

M.A.D. COUNTDOWN

A mobile multi-player hybrid reality game



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Speeding up the interaction

During the second and final game phase, players later described their feeling towards the game as "accelerating". In the afternoon, at an enormous speed, players examined the virtual 6th floor, only to meet with increasing frequency face-to-face, as well.

Solving the game

We found that players would now start to become very concerned about solving (or braking) the game rather than their class assignments. Many forms of cooperative strategy unfolded: Players - who had known each other for a long time and are friends outside of school - tricked each other alluding



Heroic players meet in the cafeteria face-to-face after they have found out who the saboteur is.

drag!

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