

**Student:** Killian Desmond

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**Title of Research Paper:**

Pervasive Mobile Games: Creating Forms of Engagement With Public Space

**Supervisor:** Mads Haahr

### **Abstract**

This dissertation examines the impact location based mobile games (LBMG) have on encouraging interactive and positive engagement within public space. Oscar Newman's Defensible space theory and Jane Jacobs' Human Scale are used as references for examples of interactive and positive engagement with public space. The Network Society and Networked Publics are discussed in order to demonstrate the changes technology has had on public discourse, emphasising on the isolated nature of online communities. Johan Huizinga's concept of the Magic circle and Roger Caillois' concept of Paidia and Ludus are examined in relation to LBMGs to provide a framework for analysing later case studies. LBMGs are determined to expand the boundaries of games spatially, temporally and socially.

In chapter three, the primary mechanics of the mobile game Ingress are first examined. Then these mechanics are analysed using the definition of positive engagement with public space established in chapter one. It is established that the game creates positive engagement by promoting the regional rhetoric of the players location through its use of landmarks in its game system. In chapter four, the primary mechanics of geocaching are examined and compared to those of Ingress. It is determined that geocaching encourages positive engagement with public space by remapping the players experiences of the space.