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CART 351 - Networks and Navigation

Response Number 1

<https://www.blasttheory.co.uk/projects/can-you-see-me-now/>

Can you see me now? is a game you can play online and that is based on your location aka the streets. This game is a mixed between physical and virtual space / city. The virtual city is a copy of a real city but not an exact match. In a real city it might be hard to go up a hill or go into a busy street or cross a busy street. In the virtual city it will be much easier to get around. On the map, where you are going looks a lot closer than it really is but in fact it is pretty far. The runners are actually running on the streets and the person who is controlling the avatar is sitting in front of a computer. People play against each other out in the open, outside, 100 people can play at the same time. This game was created at the University of Nottingham created by Mixed Reality Lab, they wanted to explore Global Positioning Systems and wireless networking. This game has been nominated and has won awards. As soon as you start, you have to enter your name and answer a question "Is there someone you haven't seen for a long time that you still think of?". People who are playing online use the arrows keys on the keyboard to move on the streets as an avatar. The avatars are trying to avoid the runners, who show up in red on the screen. The runner is on the actual street. The runners have a GPS attached to their back which help fix their location and have walkie talkie so they can talk to each other and sometimes help each other. The runners lure the online players into the open so it is easier to catch them and where the GPS works well. They catch the player by being within five meters of them and that means you are out of the game. The runners have hand held computers that connect the game with GPRS that is connected to a wireless network. The hand-held controller shows a map of the game and the city you are in. The runner shows up on the map as a red dot. A runner opens the game by saying; "This is runner 4, we are

opening the game”, and then the runners go and search for people. Once they caught the avatar on the street they take a picture of where they found them, and the picture is of, for example, a wall, the ground etc and the photo is uploaded to the site. This game brings up the question of nuance of an online relationship. This game helps people have a subtle understanding of an online relationship.