

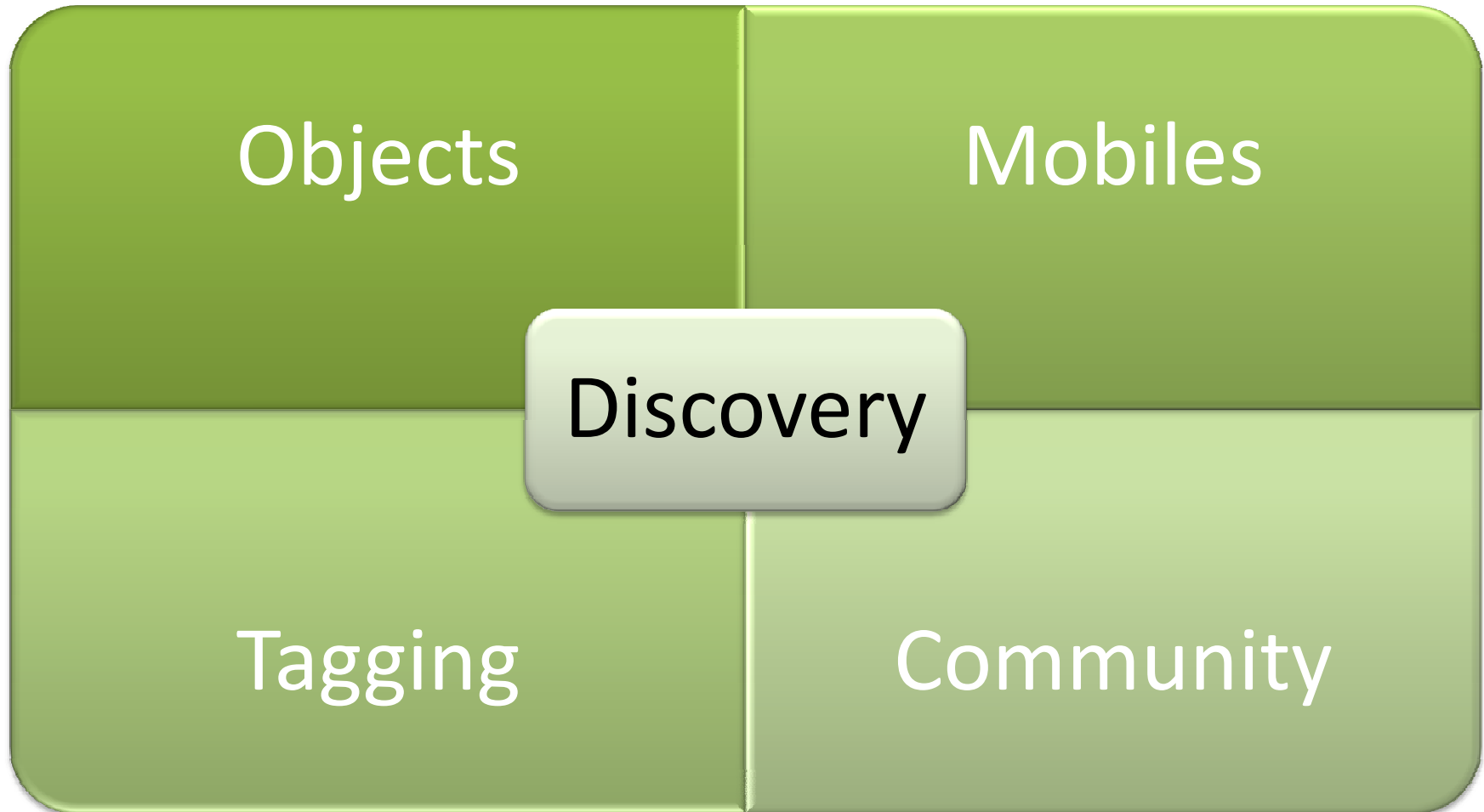
Discovery

Ubiquitous Language learning game

Bashar Al Takroui

Game design course :: the International school of New Media
Winter semester 2006/2007

Game Components



Players

- Language learning students
- Age > 10 year
- Able to use mobile devices.
- 1 to 7 players

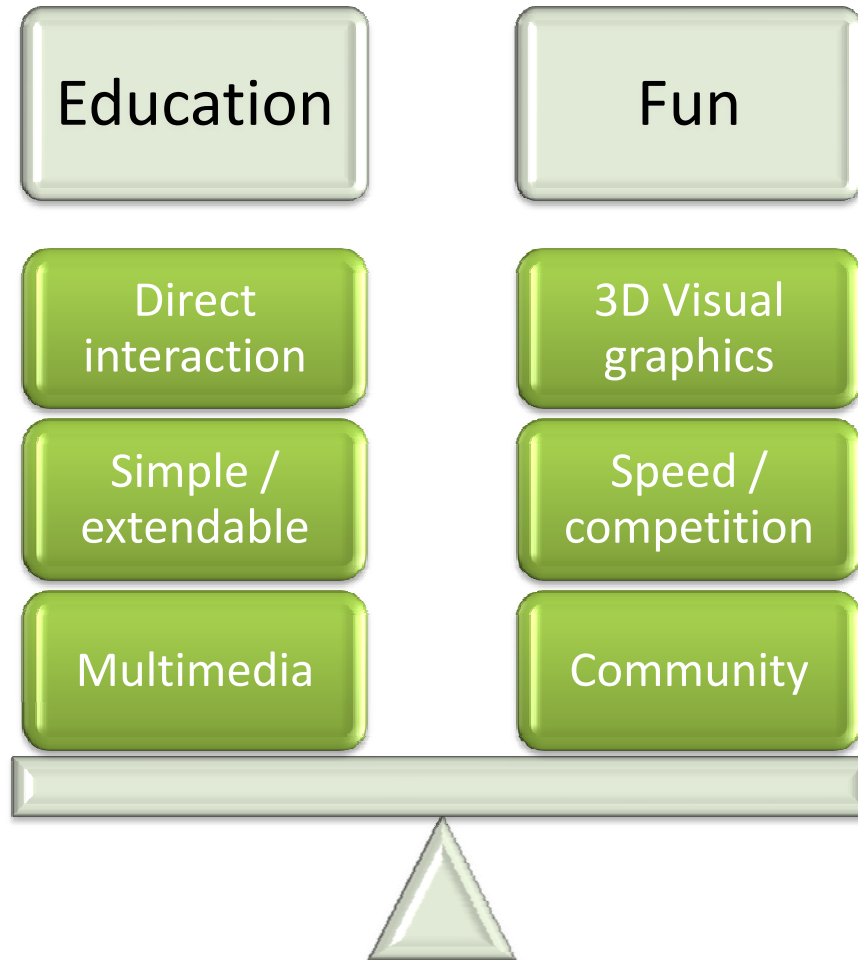
Game description

- A number of objects are assigned a tag.
- Game administrator assigns 5 words to each object and hide a word in one object.
- The players should move through the objects and play against each object until he find the hidden word.
- The player should guess the five words by selecting letters for letter list. (Less errors **more** points).
- The losing object will give a hit about the hidden word.

Game description – Conti...

- The player continues collecting hints until he reached the Hidden word.

Added value



Technology requirements



Mobile

- Mobile/PDA
- MMAPI
- RFID / Camera sensor
- WiFi



Tagging

- RFID tag / 2D barcode.



Server

- Java enabled server.
- Multimedia Streaming server.