



Feedback

The less good

The report starts somewhat abruptly with a quote that we all felt was out of place. We recognize the need to situate the concept, but using a quote which makes clear that current technology has a multitude of sensors (actuators?) and is becoming ubiquitous is already well known.

You also jump straight into what we interpret as alternative uses of the app, instead of introducing and problematizing your concept. We would like to read more about the finer points of the concept, instead of tying it up with other location services.

The part about gamification is interesting, and the relation with services such as Google Latitude. In section 2.1 the gamification term seems to be interpreted correctly. However when you later elaborate on your use of gamification you seem to have missed the point of the article. The article distinguishes *gamefulness* from other concepts like *playfulness*. "*Gamification*" is the use of game design elements in non-game contexts" is the definition used in the article. The activity of classic hide and seek has many playful elements (*paidia*), which makes the activity entertaining. The few rules that exist (*ludia*) does give hide and seek game elements, but it's in itself a playful activity. What you would expect if hide and seek is to be gamified, would be the addition of more gameful design elements like badges, points, leaderboards etc. Your solution does not suggest any additions of game elements, but alters the play to be explored in other dimensions. We suggest that you don't talk about gamification in the article when your solution does not add any gamified elements, especially when the article you are referring to is supposed to end the misuse of the term *gamification*. Your game modes belong in the category of playful design, where the context of play is extended with new dimensions (time and space).

We think the idea of time and space-shifting is interesting, but we see some problems with the implementation of it. Realtime gameplay should be considered, since update of coordinates will be profitable for the hider and a great disadvantage for the seeker, especially in space shifted game mode, which solely bases gameplay on screen interaction. The proposed solution will easily be biased in favour of the hider making the gameplay unbalanced and therefore not working properly in space-shift mode, and therefore less enjoyable and interesting.

Also, for being able to facilitate games for players you should develop a gamezone, where interested players can find others and freely join a game of preferred choice (e.g. normal, time-shifted or space-shifted).

At one point you claim that your implementation negates the findings of other researchers. This is a very bold claim. Are you sure you have employed the word "negate" properly?

The good

- Very nice logo, we like the person "popping" out behind the logo.
- Well written.
- Nice structured article.
- The sources you have used are very relevant to the project.

The discourse on feedback mechanisms other than screen output is good. Striking a balance between the physical interaction and the use of the mobile phone is important. And the solutions you have proposed can make the game even more interesting.

Although you have not sketched any addition of game elements yet, your concept has many possibilities of adding such functionality. One such addition might be measuring the of the time that is used when the seeker tries to find the hider, and maybe giving the hider additional points for hiding for more than ten minutes. There are probably many other additions that can be done, like giving people the power to "hide" their marker for ten seconds (in normal mode) while they try to hide in a new position.

We think that the concepts of time and space shifted gameplay is interesting, irrespective of the actual game. These are two concepts that are well worth pursuing in an academic sense, as well as employed in games. Even though we see some challenges with the concepts, we think it's cool that you came up with them and chose to employ them.

Using the well known concept of hide-and-seeK as the basis for developing a mobile game, where the actual gameplay is focused around searching while moving in space, requires activity for the involved players. Social gaming activities promoting the fitness of the participants should be welcomed by all parts involved.