

Misusing mobile phones to break the ice: the tabletop game



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Motivation

Purpose

Game design

Challenges

Demo

Playtesting

Conclusion

tabletop games promote group interaction

fresh teams need a boost to kick-start

smartphones may be very distracting

Ice Breaking

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Cooperation

Psychological safety

Team member familiarity

Dominant vs shy players

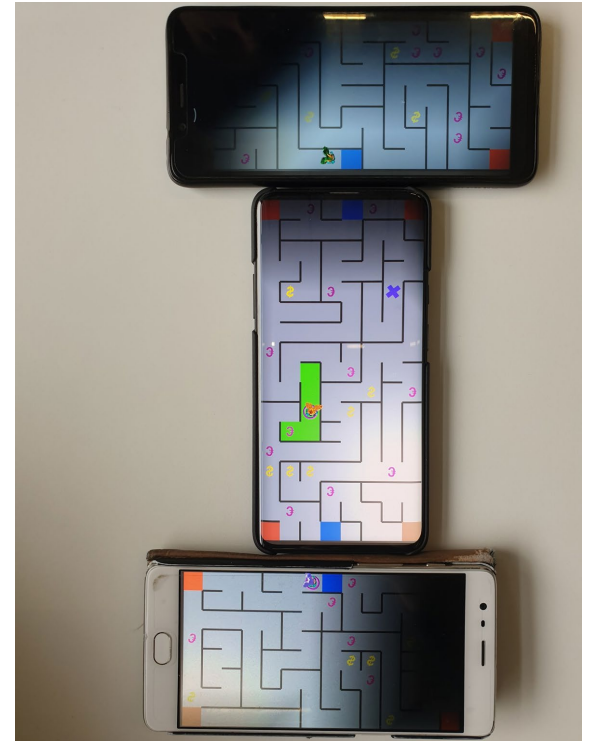
Tabletop across Multiple Phones

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Cooperative maze

Turn-based movement

Changeable maze layout



Cooperation

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Wall shifting
Power-up sharing
Positive experiences

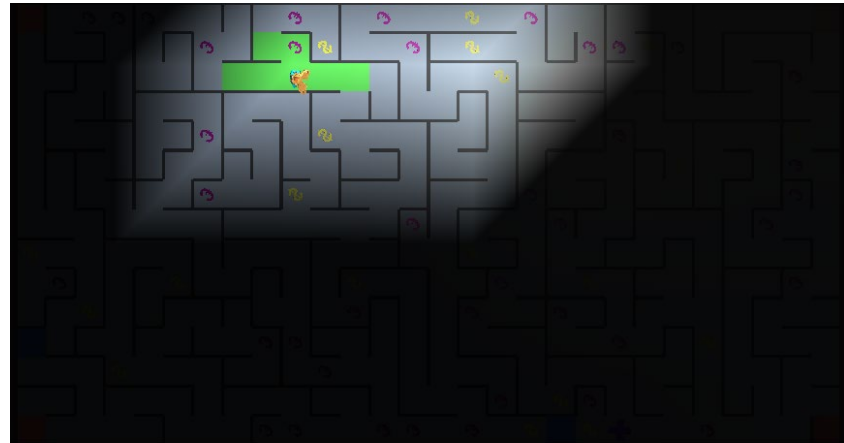


Psychological Safety

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No negative consequences

Fog of war



Challenges

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Networking

Phone “attaching”

Latency

Disparate screen DPI

Support players without phones

Prevent dominant players

Demonstration Video

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Intuitivity

Entertainment

Does it break the ice?

“Maze Maestro helps to create a bond”

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Conclusion

Maze Maestro effectively helps break the ice
needs thorough field validation

Final game vision

- mini-games
- silly player customization
- performance metrics
- tips after play

