

Pixoloo

Eine mobile und ortsabhängige Anwendung

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Pixoloo

Ausgezeichnete Fotos von ausgezeichneten Orten

CITY

SCHWIMMSTEG JUGENDHERBERG

VERINGHÖFE

OFFNUNG DES SPREEHAFFENS

STADT

ENERGIEBUNKER

GEORGSWERDER HÖHE

SBURG

FÜR WELT

DORF

KIRCHDORFER WIESEN

ER TERRASSEN

ULANDER WEG

QUERS

SCHLOSSINSEL

HARBURG

IBA_HAMBURG

„Hafen-Ansichten“ von Ole Mustermann, 24 Jahre ausgezeichnet mit „Gold“

WIR AUF DER VEDDEL UND IM SPREEHAFFEN

Ablauf

- ▶ **Projekt: Pixoloo**
- ▶ **Einordnung des Projektes**
- ▶ **Masterarbeit**
 - ▶ Kontinuierlicher Verbesserungsprozess
 - ▶ Pervasive Gameflow
 - ▶ Pervasive Game
- ▶ **Resümee**
 - ▶ Risiken
 - ▶ Andere Arbeiten
 - ▶ Ausblick / Fazit
- ▶ **Literatur**



Beschreibung

Projekt Pixoloo

Projekt: Pixoloo

- ▶ Internationale Bauausstellung (IBA)
- ▶ Warum sollten die unser Projekt umsetzen?
 - ▶ Pervasive Computing schafft neue Möglichkeiten
- ▶ Warum machen wir das?
 - ▶ Pervasive Computing anwenden
 - ▶ Ergänzung zu Masterarbeiten



Pixoloo

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von ausgezeichneten
Orten



IBA_HAMBURG

WIR
AUF DER VEDDEL UND
IM SPREEHAFFEN



Einordnung

Projekt Pixoloo

Ubiquitous Computing

“The point is to achieve the most effective kind of technology, that which is essentially invisible to the user. To bring computers to this point while retaining their power will require radically new kinds of computers of all sizes and shapes to be available to each person. I call this future world ‘**Ubiquitous Computing**’ ”

Weiser (1993)

Pervasive Computing

“Pervasive computing is about enabling people to gain immediate access to information and services anywhere, anytime, without having to scrounge for a phone jack. However, while mobility and wireless technology are a big part of it, it's really about making ebusiness personal.”

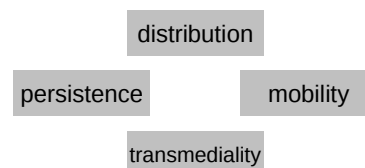
Bregman



Pervasive Gaming

“Pervasive gaming implies the construction and enacting of augmented and/or embedded game worlds that reside on the threshold between tangible and immaterial space, which may further include adaptronics, embedded software, and information systems in order to facilitate a ‘natural’ environment for gameplay that ensures the explicitness of computational procedures in a postscreen setting.”

Walter (2005)

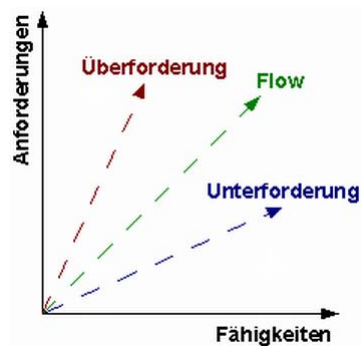


Masterarbeit

im Rahmen von Pixoloo

Pervasive Gameflow

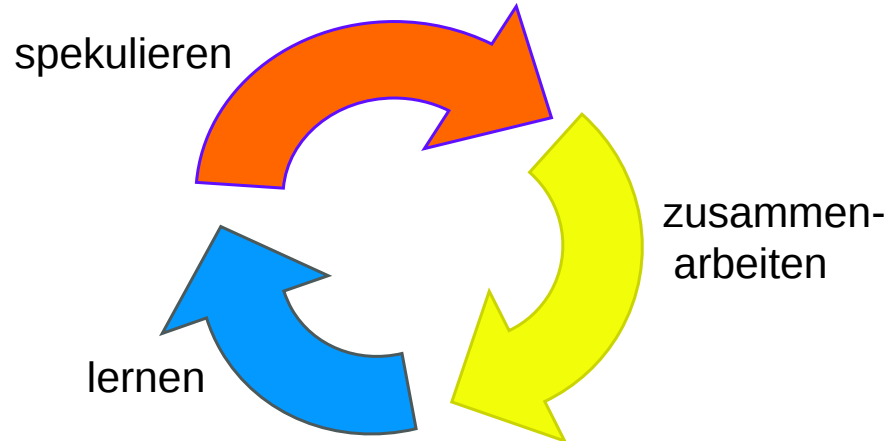
▶ Flow Theorie



Pervasive Gameflow

- ▶ Concentration
- ▶ Challenge
- ▶ Player skills
- ▶ Control
- ▶ Clear goals
- ▶ Feedback
- ▶ Immersion
- ▶ Social Interaction

Kontinuierlicher Verbesserungsprozess



Master-Thesis

- ▶ Wie kann man ein Pervasive Game adaptiv gestalten?
- ▶ Welches sind die sinnvoll adaptierbaren Bereiche?
- ▶ Wie wird Feedback erhoben und eingearbeitet?



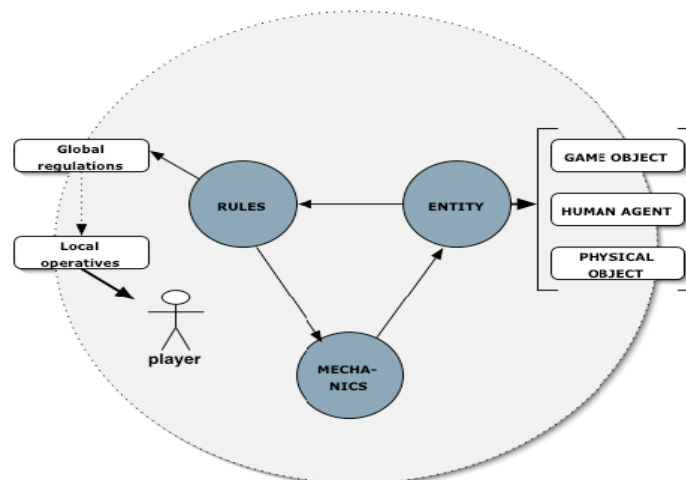
domain-specific language (DSL)

“A **domain-specific language (DSL)** is a programming language or executable specification language that offers, through appropriate notations and abstractions, expressive power focused on, and usually restricted to, a particular problem domain.”

van Deursen (2000)

- ▶ **Analyse**
 - ▶ Identify the problem domain
 - ▶ Gather all relevant knowledge
 - ▶ Cluster this knowledge semantic notions and operations
 - ▶ Design a DSL
- ▶ **Implementation**
 - ▶ Construct a library that implements the semantic notions
 - ▶ Design and implement a compiler
- ▶ **Use: Write DSL programs**

Pervasive Gaming (Rules, Entities + Mechanics)



Resümee

Risiken

- ▶ Heterogenität
 - ▶ Unterschiedlichste Geräte
- ▶ Technologisches Risiko
 - ▶ Unbekannte Technologien
- ▶ Abstimmung mit kooperierenden Arbeiten
- ▶ Infrastruktur
 - ▶ Bandbreite
- ▶ Was ist, wenn der Projektantrag abgelehnt wird?
- ▶ Die Metapher bleibt



Andere Arbeiten

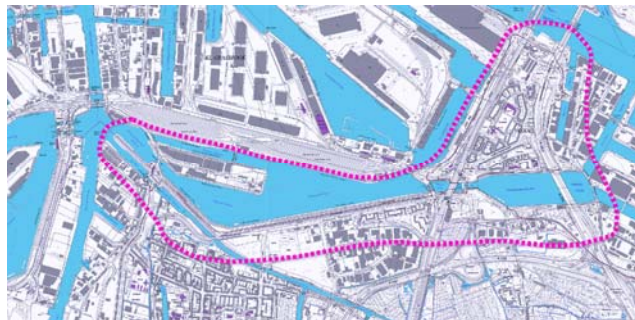
- ▶ **Peer-to-Peer Communication**
Jan Schönherr
- ▶ **Community-Driven Design**
Andreas Herglotz
- ▶ **Framework / Architektur**
Jan-Peter Tutschke
- ▶ **Interaktionsstationen (z. B. Bluetooth)**



Ausblick

Fernziel über die Masterarbeit hinaus:

- ▶ Gestaltungsmöglichkeiten für Nichttechniker
- ▶ Künstler, Spieledesigner, usw.



Fazit

- ▶ Pervasive Computing wird angewendet
- ▶ Schritt in Richtung besserer Gestaltungsmöglichkeiten
- ▶ Koordiniertes Arbeiten mit anderen Studenten



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Fragen ???

