

FACILITY FOR LARGE-SCALE ADAPTIVE MEDIA EXPERIMENTATION

Adaptive Media for Storytelling and Gaming

Game Technology Center (ETH Zurich)

Julia Chatain

NEM Summit 2017

30/11/17



- Personalisation
- Interaction
- Mobility
- Localisation





ETH zürich

Game Technology Center

Game Technology Center - ETH Zurich

Education | Research | Outreach



Game programming laboratory



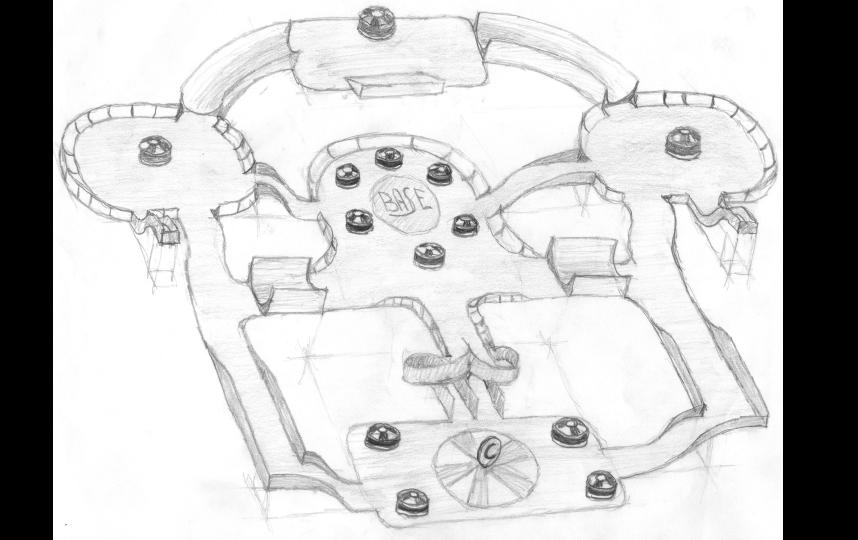
Visual computing specialization

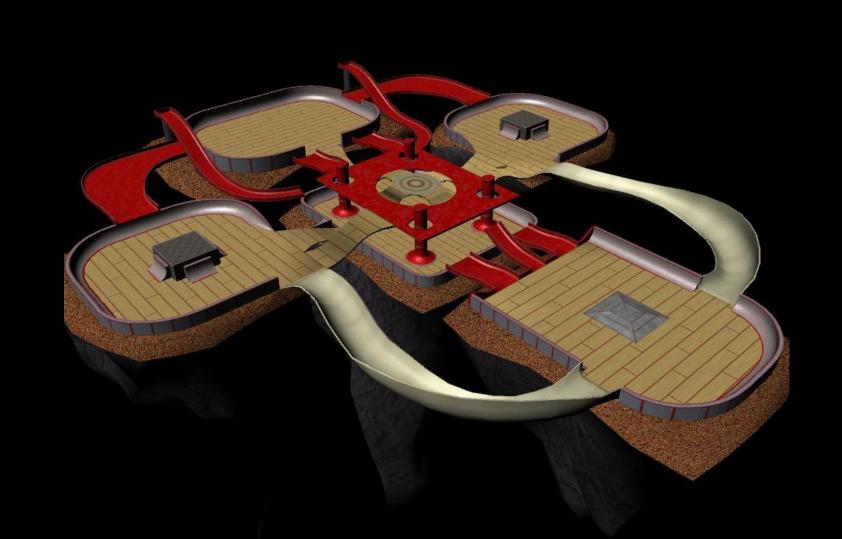
Core computer science





Refinement









Education | Research | Outreach









ETH zürich

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Zürcher Hochschule der Künste Zurich University of the Arts





The ETH Game Programming Laboratory: A Capstone for Computer Science and Visual Computing

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1. INTRODUCTION

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30 publications



3 PhD students+ many MS & BS





Research Mission

Apply advanced concepts in gaming together with analytics and machine learning to better understand human behavior.

Game Science Platform

FLAME

- Authentication & Identities
- Synchronization

- Storage
- Multicasting & Public display
- Notifications
- Localization & Geocoding



- Augmented Reality
- Analytics & Dashboards











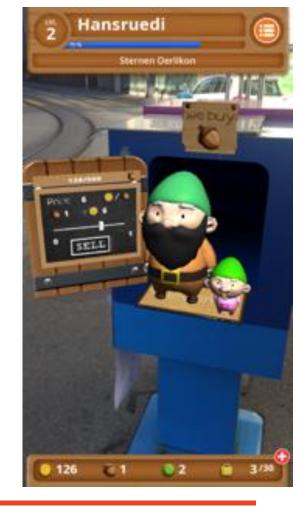


→ Properties:

- Security
- Low latency
- Mobility and continuity

Gnome Trader

Location-based AR Trading Game



Augmented Reality



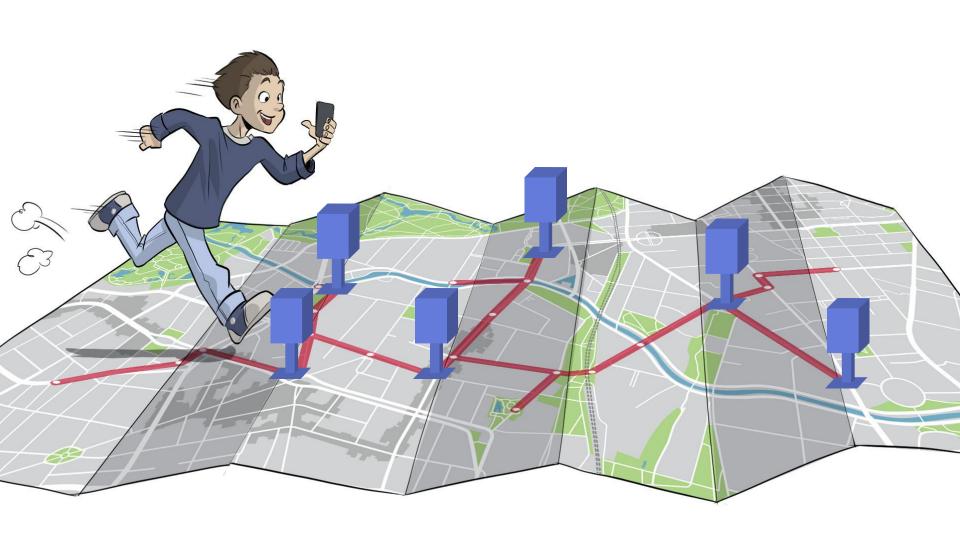


Augmented Reality









Gnome Trader - System







Mathematical rules

Crafting

Seed



Mathematical rules

Combination of the rules from the parent seeds

Gnome Trader - System



Seed



Mathematical rules

Combination of the rules from the parent seeds

Planting



3D model

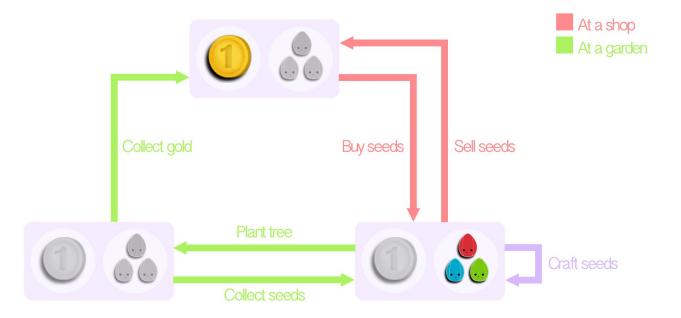
With visual, growth, and aging properties defined by the mother seed



Gnome Trader - System



- Trading
- Crafting
- Planting



Citywide gaming











- Personalisation
- Interaction
- Mobility
- Localisation

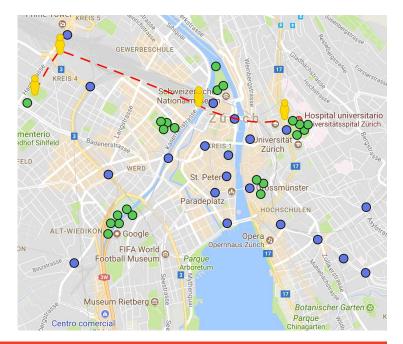








Citywide interaction

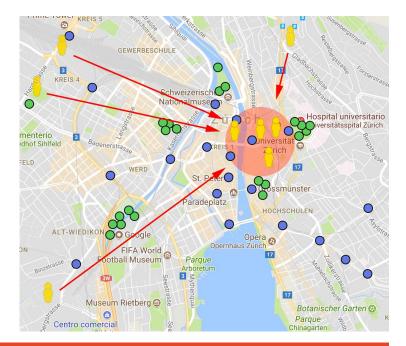








- Citywide interaction
- Multiplayer interaction

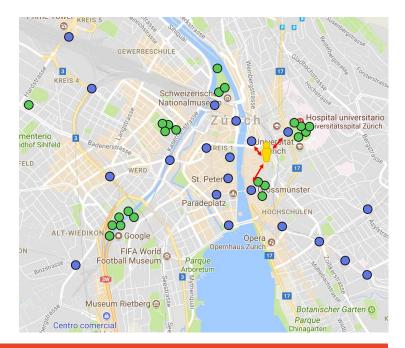








- Citywide interaction
- Multiplayer interaction
- Computational power



Analytics





- How do people move around the city?
- How do they interact with the game? With the city locations?
- How do they interact with each other?
- How do they benefit from the FLAME platform?

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