Augmented reality game prototipe about getting involved in interesting and nearby activities.

Using the principles of non competitive games, autonomy and meaningfull engagement.

Objective

The purpose of this elucubration is to enjoy designing something valuable and yet unknown but very possible. We believe that there are things that should happen more often than they actually do. Probably as a consecuence of a lack of material resources or available time, but most of the times and in many contexts it's simply a matter of **effort**, useless effort that we do not enjoy doing in order to get something interesting done. This tool is at the same time a way to open information and thus <u>accesibility</u> to currently happening activities, a way to <u>recognize</u> the work done and the energy spent by organizers and participants, and a <u>knowledge</u> builder for how we organize stuff. Beyond this three main utilities there are also intentions to foster some **desirable human behaviour** such as opening the usual circles of interaction, exploring more horizontal ways of sharing experiences, fun and knowledge, a better aknowledgment system than institution's titles for aquired abilities, an urgent need for some kind of fundamental knowledges to spread quickly such as environmental concern or social progress and at the same time a strong desire to **reach everybody** and create **strong communities** where people of all kinds knows and interacts with each others in peaceful and constructive ways. This ambitious principles are met rather simply in this aproximation of what an augmented reality game about community revitalizing could be, and shows the potential of digital tools to carry the values of our most complex value systems.

Scafold

The main experience provided by interacting through the game, wich will take the form of a <u>mobile app</u>, would be the physical encounter with other people. The face to face interactions and the creativity and diversity generated outside the app itself in order to design captivating offers that gather people around. That's why we call it a scafold. The game would be just a way to **ease the process** of this activities getting to be made and also creates the **evaluation** and recording

systems that provide every user with a good history of their contributions by means of organizing and also by participating in activities they find meaningful. The app has two main functions. First, something wich is nothing new (other apps like eventbrite or nearify do it as well) that provides the tools for **registering events** made by people with some preconditions like being free, overtly public and accesible to most people, in order to generate an **agenda** of spontaneous things happening in the world, and users can see a personalized view of this agenda based on their <u>personal interests and location</u>. This also includes a notifying system and a tag system for the interests. And then the other part wich is the **verifying** one. We have to be sure that people went to the event in order to give them their points or something, and also let a <u>conversation</u> happen after the event to generate knowledge and support the organizers(maybe one short comment by participant). Preferible having evaluations face to face at the end of every activity. There could be other kinds of <u>questions</u> needed to be answered by participants on the app after the event to ensure that things were done as expected but that would be it (Did the content matched the description? How many people were there?...). And then we can add a layer of <u>achievements</u> only visible to users themselves in order to incentivize <u>growing social skills</u> and <u>direct action</u> by organizing interesting and desirable content in their neighborhoods.

Groups intelligence

Many people will percieve more than what one person can do. If you ask people to give an accurate guess on how many people attended a gathering they will be incredibly right if you calculate the mean of all guesses. This is an example of the power of groups in order to provide the game with <u>accurate information</u>. The main innovation here is to **trust groups of people** in order to verify that something was done and with what efficacy, that is, has the activity <u>met the expectations</u>? Also constructive and encouraging comments are valuated and why not a bit of criticism too if done respectfully. The main feature of the app would be a mechanism of <u>checking in</u> (meaning confirm assistance) that requires mobile to mobile contact, to ensure that two or more people have met in real life at the same time in the same place. This process can be started by the organizer and then spreaded by every assistant that has already been checked. It is easy to cheat when you are the only one making sure that you have achieved something. In a conventional videogame, the creators have all the power to measure and check if a condition has been met. In real life only communities can do this properly. There are challenges here also on how to avoid cheating but if you make the points and achievements <u>private</u> who would want to put effort to cheat? It relies on the honor and self acknowledgment of oneself. If you want to start the journey you have to believe on it, and **you compete against yourself cooperating with others**. The more activities happening around you, the more chances to participate and earn points (and real life experience).

Social skills curve

We realise that for a regular videogame player the challenges proposed by this game are really **challenging**. Going outside and being in bone and flesh form can

be difficult, and much more if you are the organizer wich <u>exposes you</u> to a lot of people, but it's a very useful skill to be able to talk in public and to be present with other people. So in order to facilitate the players evolution we could build a layer of recomendations, tutorials, resources in general to introduce people to easy gatherings, like for example games of any kind, sports matches or any other kind of activity that they may be <u>used to</u>. The point here is to unravel the hidden potentials of individuals to **enrich their communities** and make them open and diverse, but easily. A guide on how to treat new people and introduce them to the activity or a guide to make fun talks about important issues could be very needed here. Many people are already doing amazing stuff in their communities, let them be teachers by promoting <u>tutorial gatherings</u> on precisele how to organize things. We can create a specific tag for tutorials on required skills in order to keep advancing in the game, and more important, users will have the capacity to <u>see wich interests are abundant</u> in their places wich aren't being met with activities. So in the moment that someone does something wich involves those interests everyone that has them will be notified and it may be a great success (and a good points gain for the organizer). So, if the points and achievements are hidden to the public, where is the reputation system that ensures the quality of the offer? Well, lets trust old ways of reputation. If we create encounters between inhabitants of a given place they will start to know each other and then reputation can happen outside our scafold. You can always take a screenshot if you are very proud of your score. Anyway, we should provide a way to <u>alert missuse</u> of the platform for example by creating a false description and a guide to recycle the assitats to a failed event.

Where can incentives take form?

In our game/app incentives can take the form of achievements, points, levels and their asociated <u>missions</u>. Missions? Yes, every good game has quests on it. We can design progressive quest in order of difficulty that invite the player to do **different things that what they would normally do**. Take them out of their comfort zone. Push them a little to improve their skills or to meet experienced users. Give them tips on what has been done already somewhere else that could be succesful here if they are low level, and dont do this if they are already experienced. Adapt to their interests and tease them with personalized (specialized by tags) super achievements that will engage them in a constructive effort to improve their community and change the expectations of people attending a talk or a organization meeting. Make them super organizers that provide an unseen level of quality and innovation in everything they do. Let them get real proffesionals of this and presume of their enourmous experience in order to apply for jobs, etc. There are a lot of things that we can incentivize, such as some privileged interests such as environmetal friendly activities, actions that generate solidarity, key knowledges and stuff, wich of course may be harder to organize and to engage people in participating but they are worth it. Free and low resource activities for example, or decentralized talks where conversation isn't monopolized by one or few speakers. And well, this doesn't substitute other ways of changing the world but definetly feeds most of them pretty well, at least

every move that tries to reach for a broad public and focuses on a fun, active and edifying experience for the participants.

This is not all but i'm going to sleep. Don't forget to have fun.