# Background Research

In various situations large groups of people have to wait together at big events like festivals for a fixed period of time. As unpleasant waiting experiences may lead to negative evaluations of service [1] it is important to have a means of entertaining these large groups to improve their waiting experiences. Computer games are not only a form of entertainment for individuals anymore [2], and so making people participate in an interactive, competitive and cooperative computer game is a well-fitting, but also challenging way of improving these experiences.

Collaboration takes an increasingly larger role in playing computer games. The elements that make a game entertaining and stand out are the presence of activities that require collaboration, a shared experience of playing the game and getting satisfaction as a result of socializing with a group of people [3]. An entertaining game should as well make its players feel in control, but at the same should have a sufficient portion of unpredictability so that its players will feel a form of satisfaction and pride when their shared goal has been reached [4].

On the other hand at the same time competition in computer games takes an increasingly larger role as well. Including competitive elements in games allows more active player engagement and yields in getting direct feedback on the players' actions [5]. As well playing a game against real persons results in more involvement than playing against computer players [6].

Further it is important that a game for this specific context is of short duration and should be quite easy to understand as its players might only have a restricted available amount of time. As a consequence the game should not take long to setup and thus should be able to be played on almost every location.

# References

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