

M.A.D. COUNTDOWN

A mobile multi-player hybrid reality game



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Slowly into the flow

Game utilization

During the morning sessions (around 2-2,5 hours), most players would learn to play the game using the virtual 6th floor's GUI, and making themselves comfortable with the many game objects, characters, and game texts to read.

It was interesting to see how players, who later during group discussions mentioned they were either experienced Adventure/Ro playing devotees, or loved to play GameBoy games, very easily caught up with the 6th floor's GUI. These participants, then, also proved to be the quickest in solving physical components of the game.

+ drag!

