



Been There, Done That!

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Problem

- Not enough usage of affordances of cell phones
 - Games don't use mobility
- Lack of pervasive gaming
 - Games are not a part of the real world
- High time commitment
 - Games require lots of attention

Target User Group

- Adolescents & College Students
 - Frequent phone users
 - Short attention span
 - Comfortable with advanced features
 - Both casual and frequent gamers

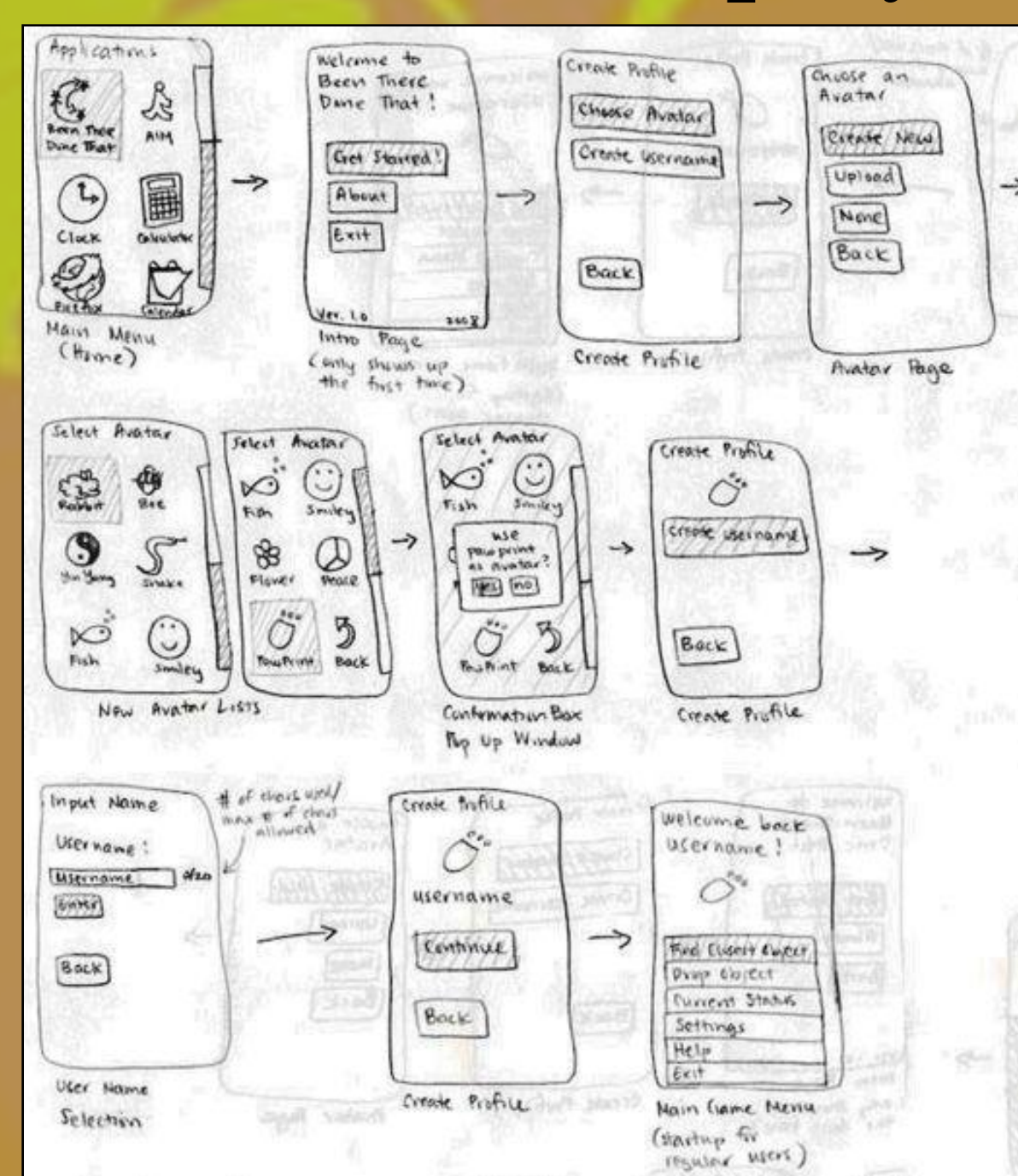
Solution

A Digital Scavenger Hunt

- Encourage mobility
 - Items and User tracked via GPS
- Real world interactivity
 - Items only accessible in real world locations
- Quick and simple
 - Minimal time commitment due to good pause and resume

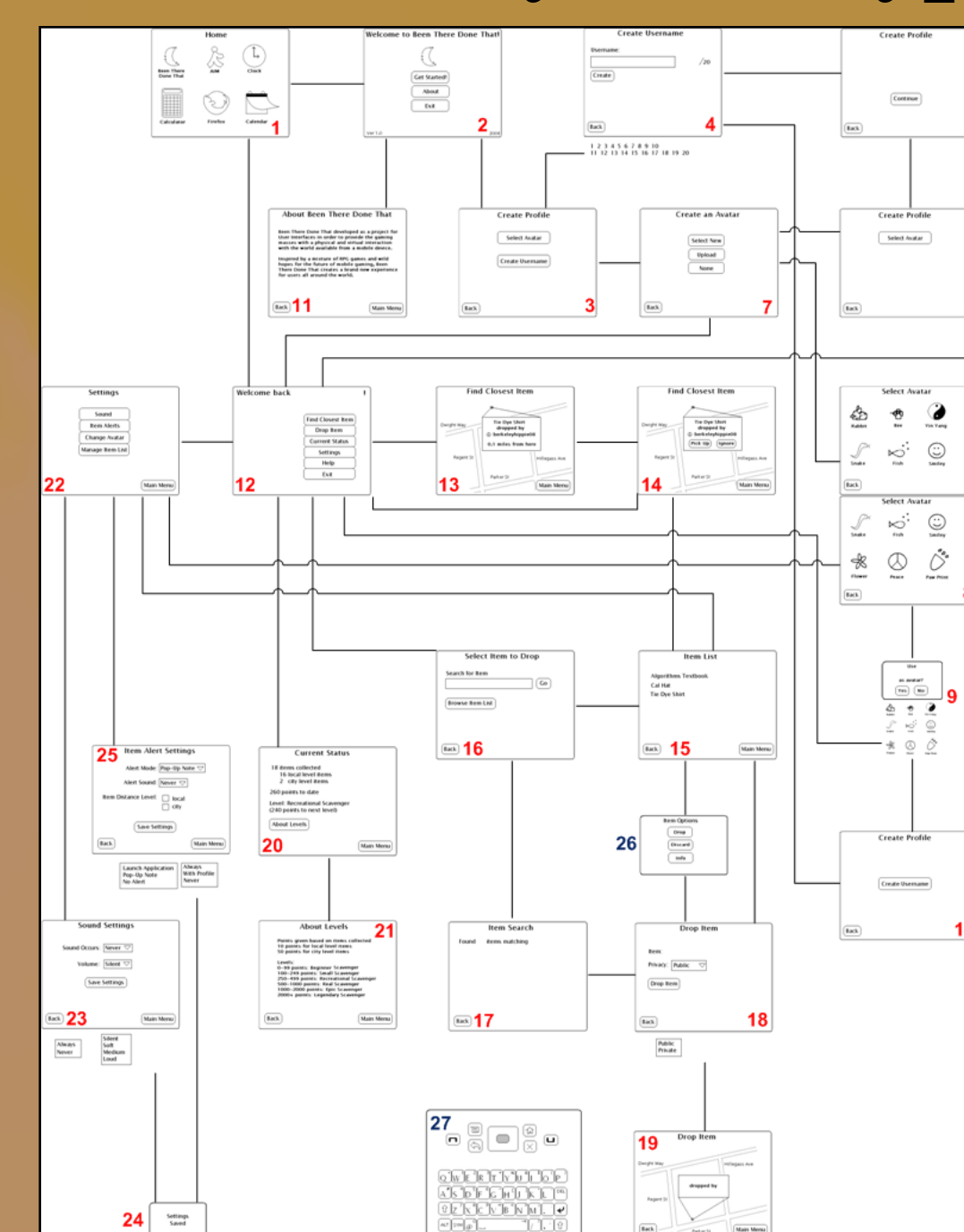
Design Evolution

Contextual Inquiry



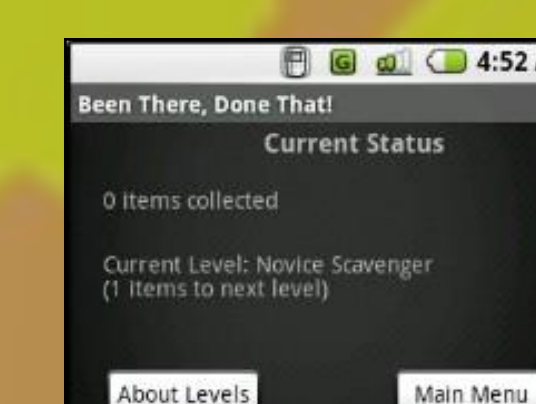
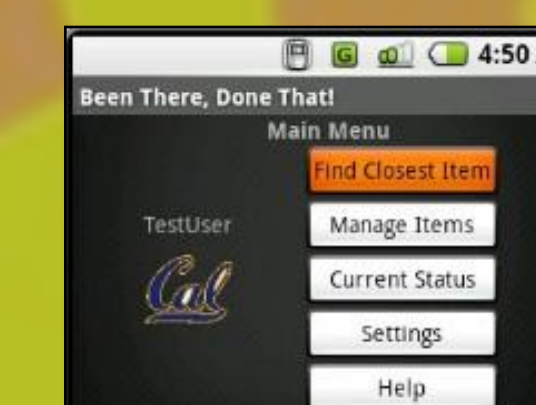
Feb 19th

Low-Fidelity Prototype



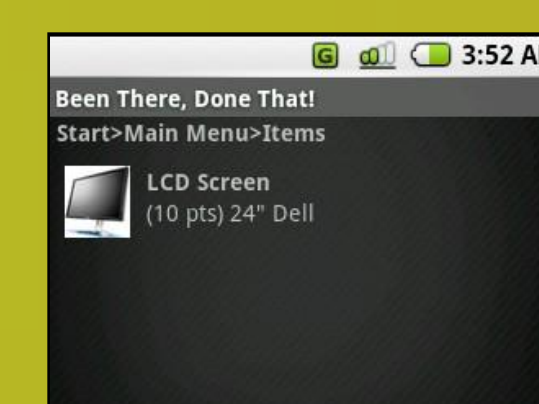
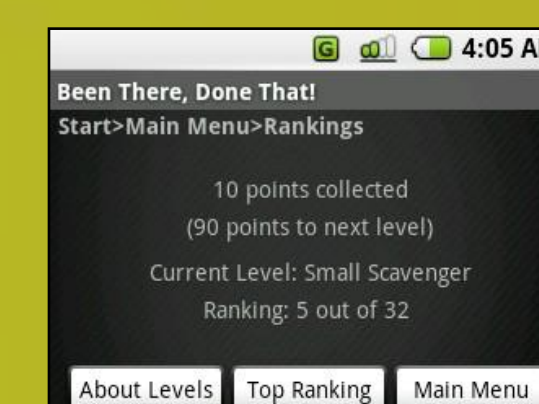
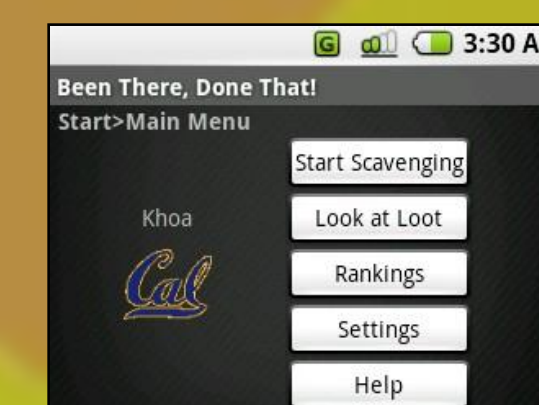
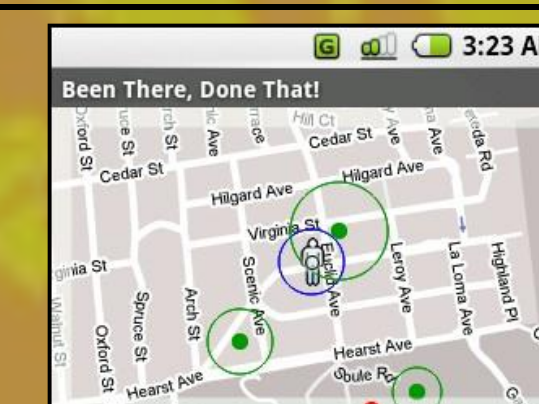
Mar 11th

Alpha Version



Apr 1st

Beta Version



Apr 29th

Final Design

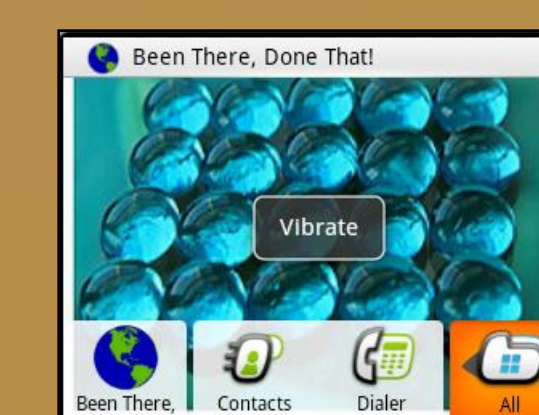
Dropped Features

- Ability to drop items
 - Users were confused on why they should dropping items since they would lose hard earned items
- Creation of personalized scavenger hunts
 - Lack of interest and lack of willingness to part with their items



Key Features

- Server side item hosting and user rankings
 - For scalable and competitive hunts
- Special Items
 - Items form super items or act as clues



- Item Notification
 - Background service to alert user of items
- Edge Radar
 - Visualization technique to show nearby items

