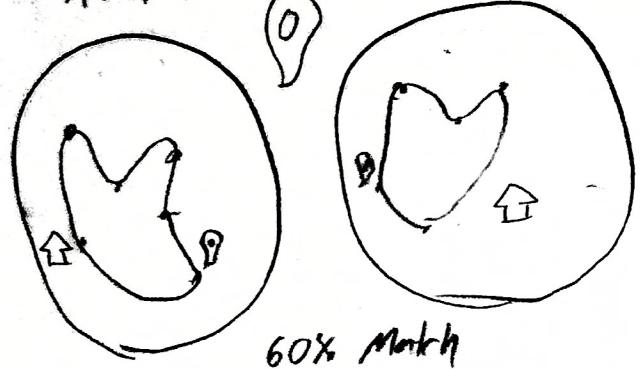
+10 points!



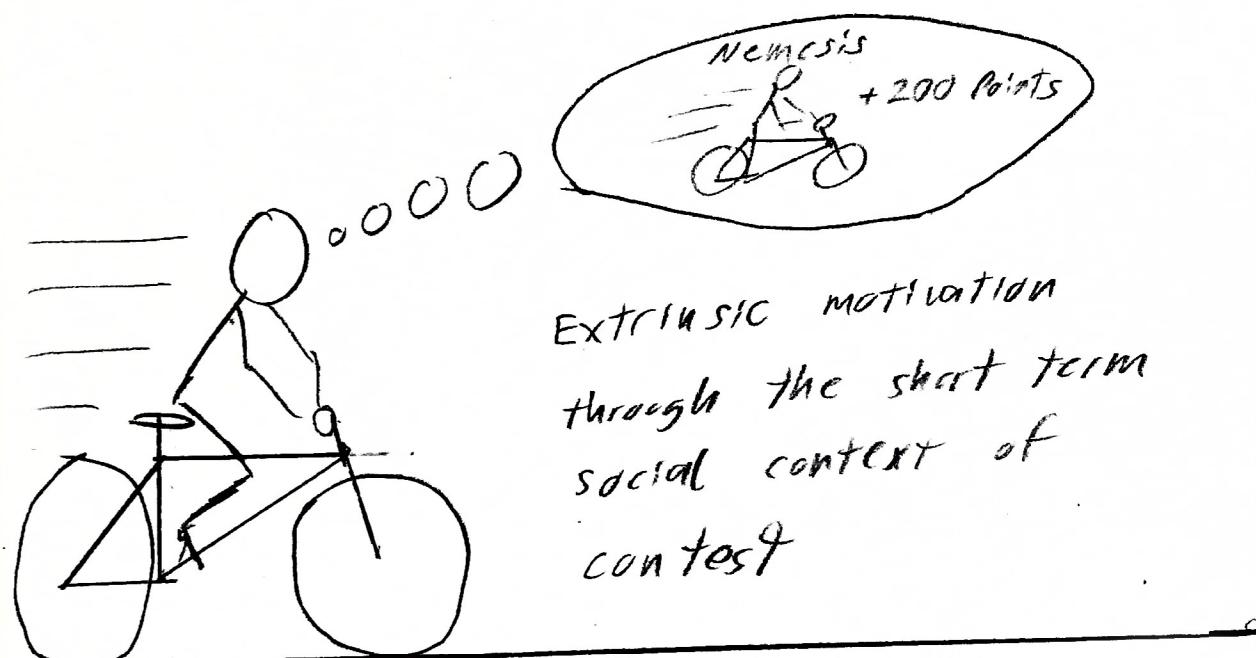
Communal Adversarial Geo quiz

Matchmaking based of location history, ELO, recent opponents

Avg Route comparison:



Long term relations
through reoccurring
challenges against
your "Nemesis"



Cycling Duell (matchmaking)

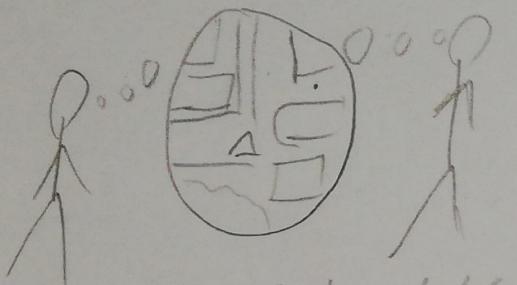
Winner determined through
individual mobile context

	Avg	Max
Speed	~	✓
Distance	~	~
Height	~	~
...		
Score	~	

ELO-rating

Montags Läufer

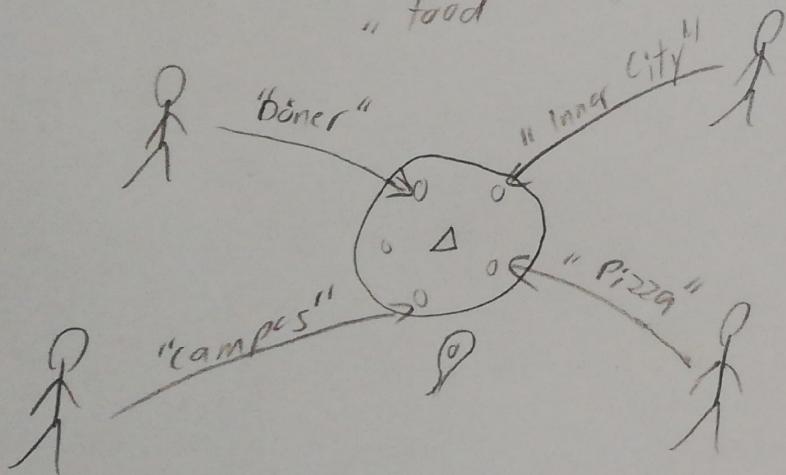
Lobbies consisting of friends from the same region



shared local knowledge

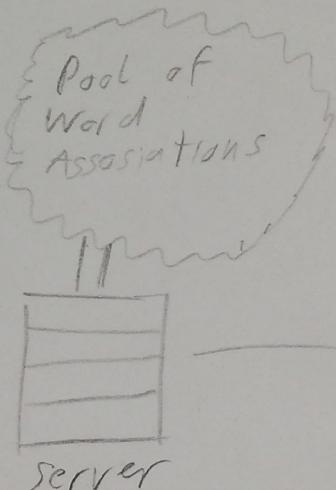
The other players then try to guess the word based on shared experiences

"Food"

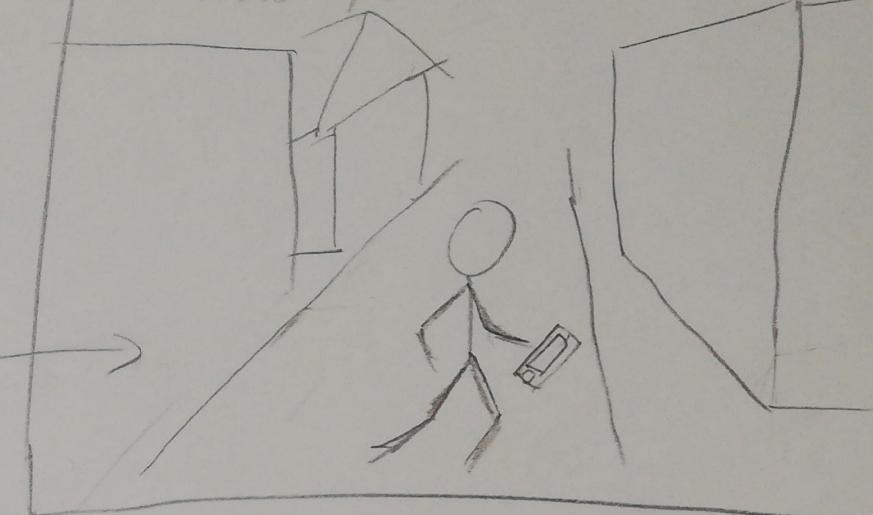


similar to "Pictionary"

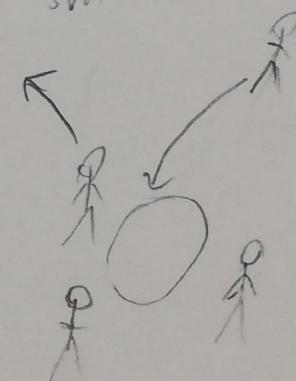
One player is given a word



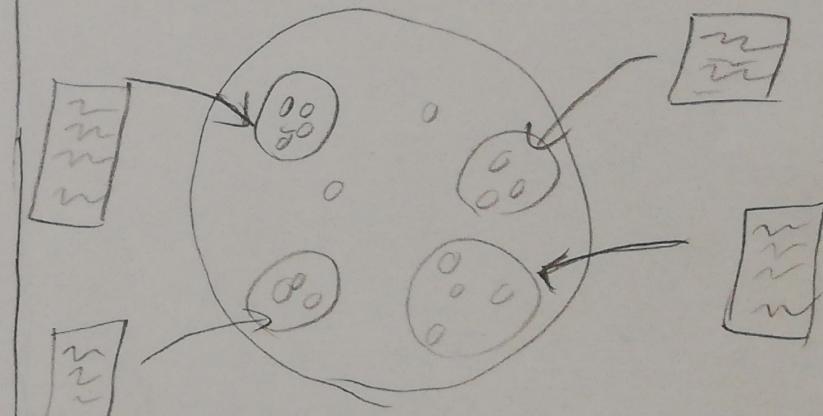
They then physically visit places they associate with that word



Once the word is guessed, the roles switch

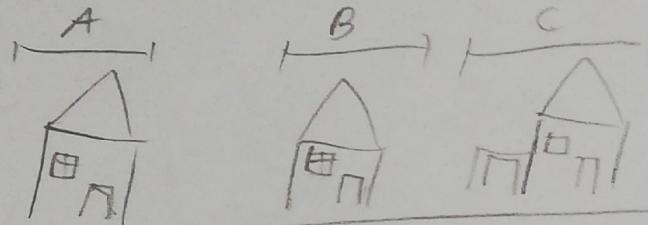


The hidden purpose is to collect lots of data about locations and associated words

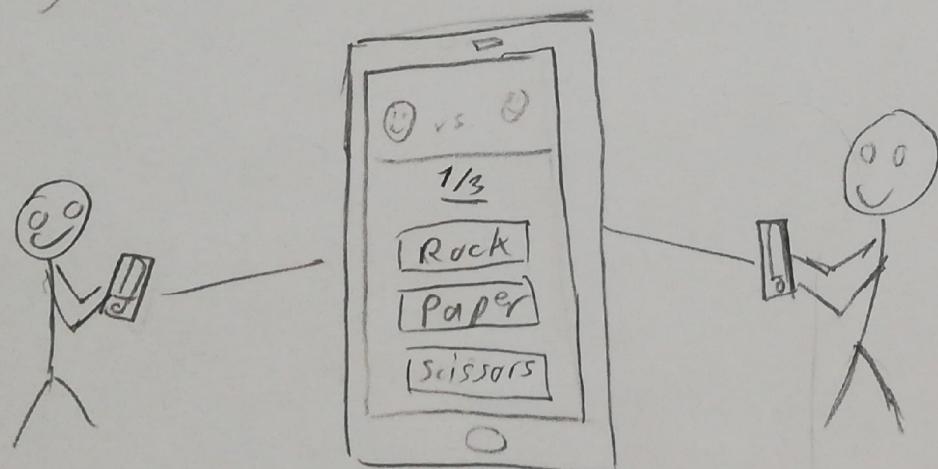


No, you do it
- gamified task tracker

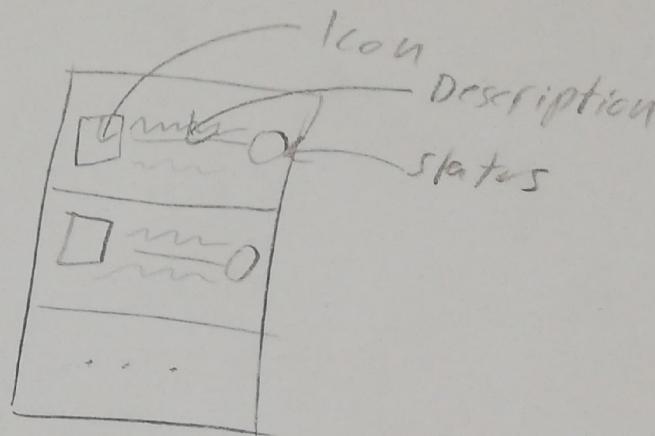
Users grouped by family units and for living arrangements



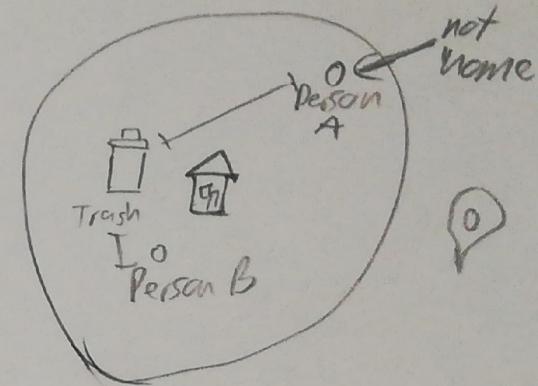
Remaining members compete in mini games to determine the worker



Task tracker for common, communal chores

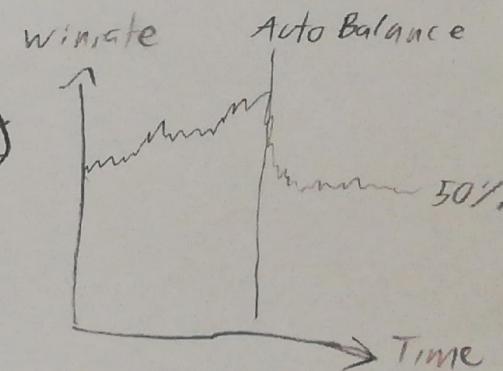
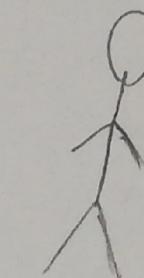
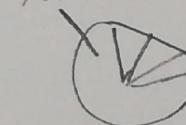


Members out of range are temporarily exempt from duties



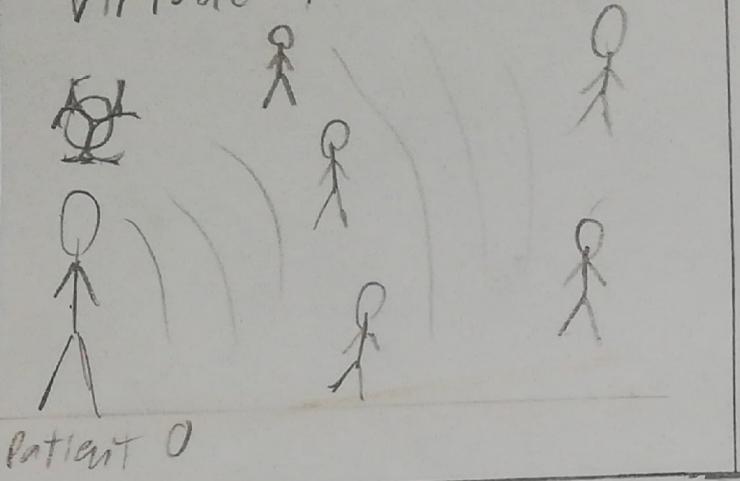
Long term statistics enhance fairness of devision of tasks

70% availability

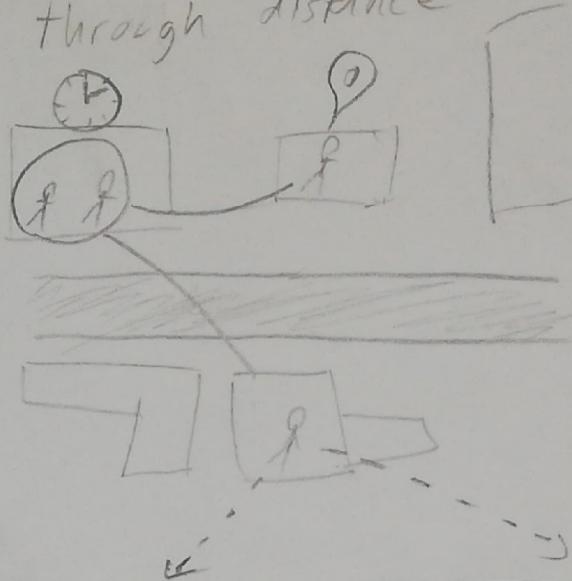


Pest Boys

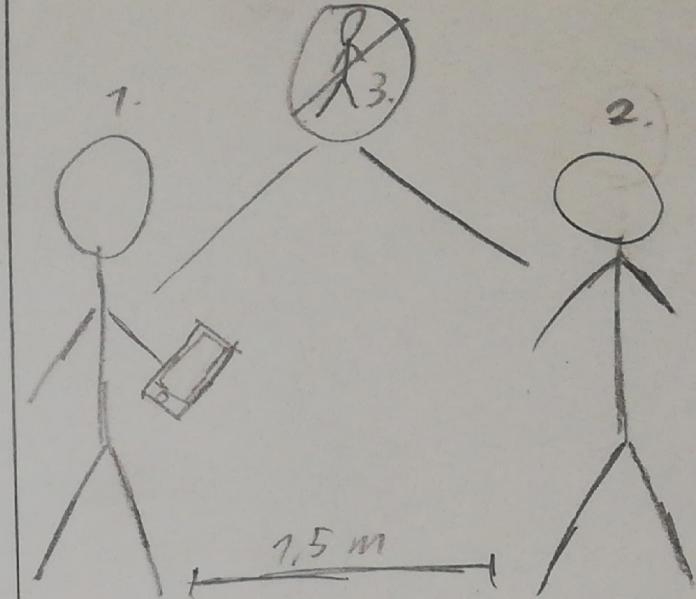
Virtual Pandamic



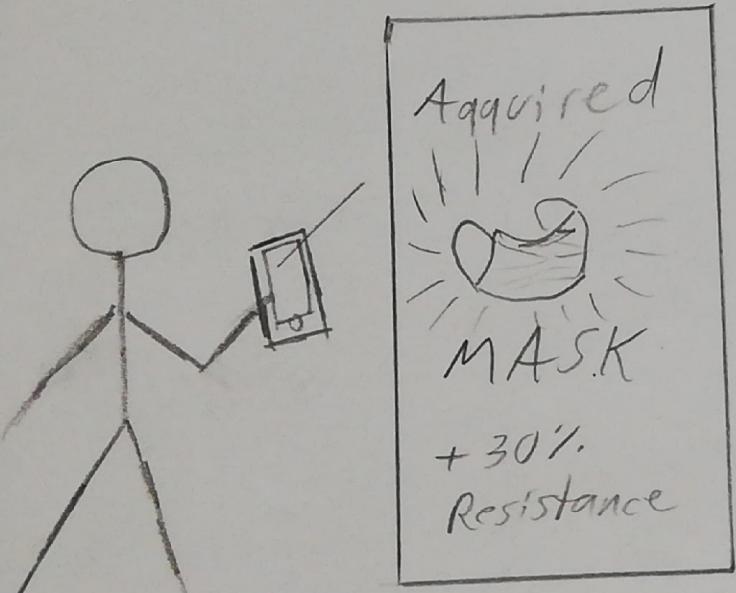
Spreads realistically
through distance



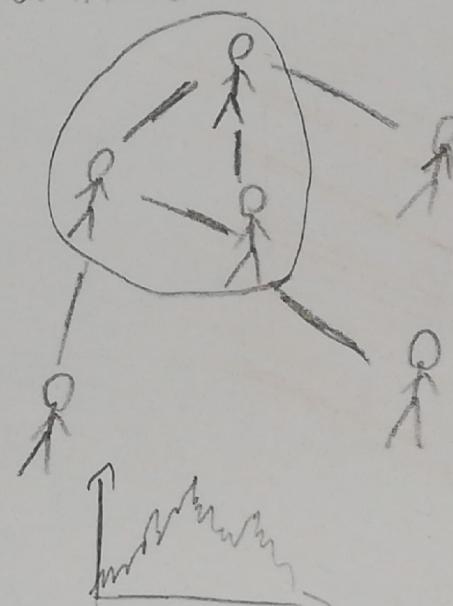
Players learn correct behaviour



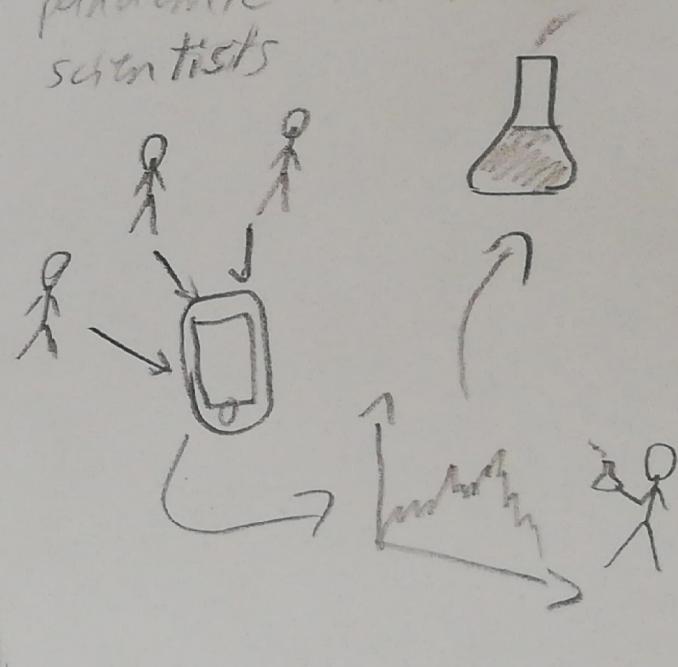
Minigames to earn buffs



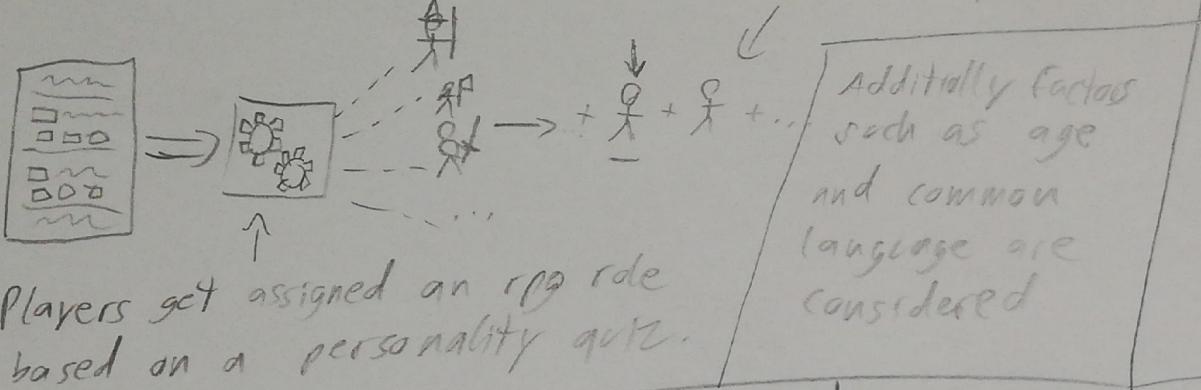
Tracking infections
through demographics,
Locations (home vs public)



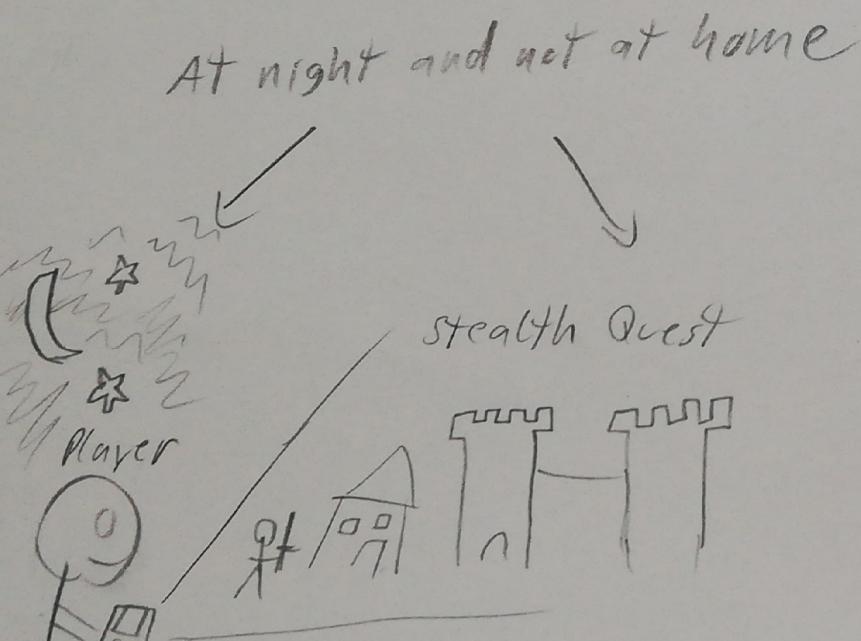
Real data of virtual
pandemic for real
scientists



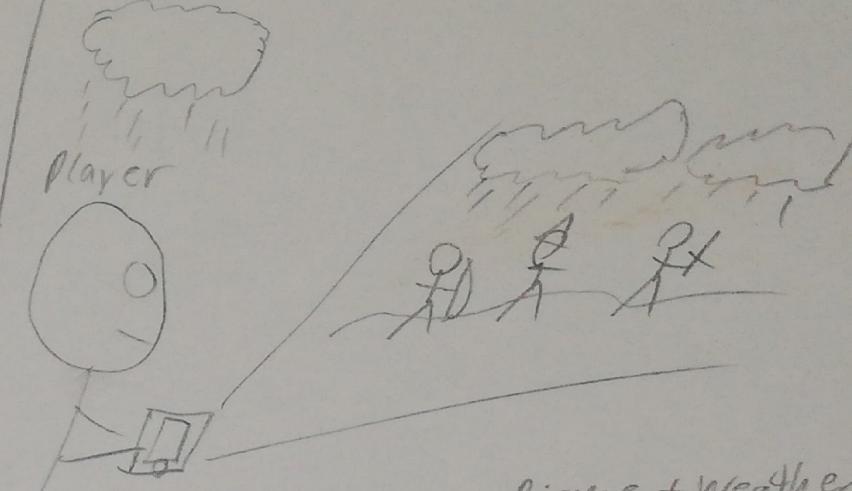
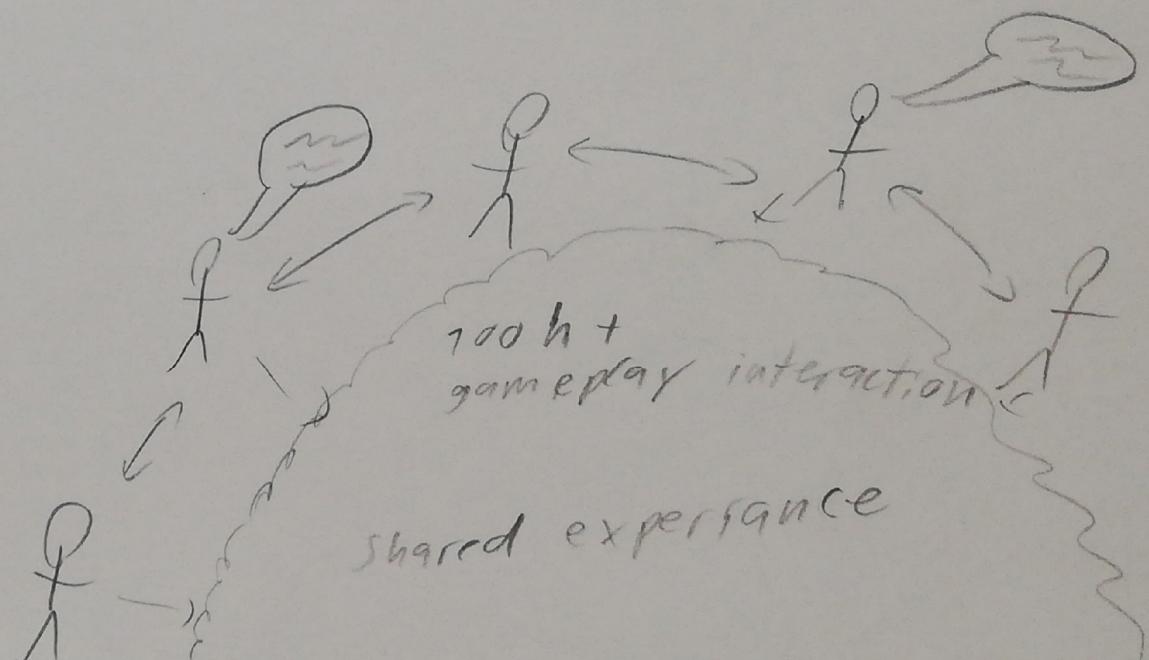
Virtual tabletop



Some Quest can only be completed when certain real-life conditions are met

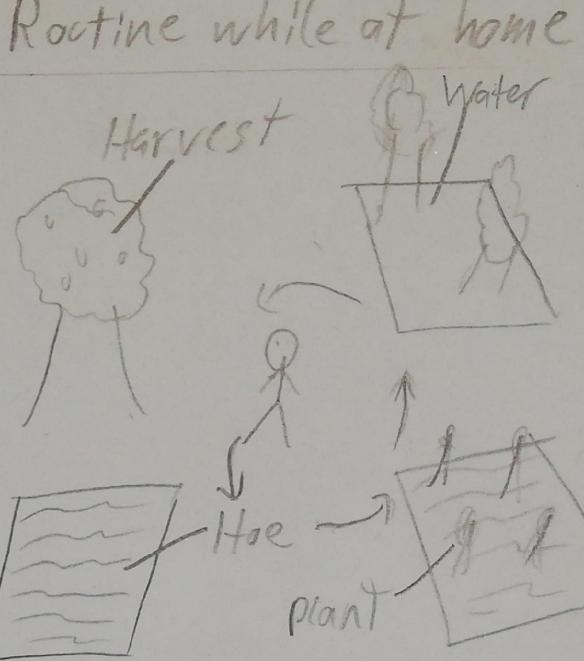
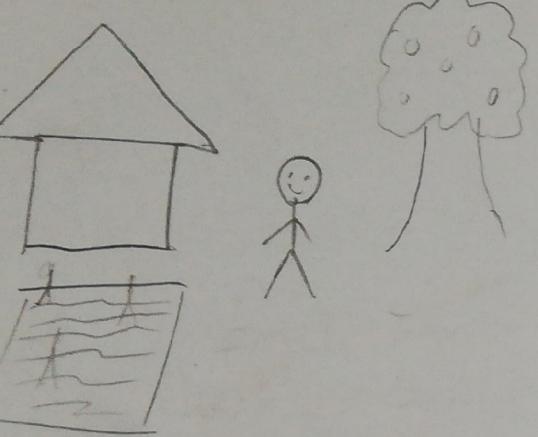


Repeated sessions in a long term campaign create lasting relations between players

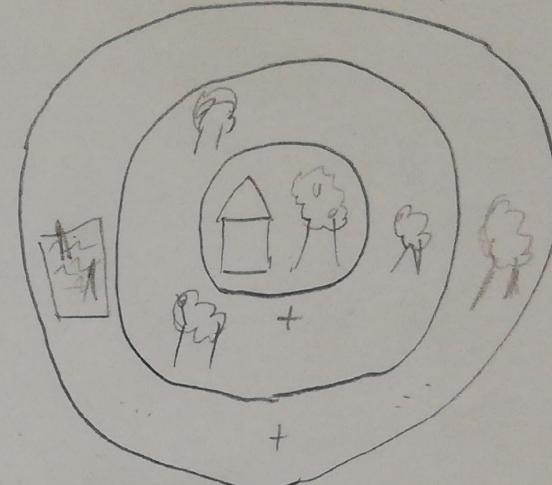


Trade Valley

- Social Basebuilding



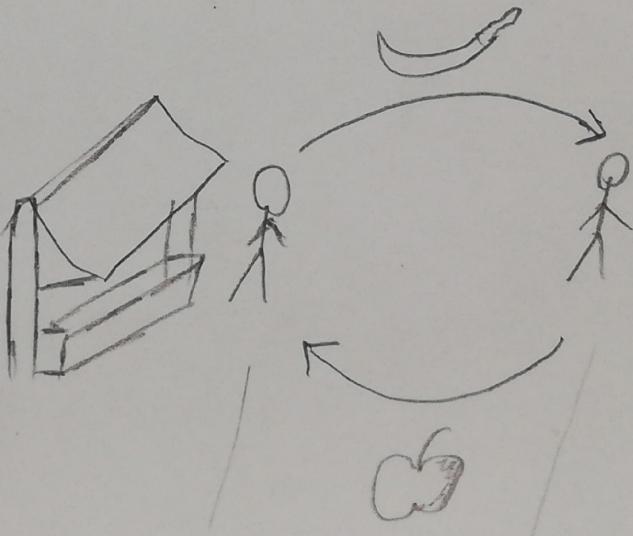
Expanding and Upgrading
the (Home) Farm



Limited resources
individually

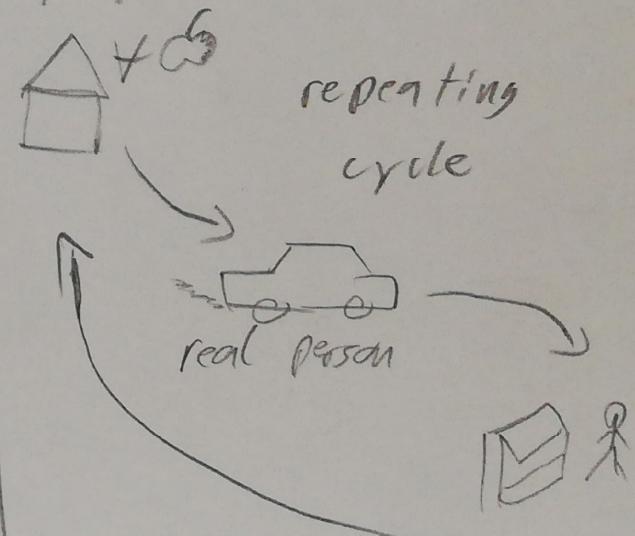


"At Market" with near
players when not home



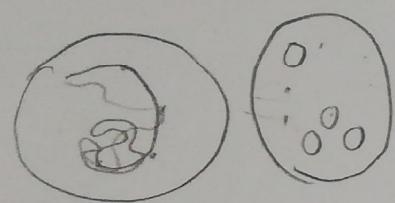
Players close in real life

Building longterm "trade"
relationships to real
people

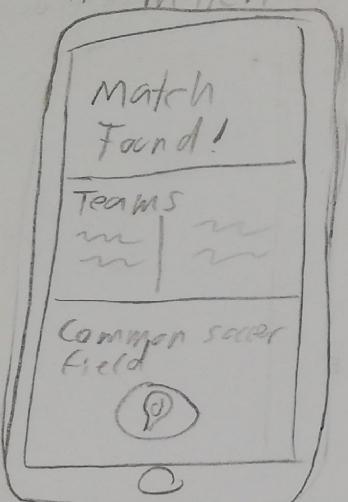


Bolzplatz-League

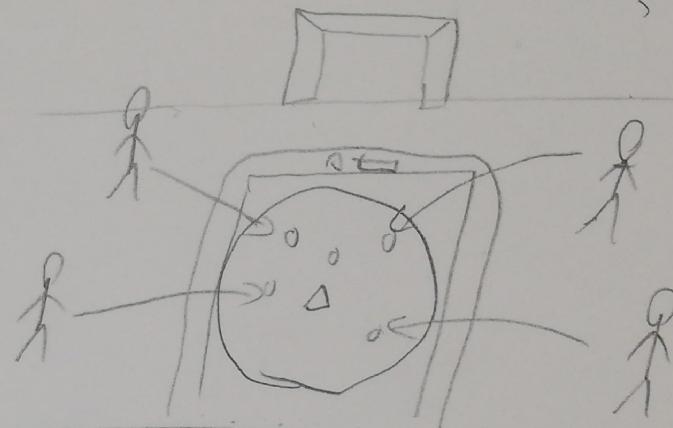
Comparing athletes
location history to
known soccer fields



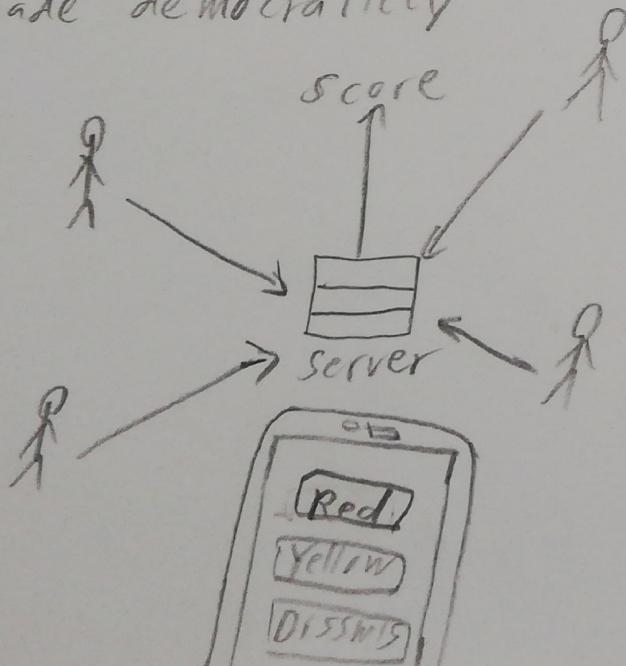
Players who visited
the same fields
are matched



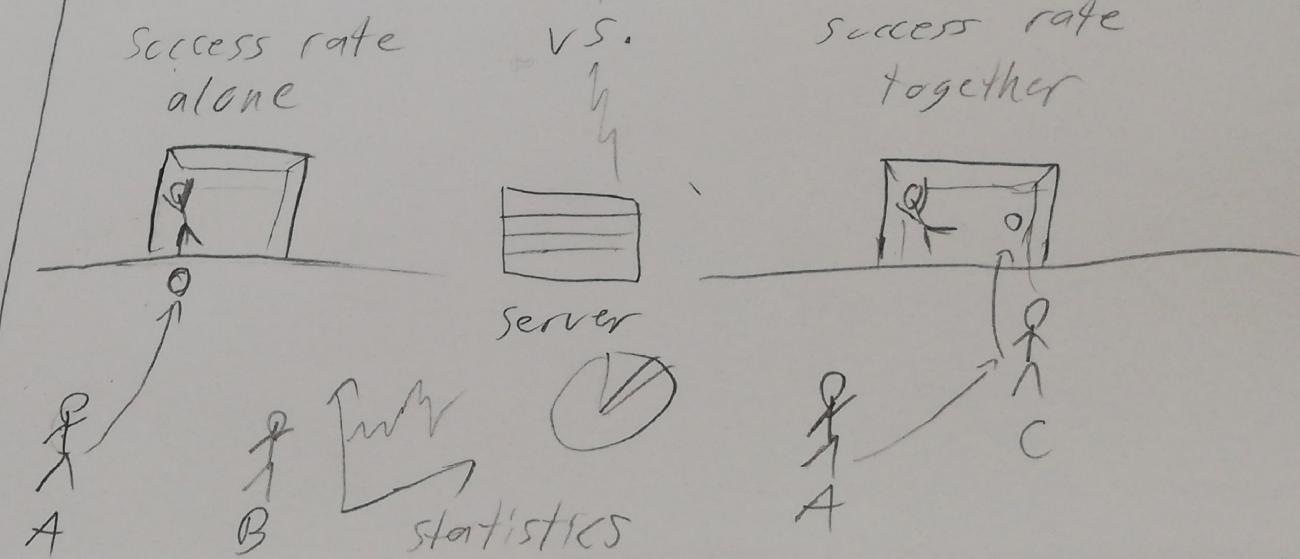
Alternatively, spontaneous
match generation, when
enough players nearby



Referee decisions
made democratically

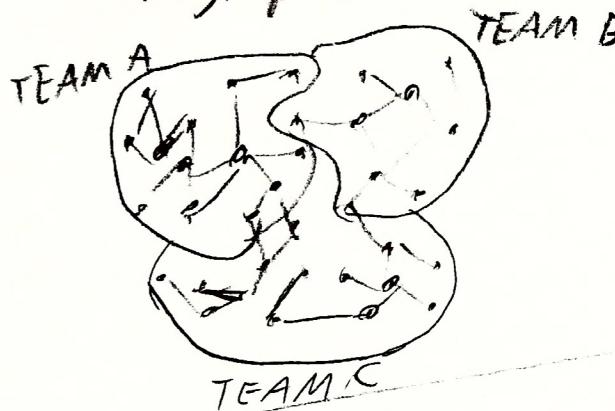


Successful player combinations
prioritised during team generation
to promote longterm team building
projected compatibility

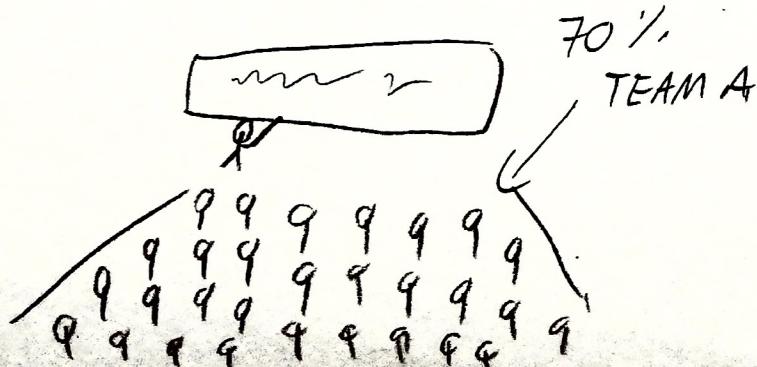


Campus Wars

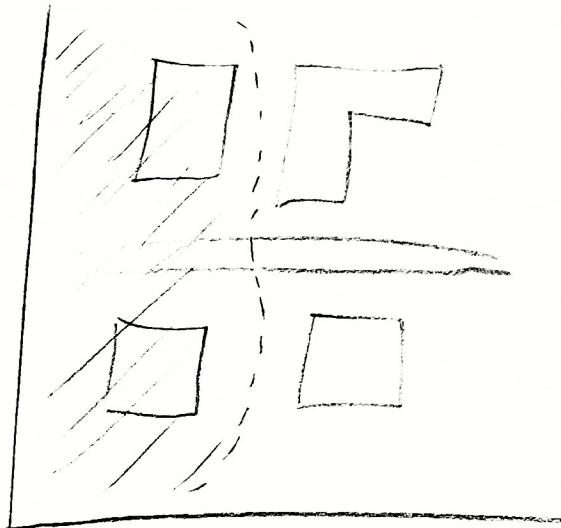
Students divided into teams based on friend clusters and demographics



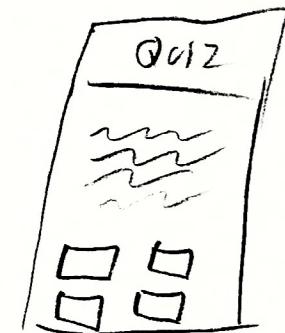
Encourages cooperation within teams through coordinated lecture attendance



Lecture halls ("territory") can be conquered by the local majority

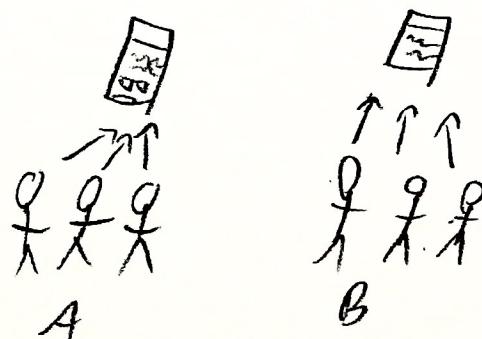


Opponent players can be placed on a cooldown by a lecture relevant quiz



Temporary advantage

Encourages commonal study to win quizzes



Long term stale mate encouraged by team selection algorithm

TEAM A	TEAM B	Members Control
60% ↓	40% ↑	
40% ↑	60% ↓	

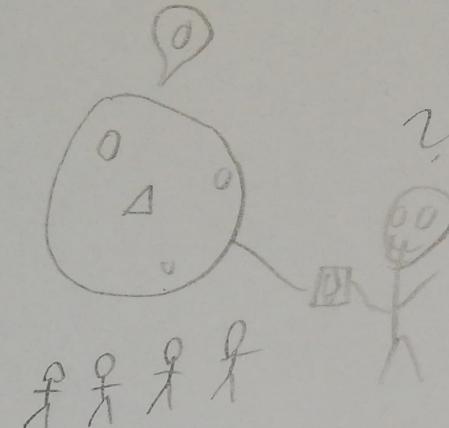
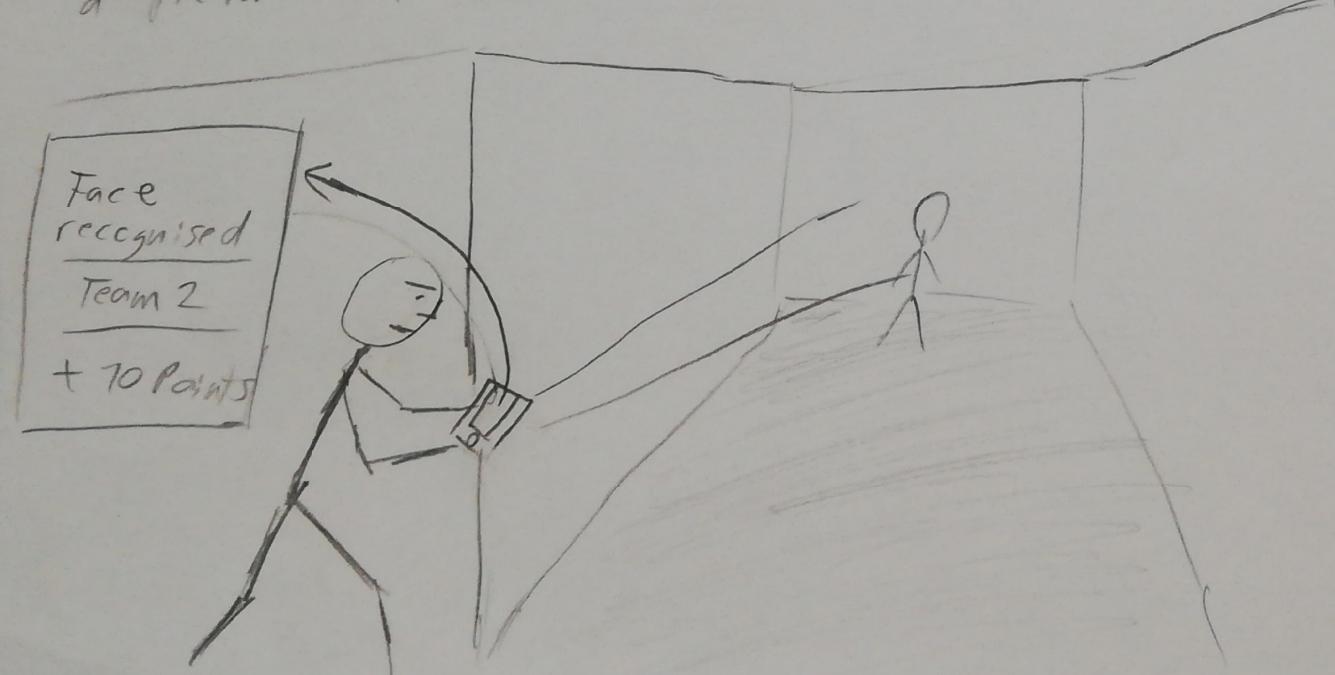
Cloak & Dagger

-Free Mason Edition

Players are sorted into one of two teams. There must be no predetermined factors.

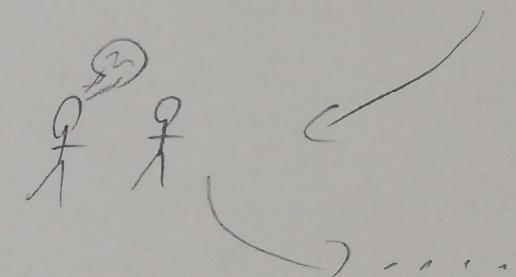
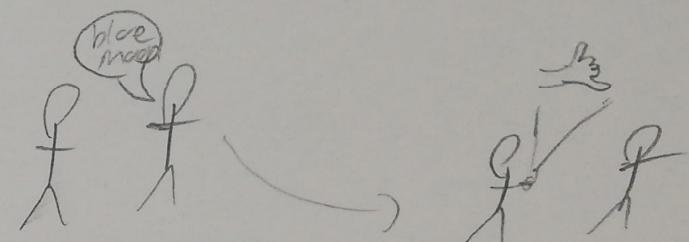
FF Ff F f F F
completely heterogeneous group

Enemies can be taken out by taking a picture of their face without being noticed



Players are alerted when another player is close, but are not told which team their on, or who they are

They then need to find the other player and determine if they are allied or an enemy using secret handshakes and passphrases



Thus real life social interaction occurs

