

Assignment 4 - Locative Games

For this project we created a locative game which aims to encourage creativity and exploration within the EV Building. Found'em connects students with an interest in art and adventure through a digital, user-curated game of scavenger hunt. The goal of Found'em is to reclaim the EV Building as an open space for artists. Users circulate art throughout the EV Building, providing visual and written hints as to the location of their art object. The app allows artists to create a name for themselves and share their work in a stimulating way with other students. Players are encouraged to explore, to give life to the mundane corners of Concordia. The reward for players is a personal collection of digital artifacts from various artists working within Concordia and the opportunity to explore connections with other artists.

Our app is designed to work cross-platform, although it would typically be used as a mobile game since portability and accessibility to a camera is essential to the exploration. Users posts display on the homepage in a chronological feed so that the newest posts are always at the top. Since the location is limited to the EV Building, a chronological feed seems most logical. Eventually users could opt to receive notifications of new posts according to their GPS location or proximity to an object.