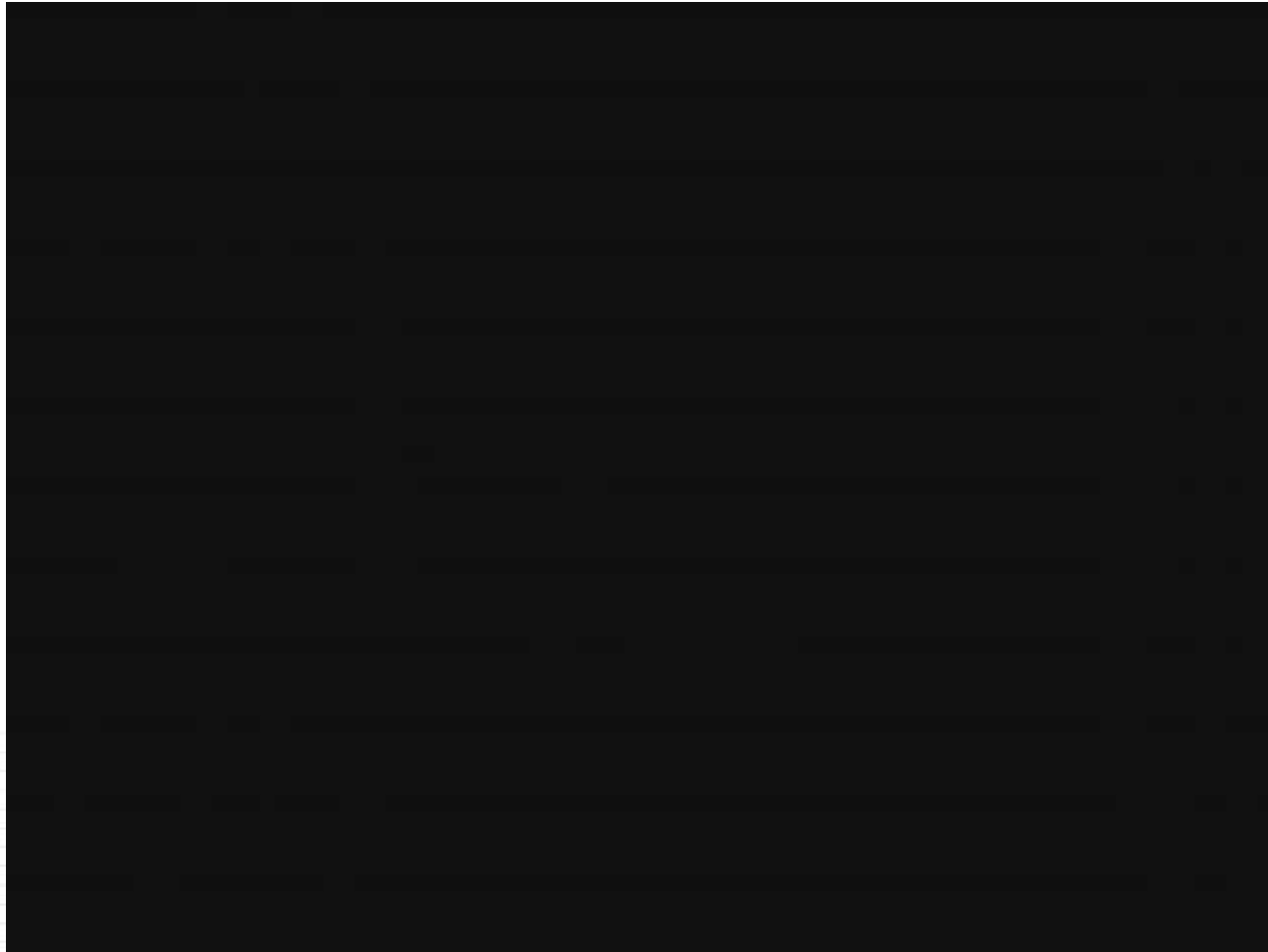


Workshop: Explorative Edutainment

Richard Wetzel | Summer School | 22/09/09



First prototype



Heinzelmännchen legend



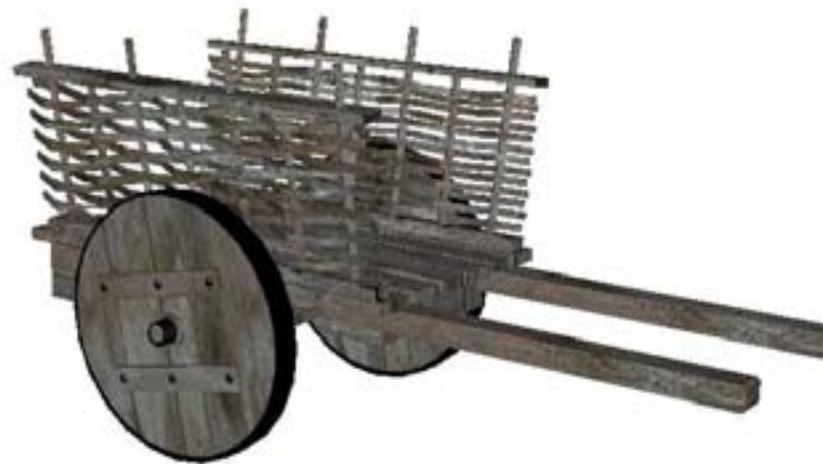
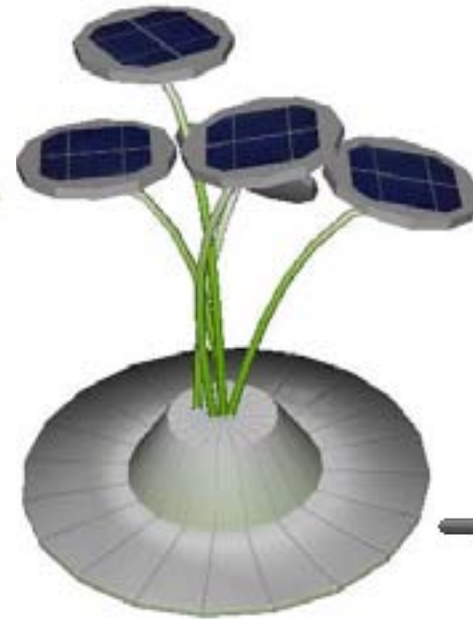
Cast of Characters



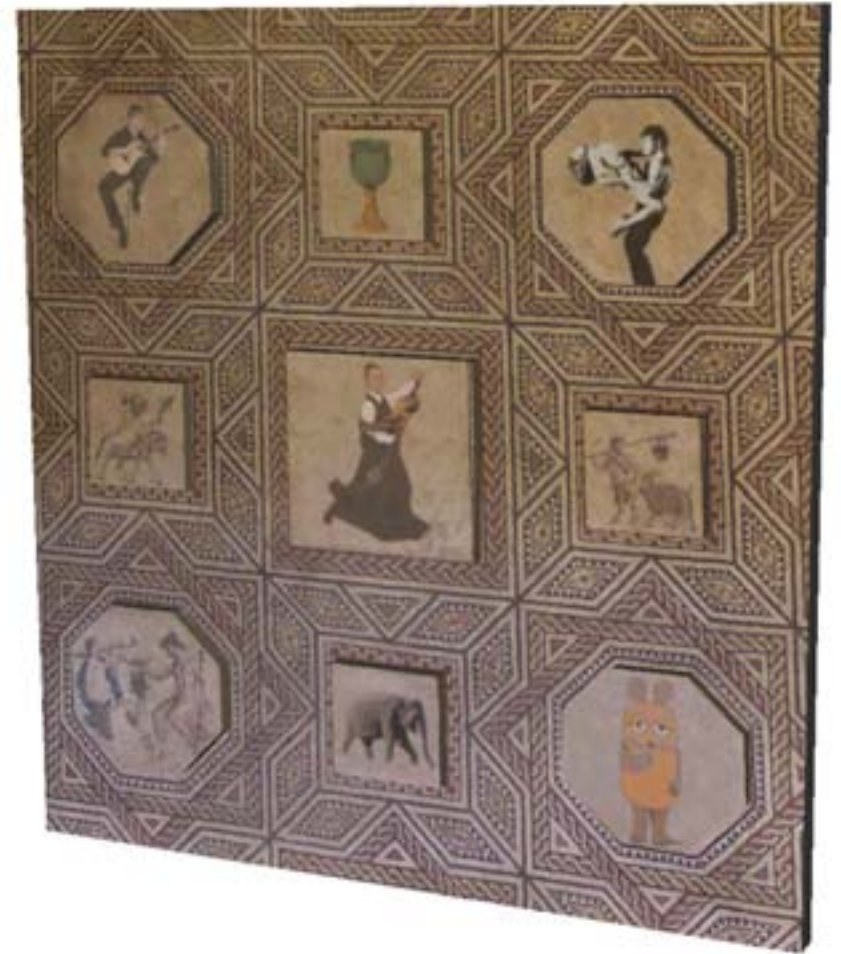
Time travel



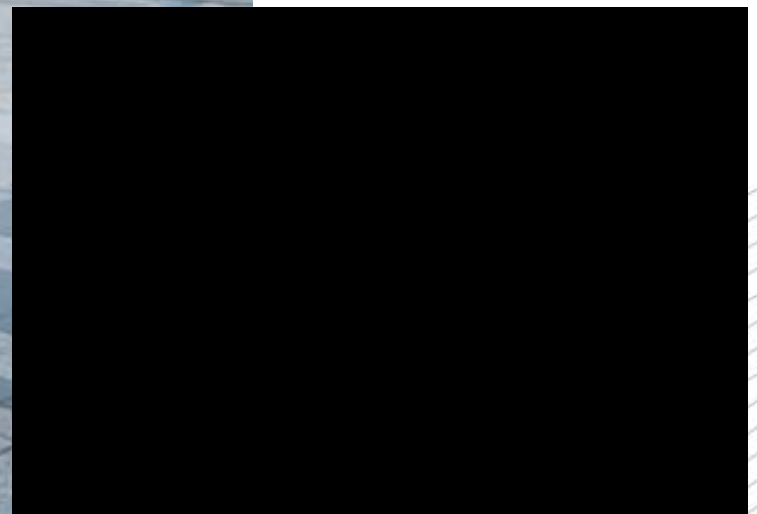
Time periods



Challenges



Current Technology

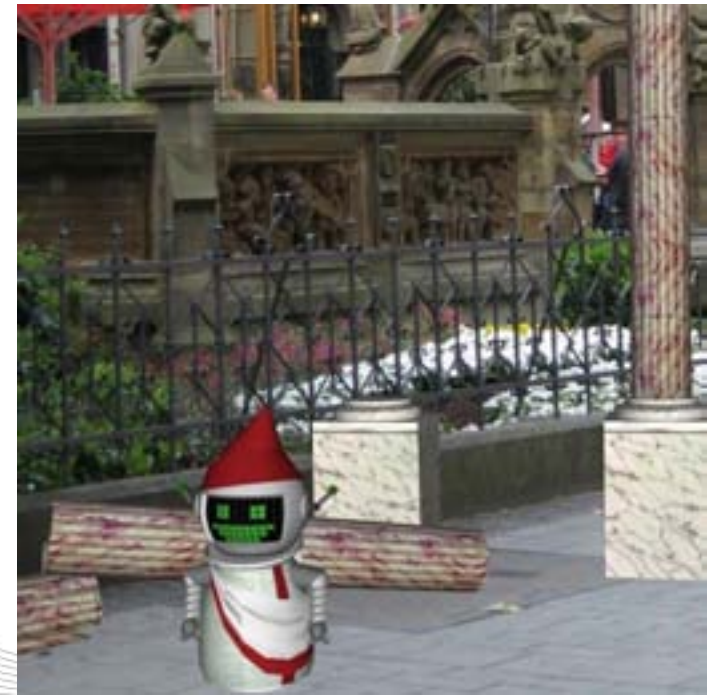


Research questions for final year

- How to create a temporal sense of Presence?
 - Music, sounds, virtual characters and objects

- How to create a continuous sense of Presence?
 - Path structures
 - Spatially expanded challenges

- How to strengthen social Presence?
 - Between players
 - Between players and virtual characters



Workshop topics

- Game design
- Content creation
- Game implementation
- Test runs
- Presentation

