

## Workshop for Mobile Gaming

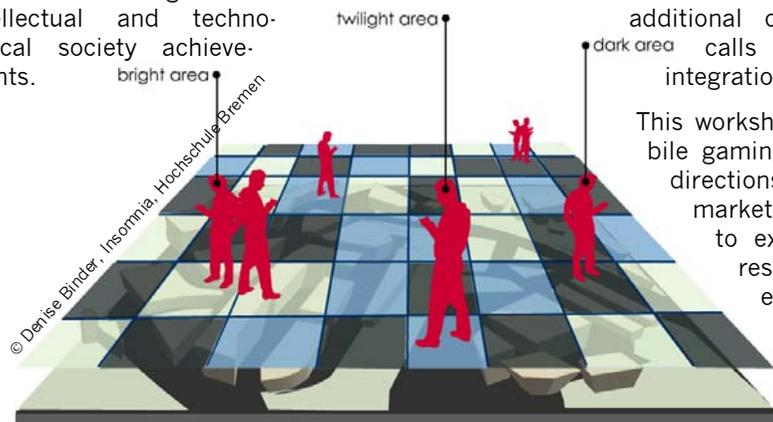
### Motivation für den Workshop

Mobile Games rely on physical movement of players in a world that weaves the real environment and virtual dimensions together. They combine two gaming traditions in a novel way, which have been mutual exclusive till now: outdoor games and computer games.

Mobile games are games of the 21st century employing technologies of the 21st century. They combine mobility with pervasiveness in small, portable devices that can be used on the way. The devices become equipped with models of their surrounding area being enabled to react to other devices in their environment. That is why from a technological perspective, mobile games are typical examples of ubiquitous computing.

At the same time, mobile games are games in traditional sense. Since the beginning of time, humans are playing games as integral part of their culture. Playing comes with the territory like eating, breathing or sleeping. "Homo Sapiens" have always been "Homo Ludens". Within the game one tries the impossible. You define gaming rules and accept them voluntarily as artificial limitations just to transgress natural or social borders of reality within the imagined game world.

Beyond pastime, games reflect reality and provide a learning playground. In the course of centuries games advanced together with intellectual and technological society achievements.



### Targets and Research issues

Mobile games open up a broad spectrum of research and development issues regarding concepts, aesthetics and technologies.

Computer scientists from all over the world use the passion, the power and the ingenuity of players to test interfaces, infrastructure and design concepts, driving the development of novel technologies. Since games allow for "anything", they offer an ideal playground for experiments with new ideas and technologies.

Game design is facing new challenges. Currently only few games exploit the potential, which is offered by augmented and mixed reality, global networking, location-awareness and sensors. Theory and methodology to survey mobile gaming experiences are far from maturity. The question is, how to understand mobility and physical movement within mixed game worlds? How to study gaming experiences of mobile players, who are moving independently through urban space? What are the roles of the player's community and its culture for playing games?

Development and design of mobile games are challenging us with core issues of ubiquitous computing, the complexity of mobile, distributed systems, the particular dynamics of game situations and the changing contexts, the diversity of actors, using the technology, and the issues of interaction beyond the desk, encompassing the player's body, multiple human senses and diverse usage modes. The diversification of hard- and software leads to additional challenges regarding interoperability and integration.

This workshop aims to increase the perception of mobile gaming as a rich domain for research in many directions in the German-speaking science and market area. We invite researchers and developers to exchange their experiences, identify urging research issues and to look for ways how to exploit and enhance the basic conditions for research in this domain.

### Program committee:

- Wolfgang Broll, Fraunhofer FIT, St. Augustin
- Armin B. Cremers, Universität Bonn
- Jürgen Fritz, Fachhochschule Köln
- Julian Kücklich, University of Ulster
- Peter Möckel, Deutsche Telekom Laboratories, Berlin
- Stefan Müller, Universität Koblenz
- Albrecht Schmidt, Universität Duisburg-Essen
- Clemens Türck, Ravensburger Spieleverlag, Ravensburg
- Steffen P. Walz, ETH Zürich

### Organizers:

- Pascal Bihler, Universität Bonn
- Barbara Grüter, Hochschule Bremen
- Irma Lindt, Fraunhofer FIT, St. Augustin
- Holger Mügge, Universität Bonn

### Homepage:

<http://sam.iai.uni-bonn.de/mobile-gaming>

## Topics for Submissions

We invite technical papers and position statements to be submitted to the workshop. The workshop topics include, but are not limited to:

### *Experience and design of mobile games:*

- mobile gaming experience and gaming activities
- physical movement in mixed reality settings and embodied interaction
- mobile games in everyday life: the magic circle of play and its spatial, temporal and social expansions
- reinterpretation of traditional games as digital mobile games
- mobile edutainment - the didactical potential of mobile games
- serious games: teaching complex processes based on pervasive technology
- mobile gaming as testbed for business cases

### *Technical challenges of mobile games:*

- augmented and mixed reality in mobile games
- gaming context: predictable and unforeseeable context dimensions
- user interfaces for mobile games
- graspable interaction: sensors and actors in mobile games
- technologies for location-awareness and positioning
- recording and replayability of mobile games
- supporting the large variety of hard- and software systems: problems and solutions
- using technological limitations creatively

## Important Dates:

- Paper submission: **2008-04-28**
- Notification of acceptance: **2008-06-02**
- Camera ready: **2008-07-01**
- Workshop: **2008-09-09**

## Form of Submissions

The workshop aims to offer a forum for presentation and discussion of new research results. It focuses on mobile games and further applications with a playful character. Location, other context, and mobility of users should be basic design aspects of the considered applications.

Submissions might be written in German or English and should not exceed six pages. Format must obey the LNI standard. Details about LNI as well as templates for Word and LaTeX are available on the workshop's website. Since printing will be black and white authors should be careful when using colored images or diagrams.

## Publication

Accepted papers will be included in the Workshop Proceedings of Informatik 2008. The proceedings will be published by the Gesellschaft für Informatik (GI).

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