

Internet Mapping and Location-based Service in Social Media games

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Abstract. Turning social media and location based services structures into game components is an exciting opportunities for researchers to understand cultural acceptance for personal positioning. This research looks at methods for integrating personal positioning and social media to construct games that individuals play while in specific geographic locations. In this case study game players will use their personal position to access clues for the game. The object of the game is to complete a course through a community while providing them we landscape awareness of this community. Unlike the personal positioning game Foursquare, the frequency and publication of their standing is not a reward method use to entice players to the game. In this game design, getting one's self, inside target geofences allows the player to get more cultural clues for additional positioning targets. In this case study, both linear and non-linear game formats where explored with some success and failures of both. The resulting personal positioning and social media game structure was able to trigger the need interaction for players. Additional research on player attraction and enjoyment will need to be done but the basic technical design of the game works. Using personal location has potential for widespread recreational activities that focus on specific cultural landscapes.

Keywords. Social Media Games, Location-based Services, Internet Mapping, Personal Positioning