

Geospatial Entertainment

MAP-i – PhD proposal

Background

The entertainment industry has currently one of the largest economical growth. The concept of electronic game has been evolving from the primitive concept of arcade game, to the new concepts driven by the technology developments, such as the highly interactive games of the Wii gaming console or the concept of Massively multiplayer online role-playing game (MMORPG) driven by the development of the Social Web.

Location Based Mobile Services (LBMS) are software applications that provide services in mobile devices, contextualized with the geospatial location of the user. Nowadays, there is a wide range of mobile devices available to the masses, such as Personal Navigation Assistants (PNAs) and mobile phones featuring GPS functionality.

The concept of LBMS and the widespread of the enabling technology is prone to the development of a new concept of electronic game that takes advantage of geospatial awareness.

Objectives

The main objective of this work is the development of a new concept of electronic game based on the LBMS technology.

The specific scientific/technological objectives are the following:

- To study of the state of the art of LBMS, game development and the Social Web;
- To analyze the issue of geospatial awareness in electronic games and to develop of a new framework for game development based on the LBMS technology;
- To create a LBMS that implements an electronic game conceptualized over the developed framework;
- To evaluate the validity of the concept created and the performance of the framework developed over a set of test cases.

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