
Cart-Load-O-Fun: Designing Digital Games for Trams

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Abstract

Travelling on public transport can often be an unengaging experience. We see an opportunity to enrich the public transport experience by utilizing digital play in this space, and in response explore the design of a digital game for trams. Cart-Load-O-Fun acts as a research vehicle to understand how games for public transport should be designed. We present findings as a result of a study of passengers playing the game. We hope that these findings will help designers who aim to facilitate play on public transport to evoke playfulness in the users of these spaces, ultimately allowing for a more engaging experience.

Author Keywords

Play; pervasive games; public transport; trams; game design.

ACM Classification Keywords

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