

# Backseat gaming

Benefit from the highway experience



changing scenery  
sense of motion  
contingent encounter  
provide both drama and manipulative challenges



# Backseat Gaming version I



How road-side objects could be of use to create an understandable and fun mobile game

Understand the characteristics of the linkage between the roadside objects and the game

# Prototype

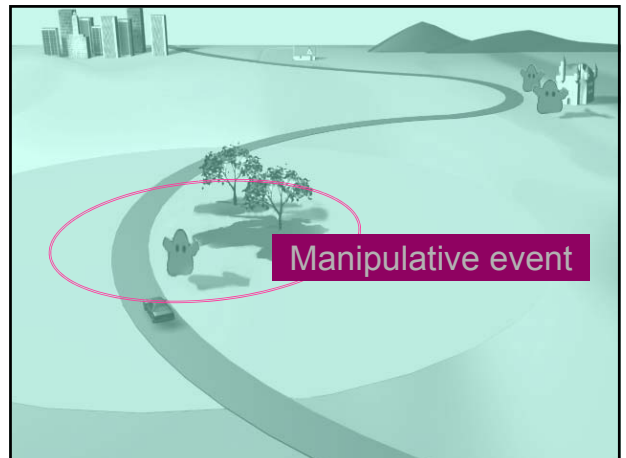
Pocket PC  
GPS card  
Digital compass



# FRAMING STORY

LOCAL STORY

MANIPULATIVE EVENTS





## INTERACTION



Support the concept of using travel as a resource in a game

Awareness

Social Interaction

Fantasy

Squeezer

Magic Hoover

Magic Wand

Pocket PC  
GPS  
Digital Compass  
WLAN  
External button



## TEST

