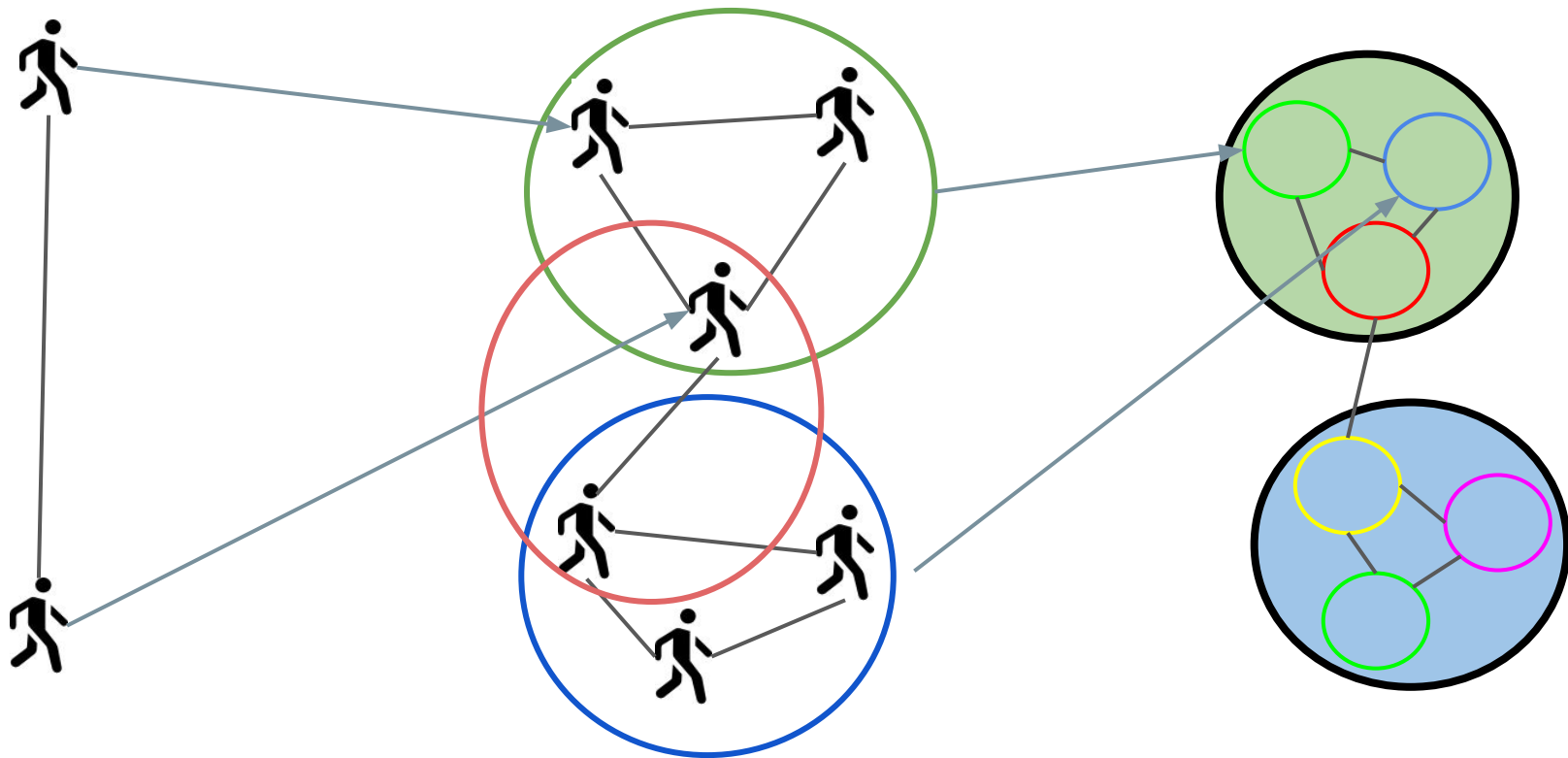


Connecting our Social Network

Social Distance → Bubble Creation → Team Creation

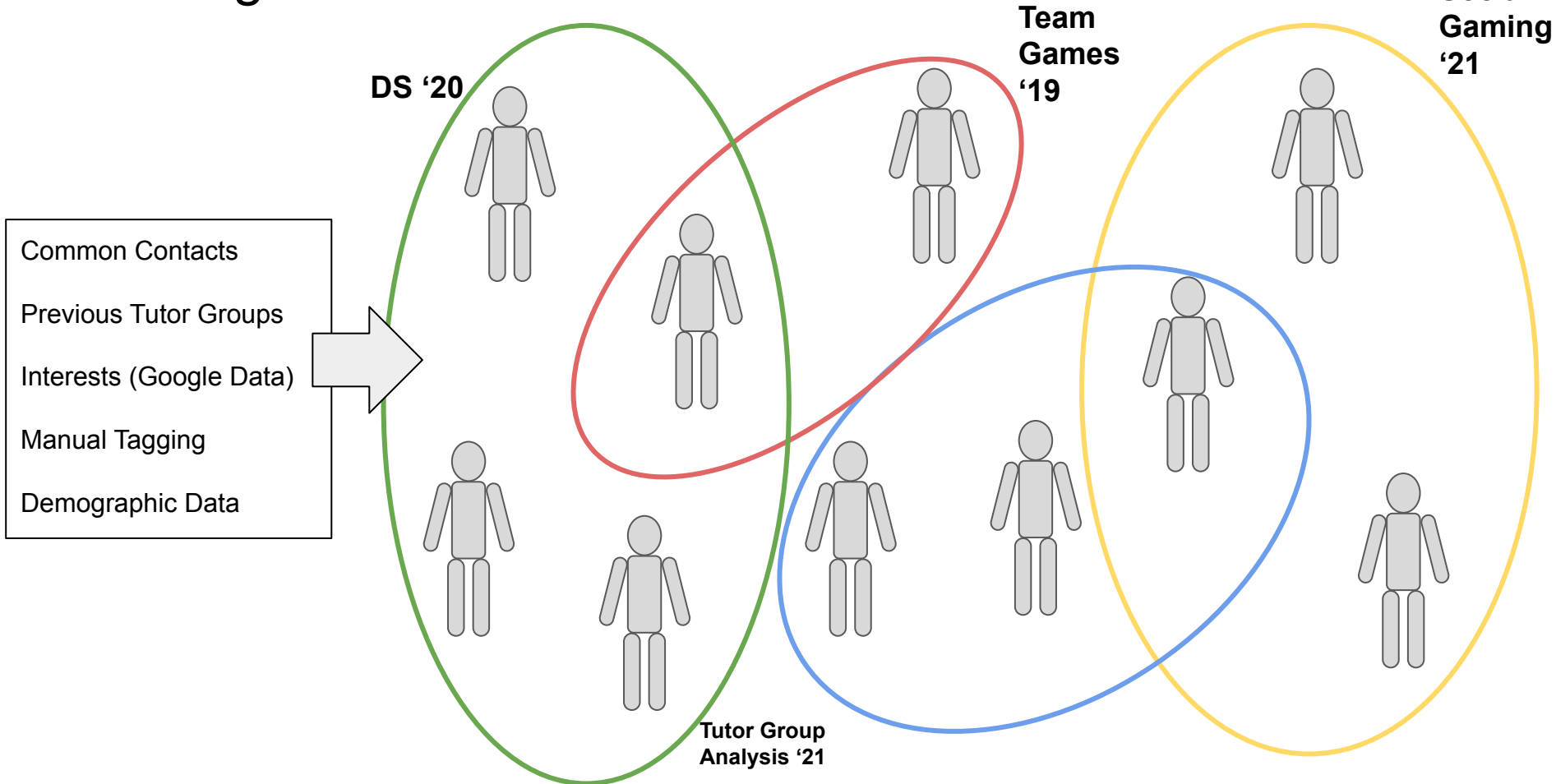


Weights in a Graph

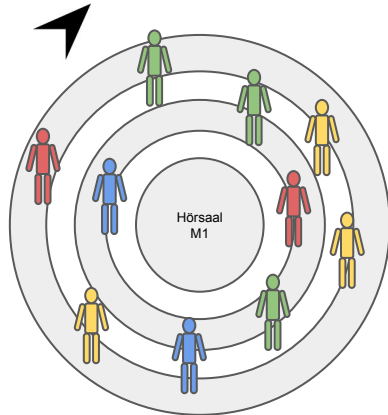
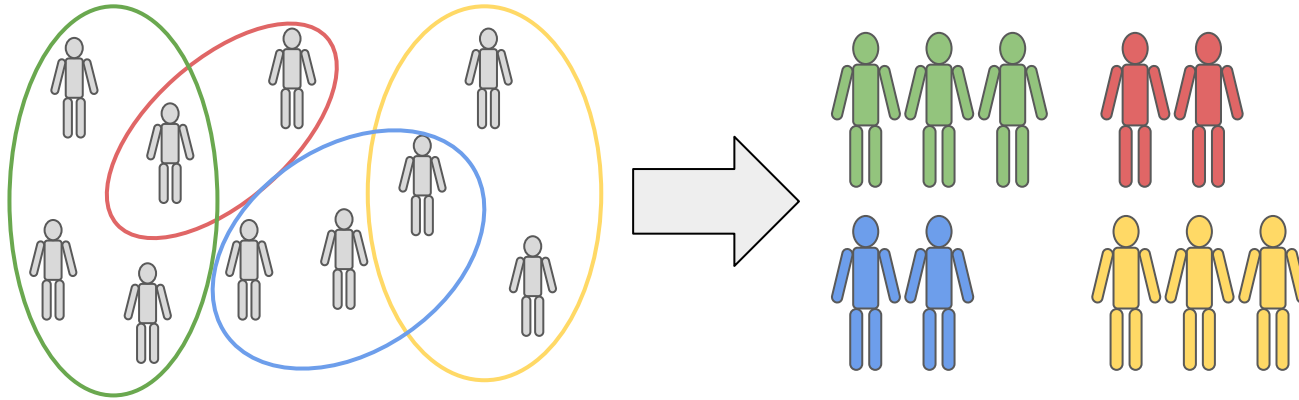
Clusters in a Graph

Clusters of Clusters

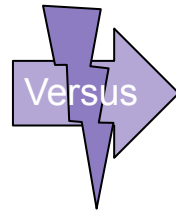
Creating Social Bubbles



Teams derived from social bubbles



Teams compete against each other for locations



Hörsaal M1



Galileo

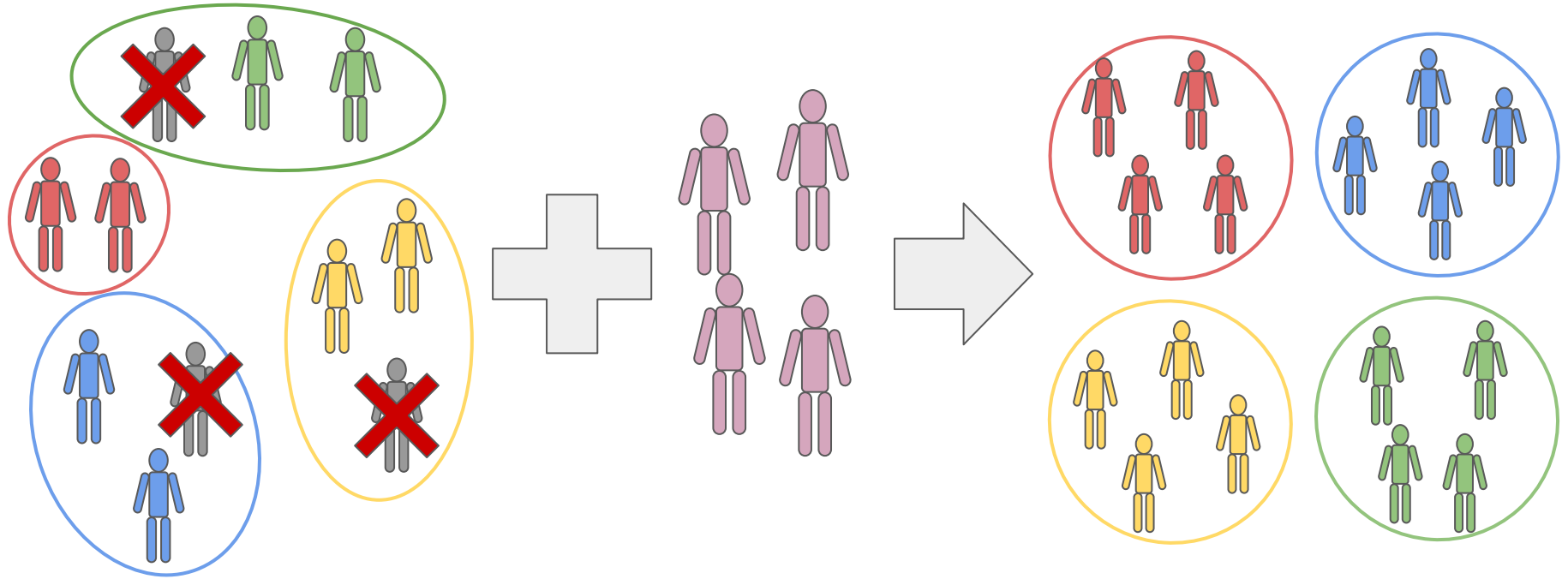


Interims I



Interims II

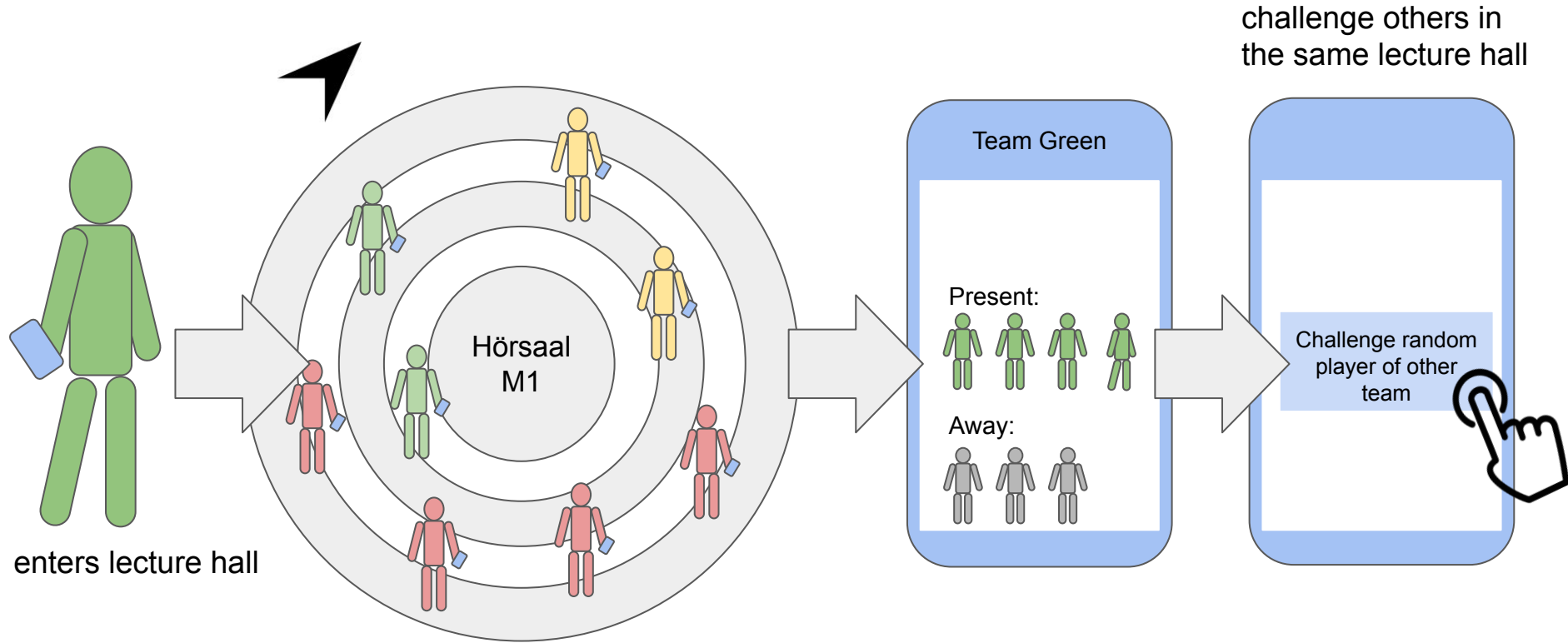
Teams will change gradually



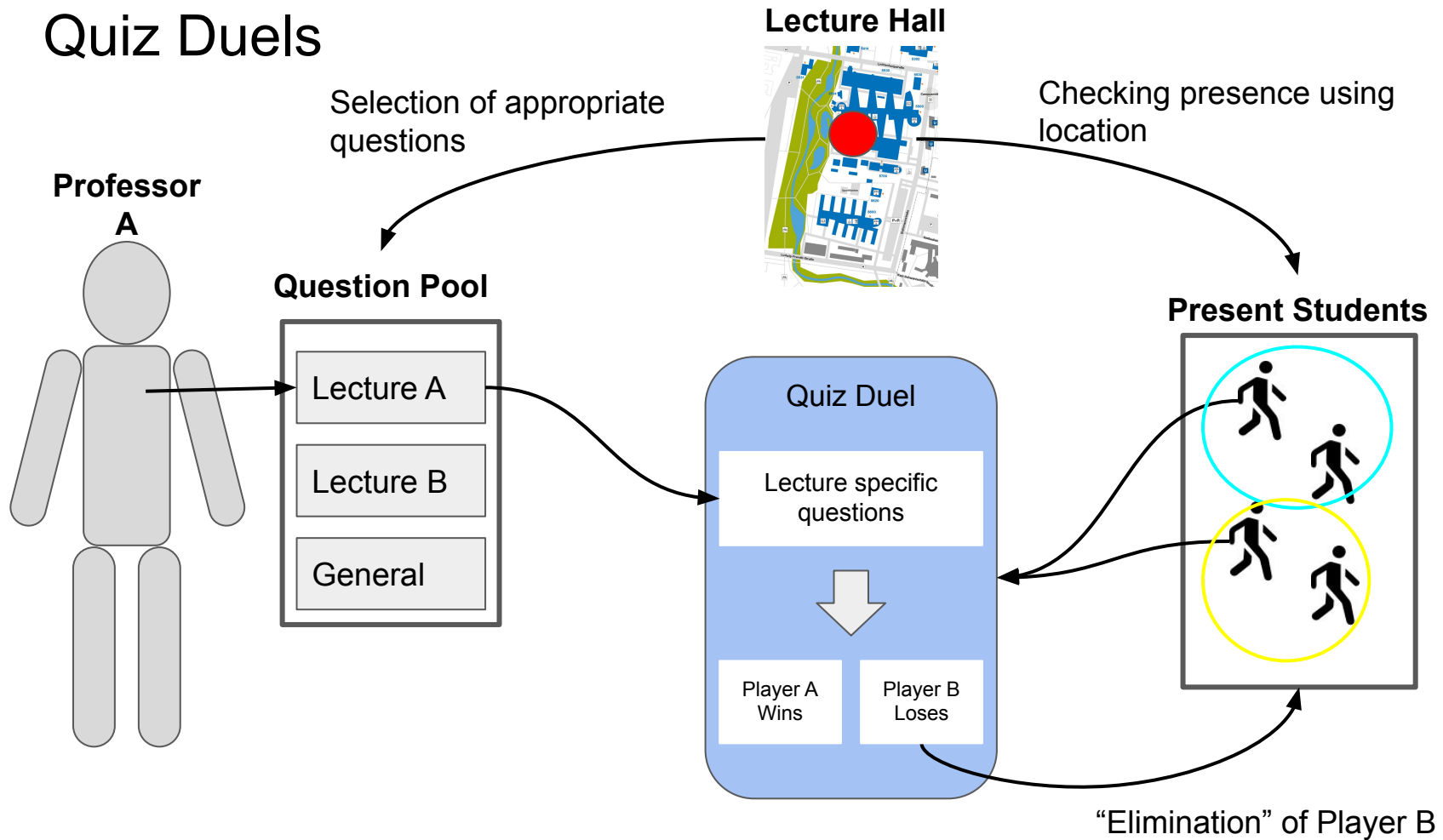
inactive players are removed

new players are placed fairly into their initial social bubbles

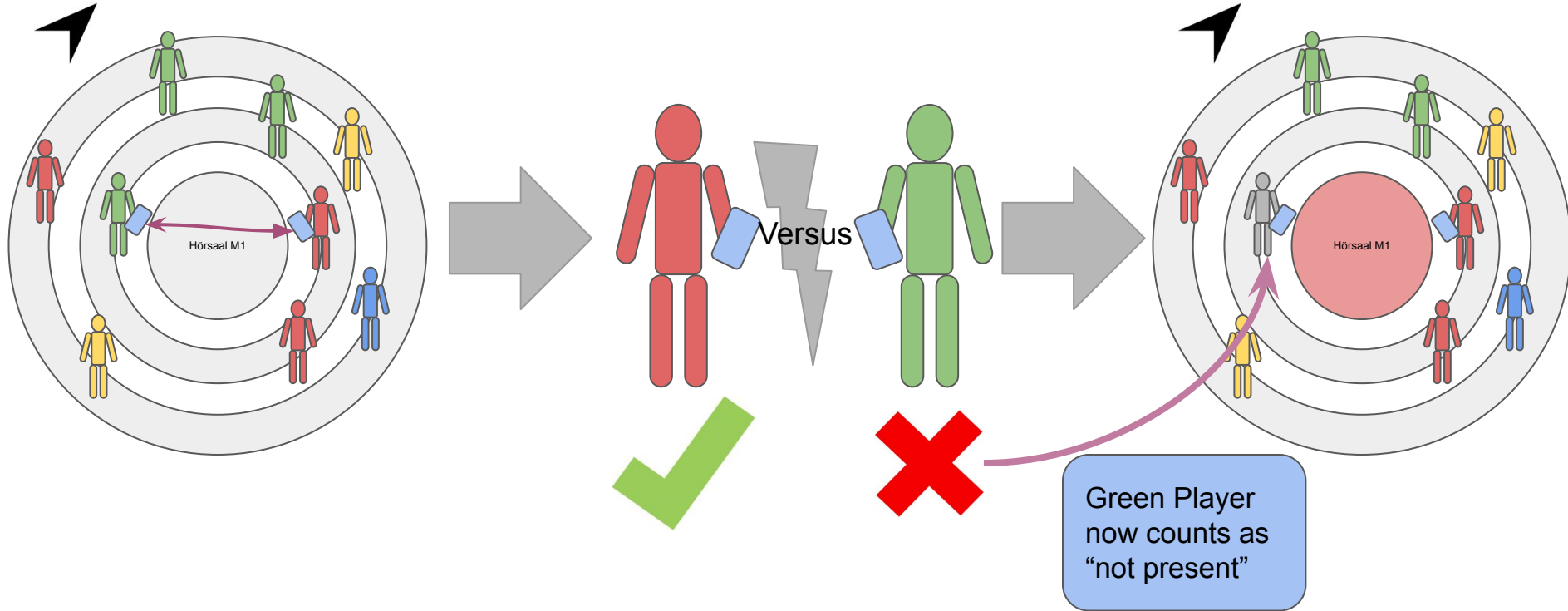
Games based on your location



Quiz Duels

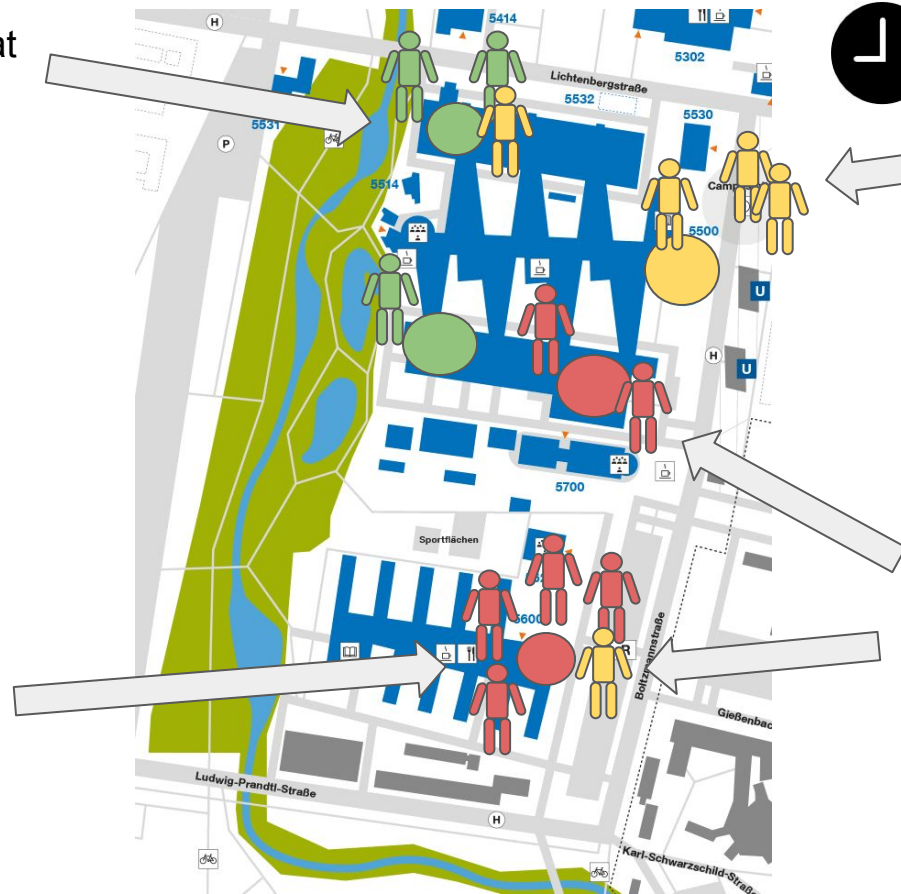


Temporary Player Elimination



Objective: Conquer and hold rooms at the Campus

Teams conquer Rooms at the campus by presence



The longer a team occupies the room the harder it is for other teams to conquer it

Teams can hold multiple Rooms

Team with the most members at the room hold the room

Questions are picked from pools by time / location



Questions to Lecture
Games Engineering



Questions to Lecture
Social Gaming



Questions to Lecture
Analysis



Games
Engineering

Questions during
Games Engineering
Lecture

General

Social
Gaming

Analysis

Start team-raids on lectures

