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Haute Ecole d'Ingénierie et de Gestion
du Canton de Vaud

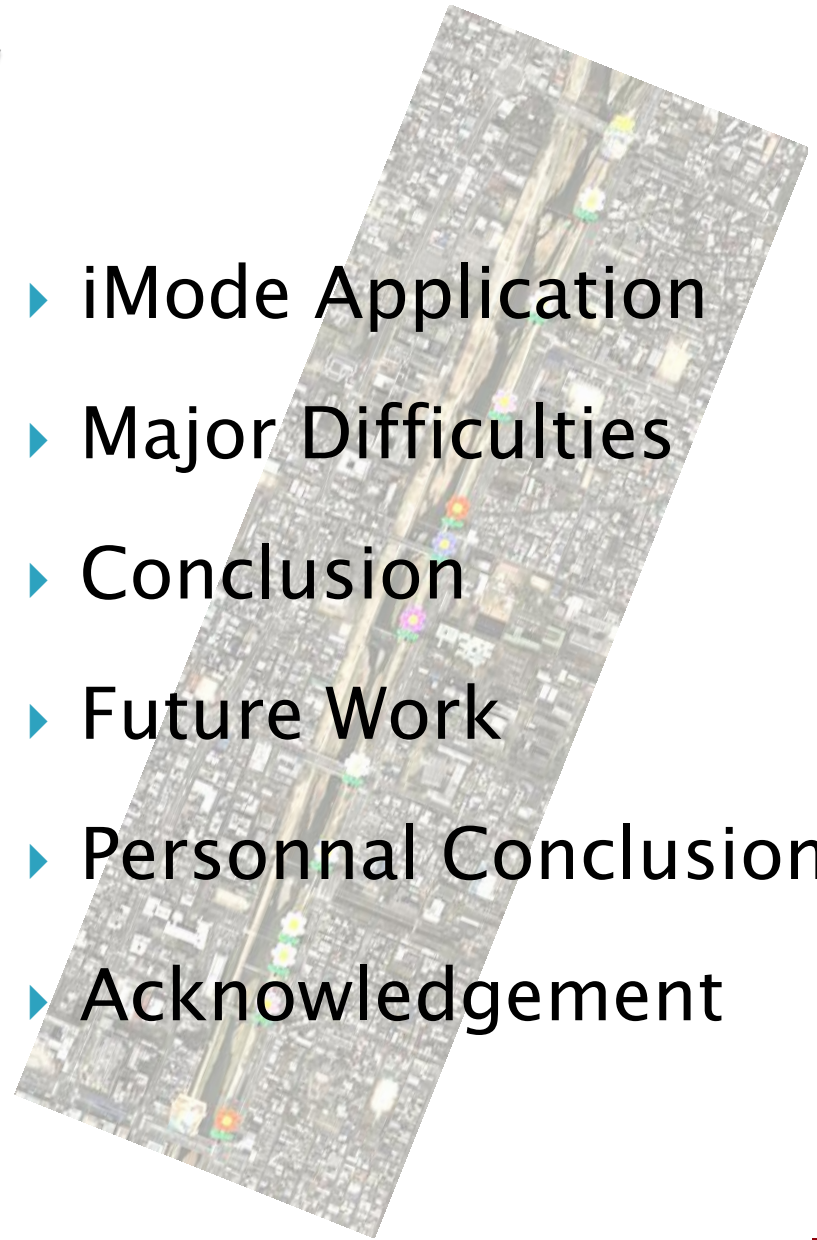RITSUMEIKAN

Kyoto [京都]Mobile Exergaming Project
Defense

Laurent Prévost
IL 2008
14 January 2009

Quest of the Day

- Summary

- User Experience

- Quest

- Dialog

- System Architecture

- Tracking Module

- iMode Application

- Major Difficulties

- Conclusion

- Future Work

- Personnal Conclusion

- Acknowledgement

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Summary

- Context
  - Game in the city of Kyoto which allies social interraction, culture, exergaming and pervasive gaming

- Concept
  - Adventuregamesorganizedarround a quest system, items, NPCs and dialogs

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Summary

▶ Quests
   ◦ Tasks the players have to do

▶ Items
   ◦ Addition to improve the game

▶ NPCs
   ◦ Way to get the quests

▶ Dialogs
   ◦ Mechanism to communicate with NPCs

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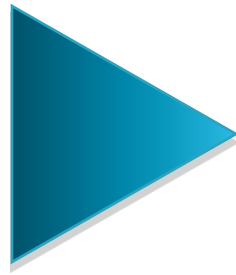
Summary

- inTrack
  - Evaluation
  - Refactoring

- Social Aspect
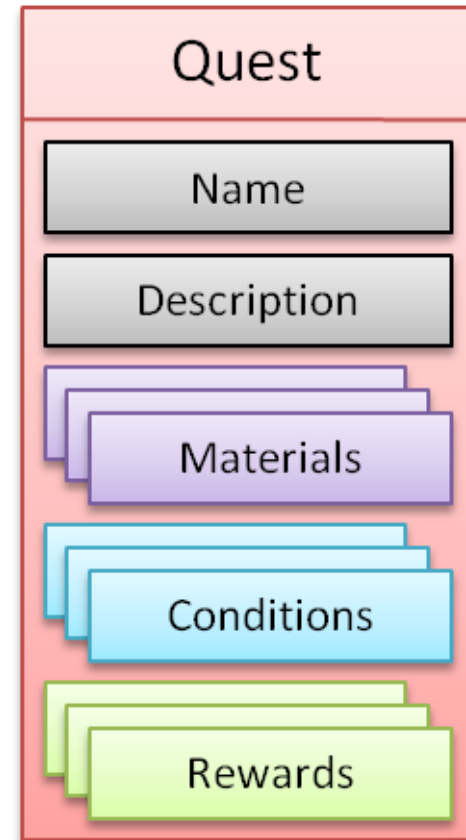 - Players' interaction

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User Experience

Quests

- ## Highly configurable
  - Materials
  - Conditions
  - Rewards

- ## Three types
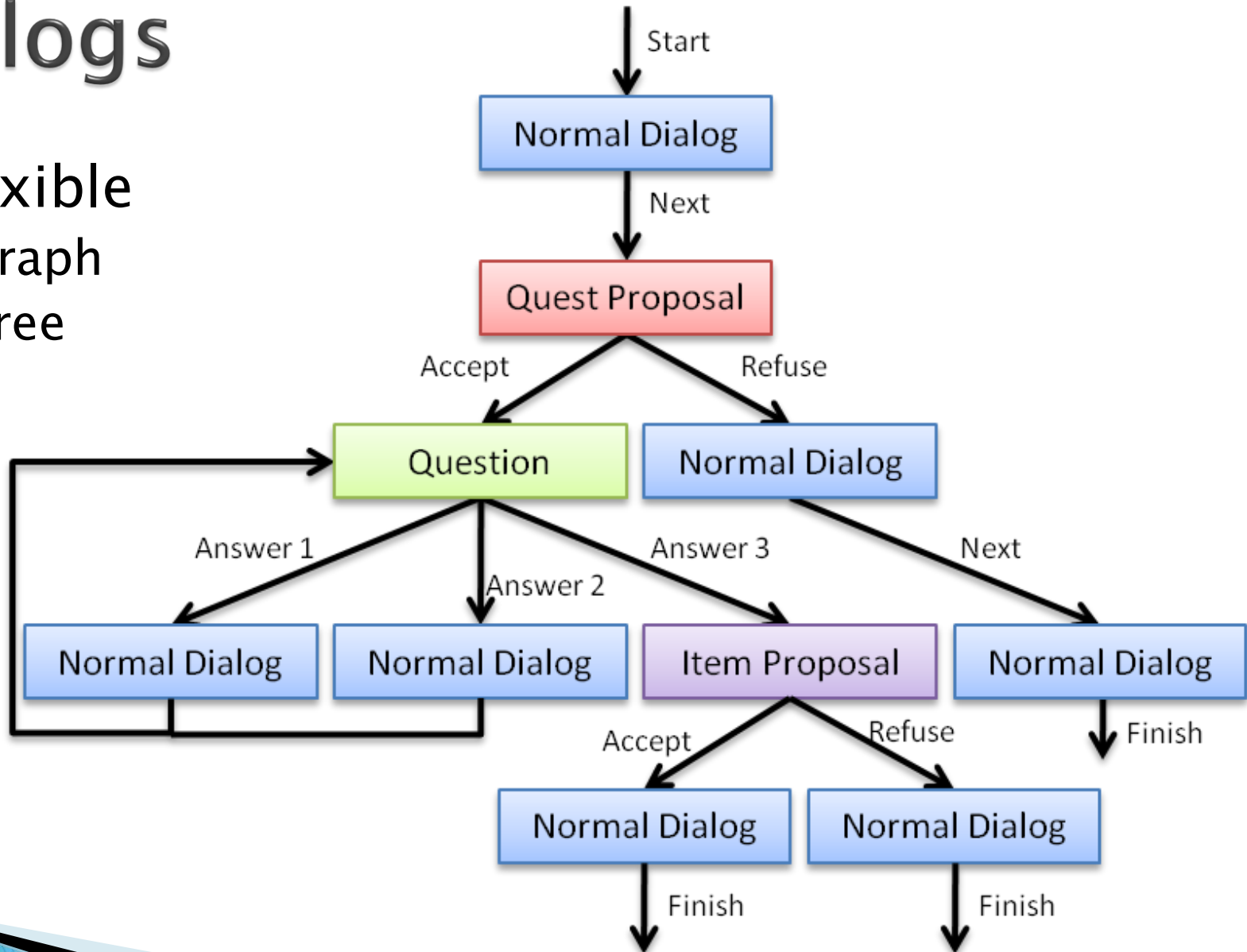 - Reach a location
  - Collect items
  - Solve puzzles

Quests

- Puzzles quest
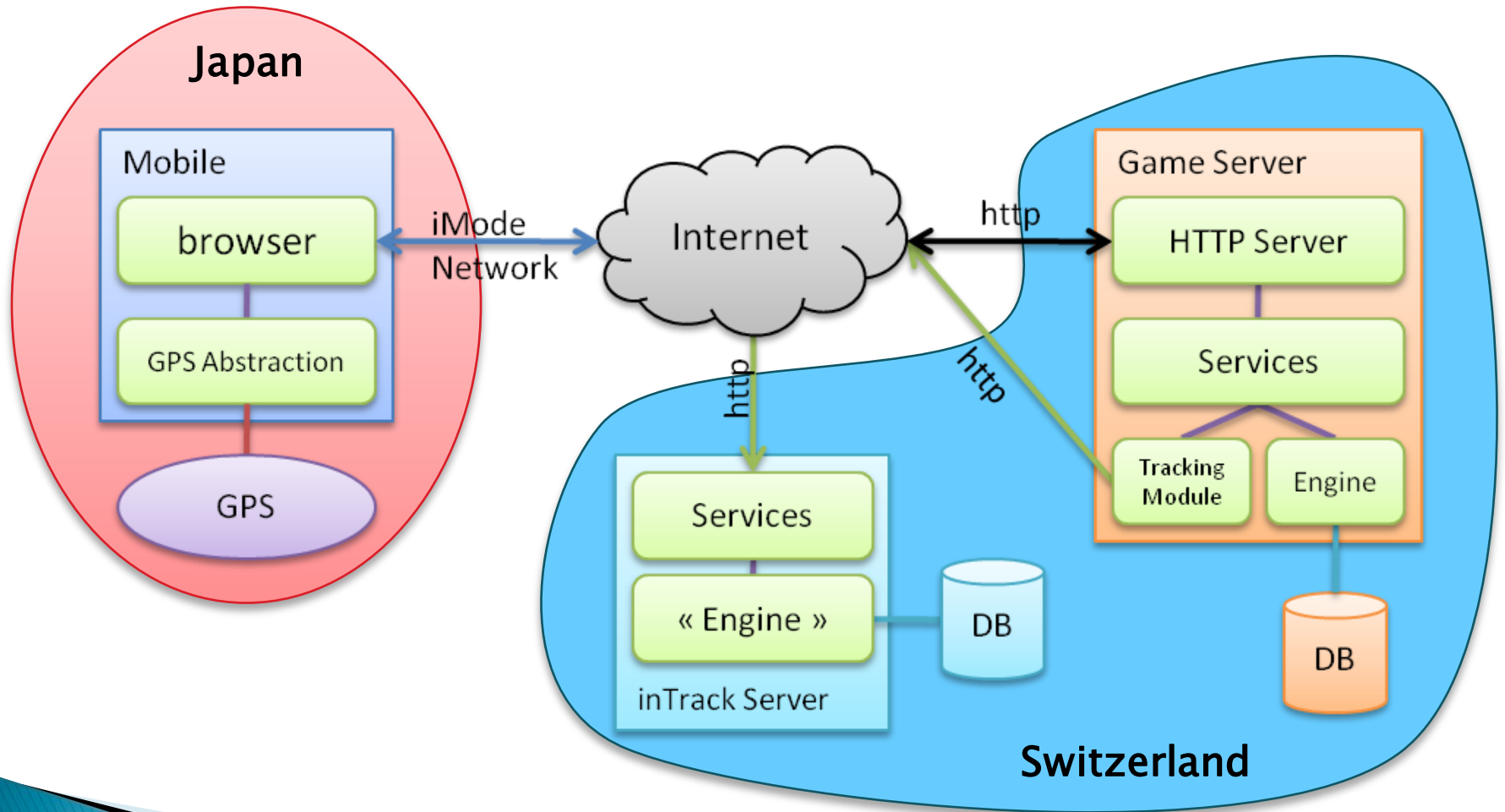 - Players interaction
  - Two or more players

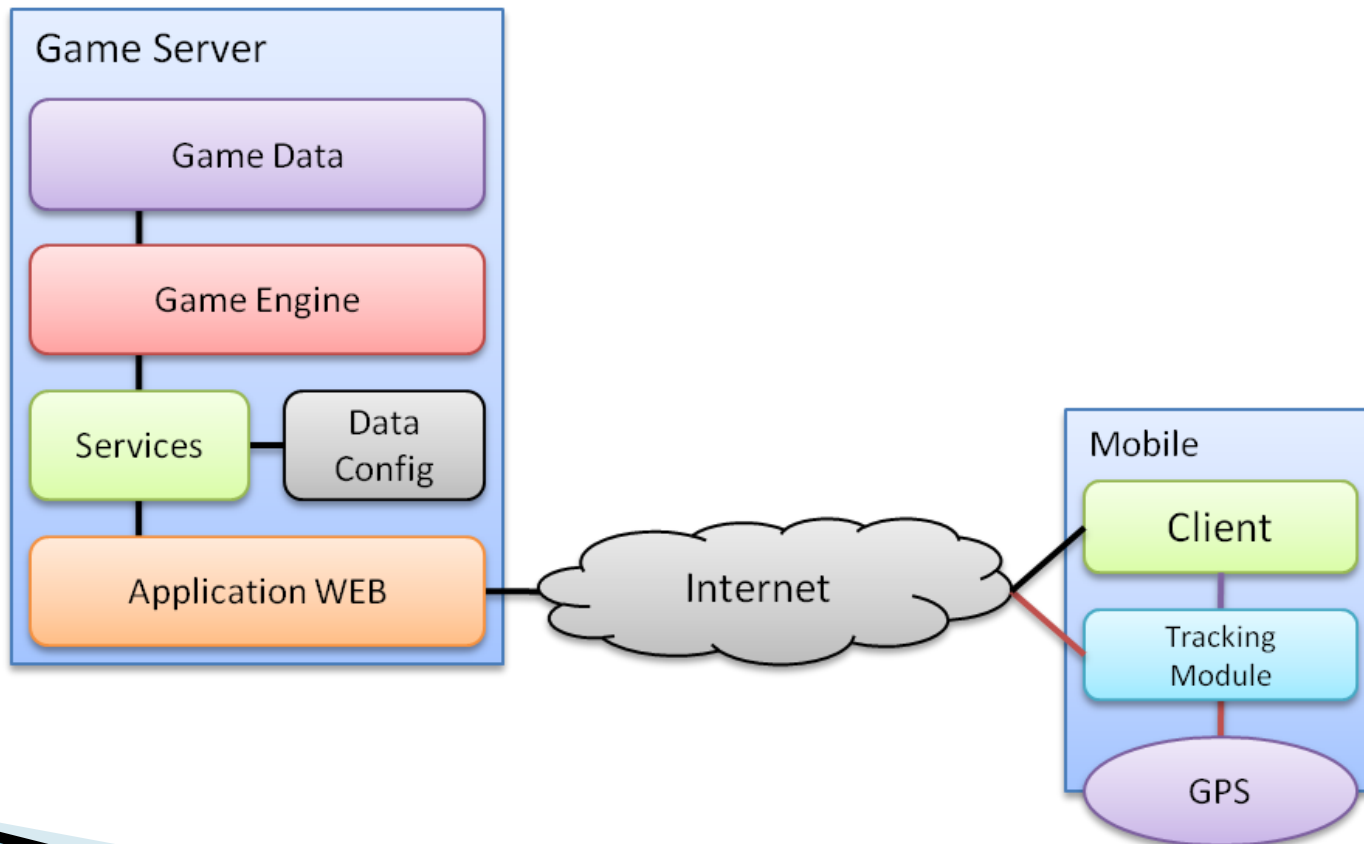# Dialogs

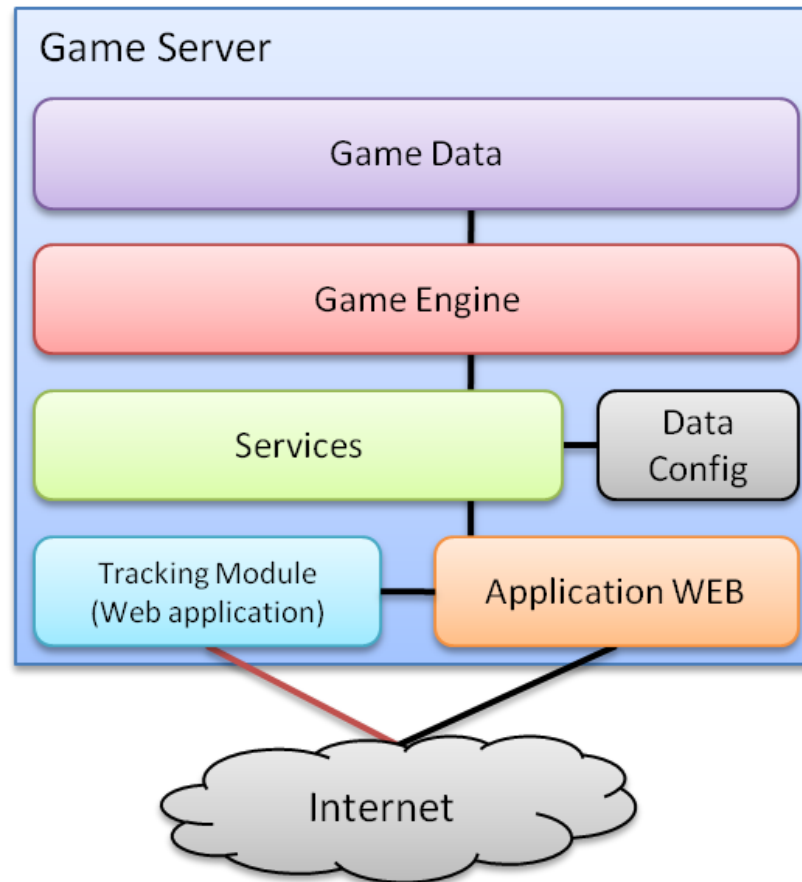▸ Flexible
  ◦ Graph
  ◦ Tree

System Architecture

Tracking Module – Phase 1

▸ Tracking module on the mobile client

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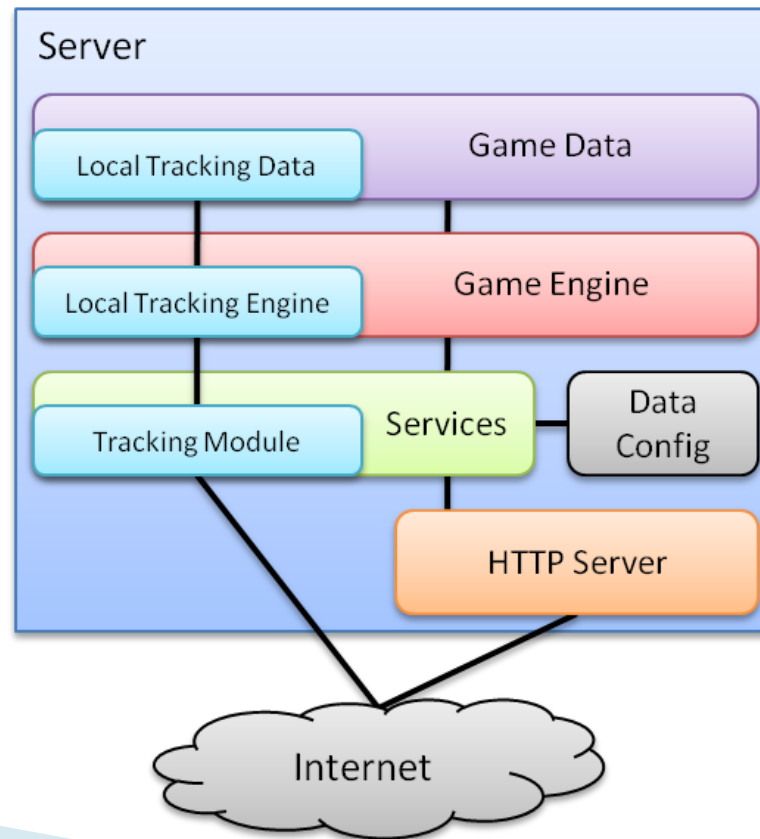# Tracking Module – Phase 2
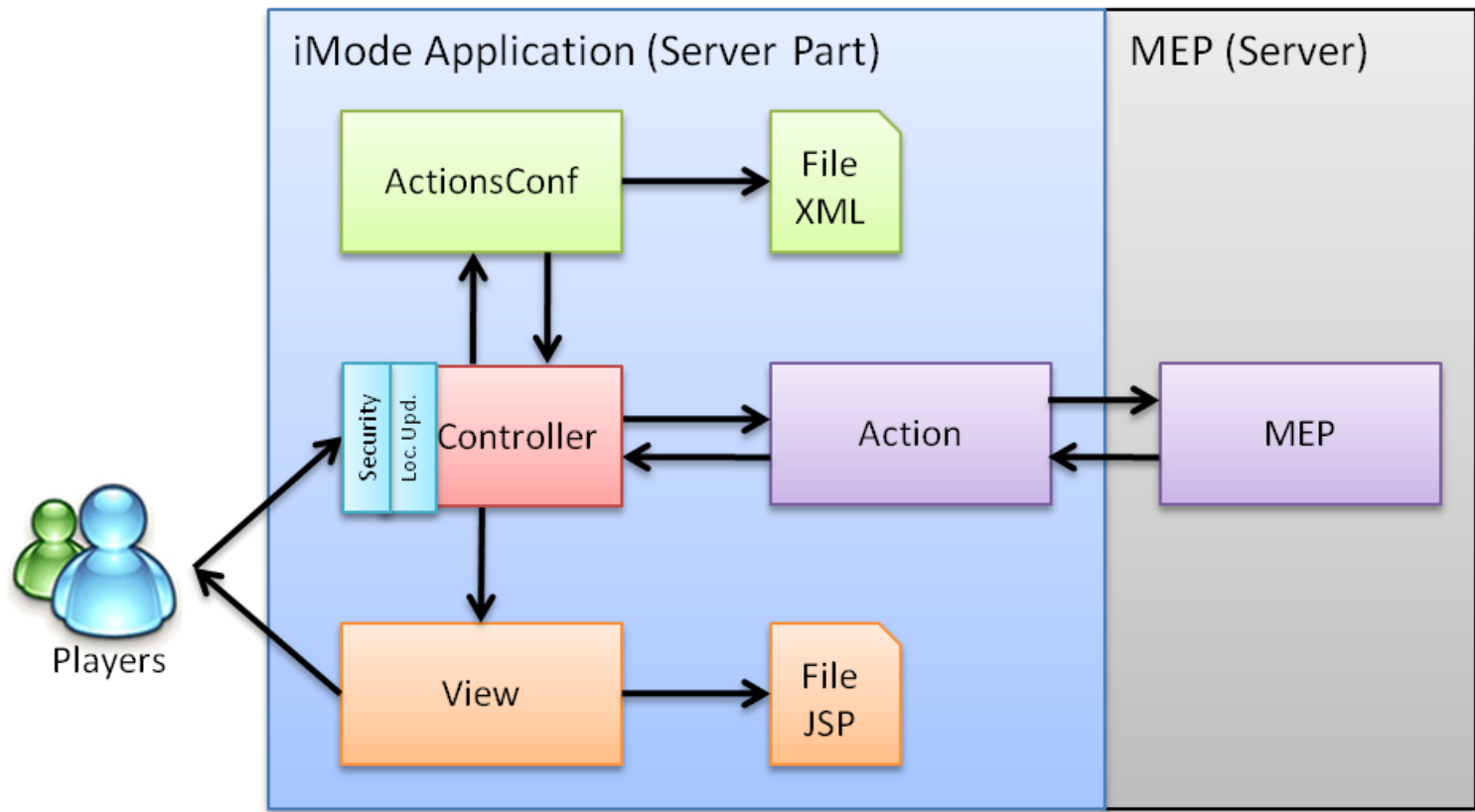
▸ Tracking module through a web application

Tracking Module – Phase 3

▸ Tracking module integrated in the game server
▸ More than just a tracking module

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iMode Application

▸ Model – View – Controller

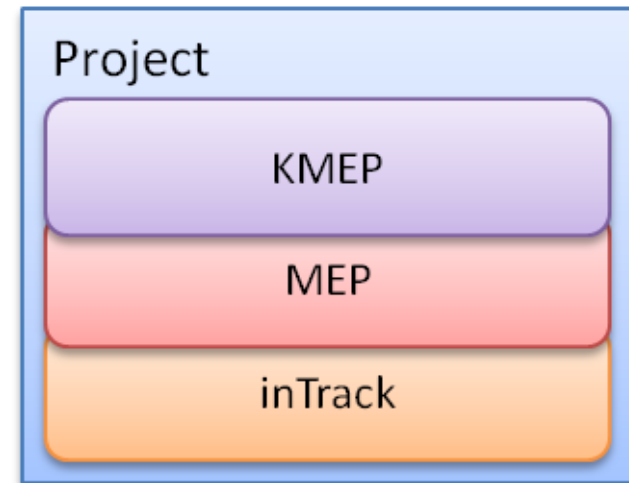# Major Difficulties

▸ Mobile phone development
  ◦ Choice
  ◦ Limitations
  ◦ GUI vs WUI

▸ EJB annotations
  ◦ Difference between inTrack and MEP

▸ iMode MVC
  ◦ Design of a simple MVC

Conclusion

▶ Platform
  ◦ Complete
  ◦ Functional

▶ Real implementation
  ◦ Demonstrative

▶ inTrack
  ◦ Evolution

Project
KMEP
MEP
inTrack

Future Work

▶ **Authoring tool**
  ◦ Coherence
  ◦ Easy configuration

▶ **Mechanism improvement**
  ◦ New quest types
  ◦ Item presence
  ◦ Auto-moves of NPCs

▶ **User Interface**
  ◦ Other platforms

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Personal Conclusion

- Human experience
  - Language
  - Culture

- Technology experience
  - Mobile jungle

- Unique opportunity
  - Unusual

Acknowledgement

- ## Ritsumeikan University
  - ◦ Japanese Society for Promotion of Science
  - ◦ Digital Humanities Global Center of Excellence

- ## HEIG-VD
  - ◦ International Relations Office

- ## FondationHasler

Questions