Getting Physical with Tablet Multiplayer

Alistair Aitcheson Independent developer



COLOGNE, GERMANY
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Sharing a single tablet

Physically interacting

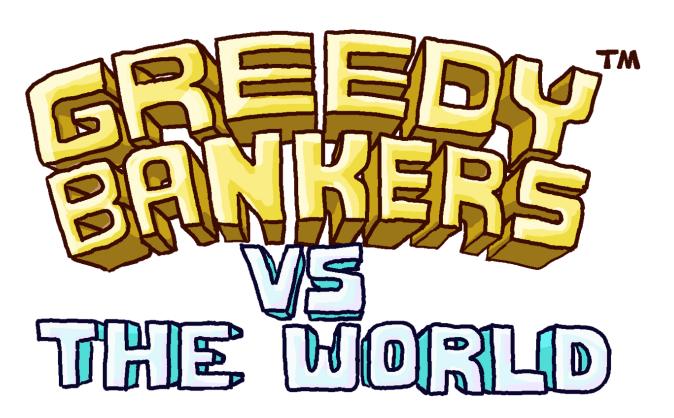


Who am I?

- One-man studio
- Wiltshire, UK
- Maths graduate

- 3 years self-publishing
- Develop 30 Under 30



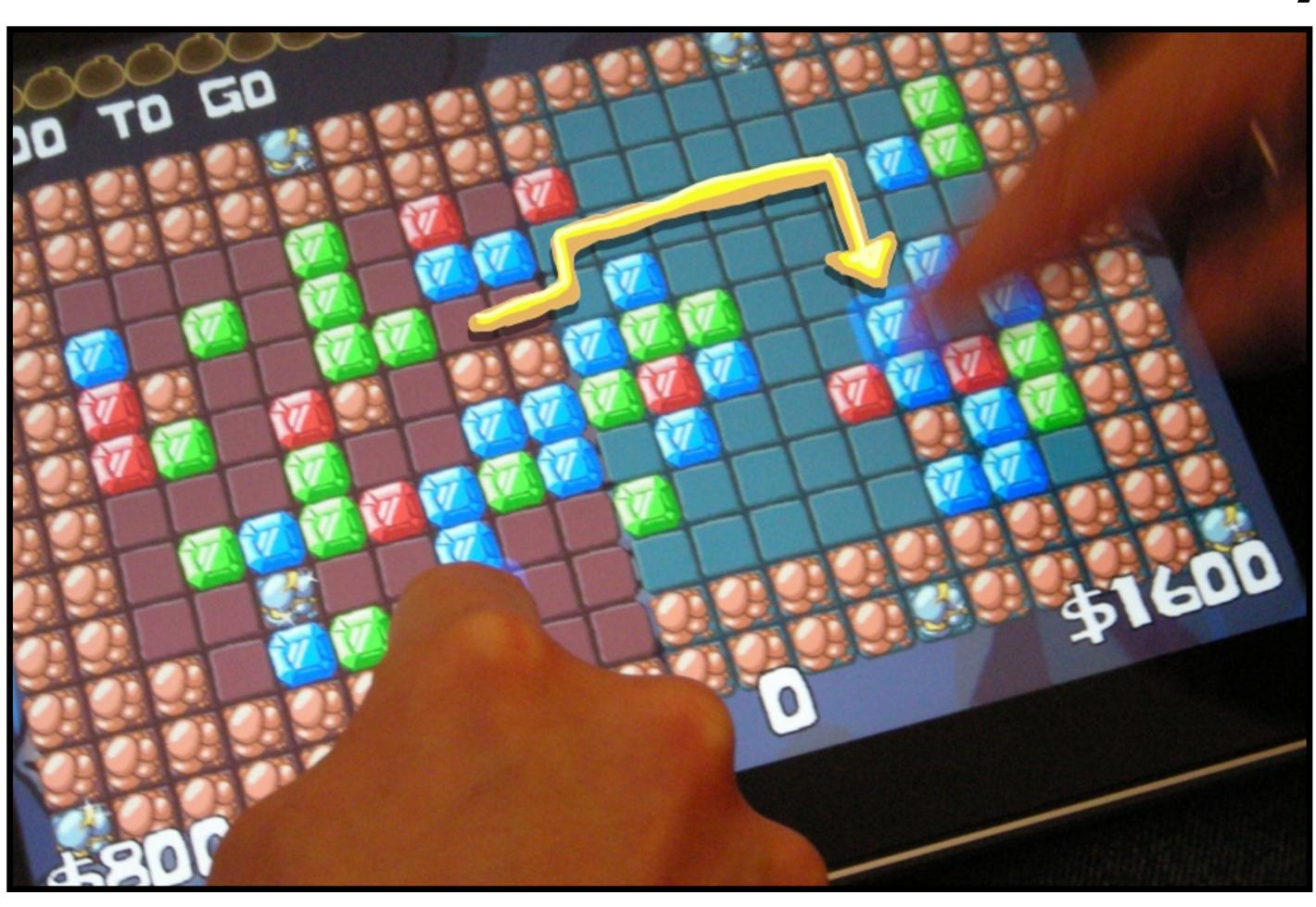


- Simplex
- Multiplayer

- Sept 2011
- Eurogamer



Cheat and steal from your friends!



- Invading space
- Competitiveness
- Stories

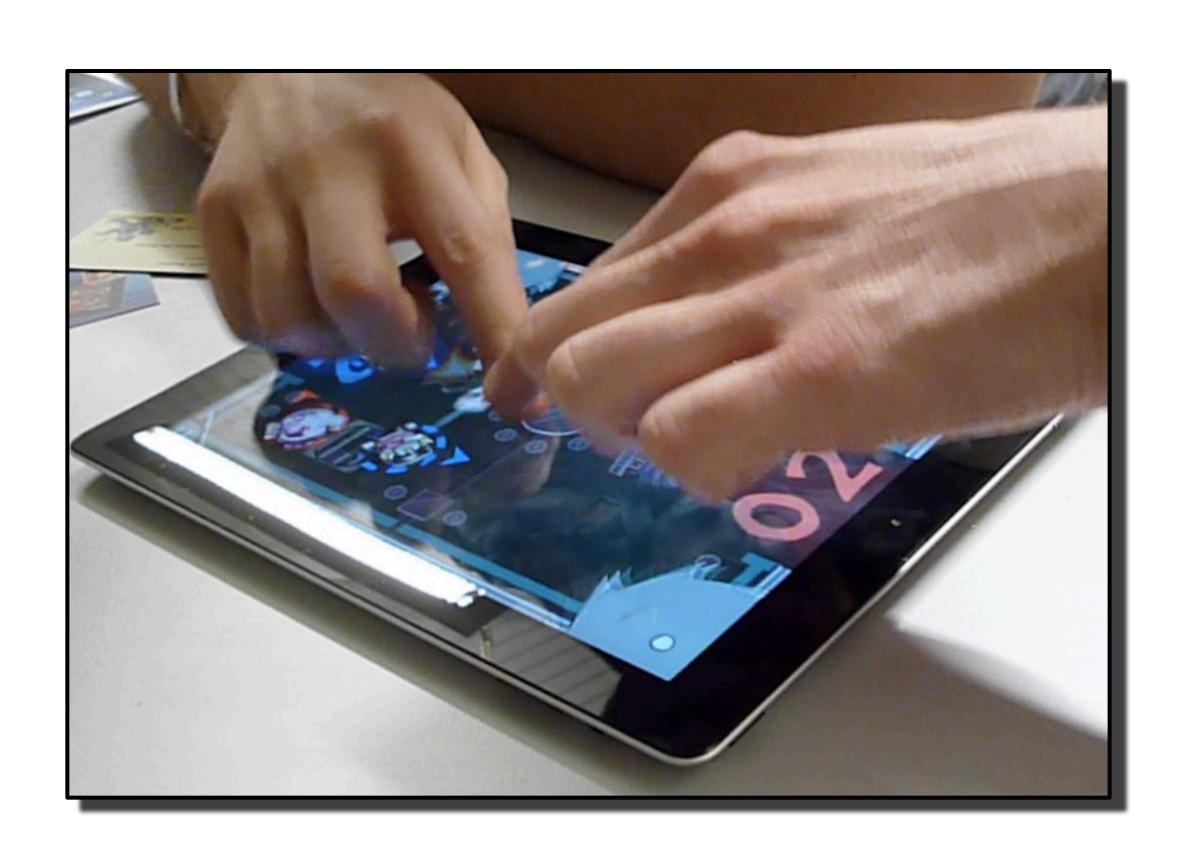




Won't players get in each other's way?

Why is tablet social?

- Space for many hands
- Tactile
- Portable
- Force human contact



Physical contact helps us connect

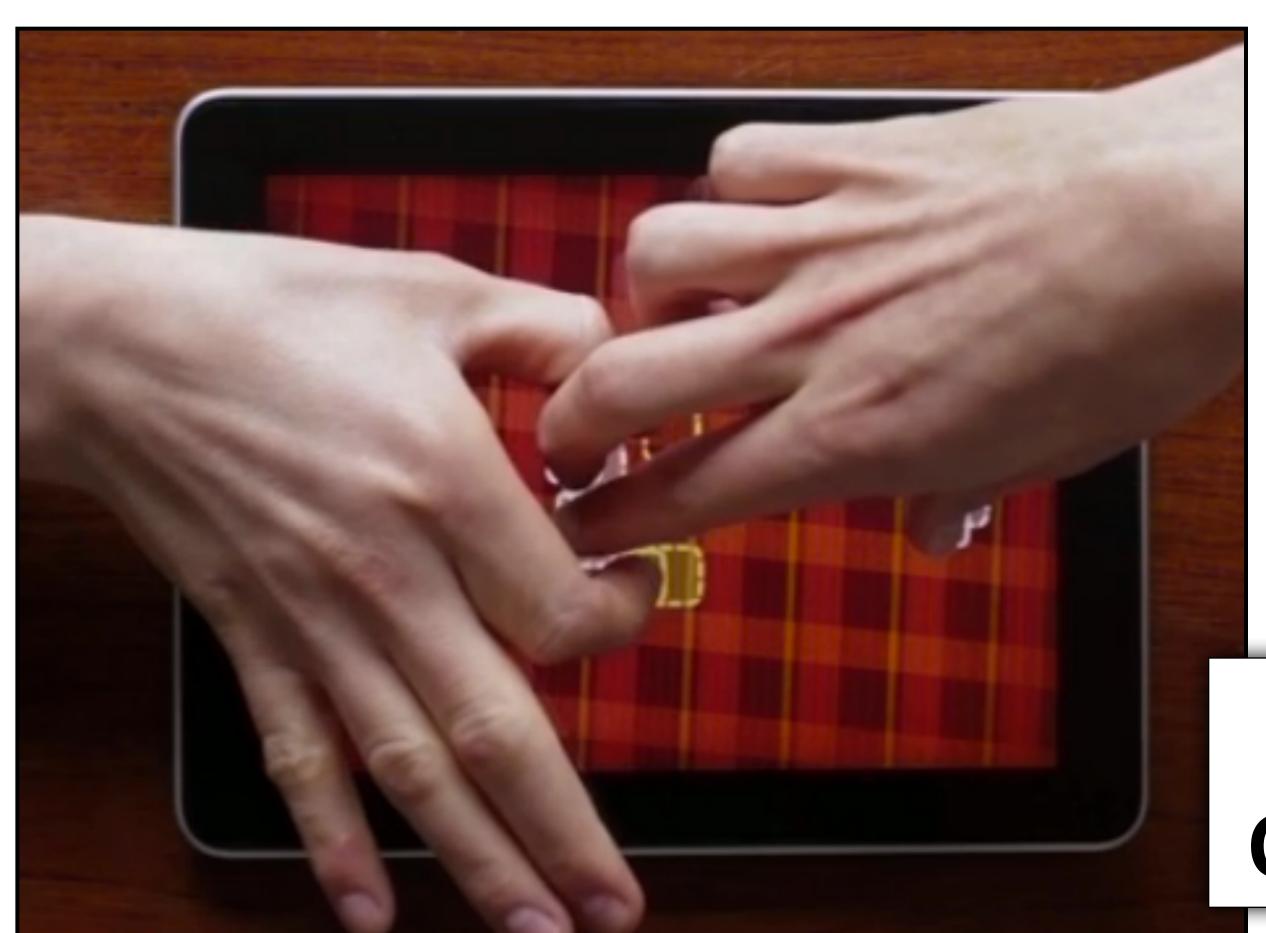


Personal Space Invaders



- Cheekiness
- Not replicable with A.I.
- How close is too close?

Intimacy



Fingle
Game Oven



Physical space is an infinite canvas

GDCEUROPE.COM

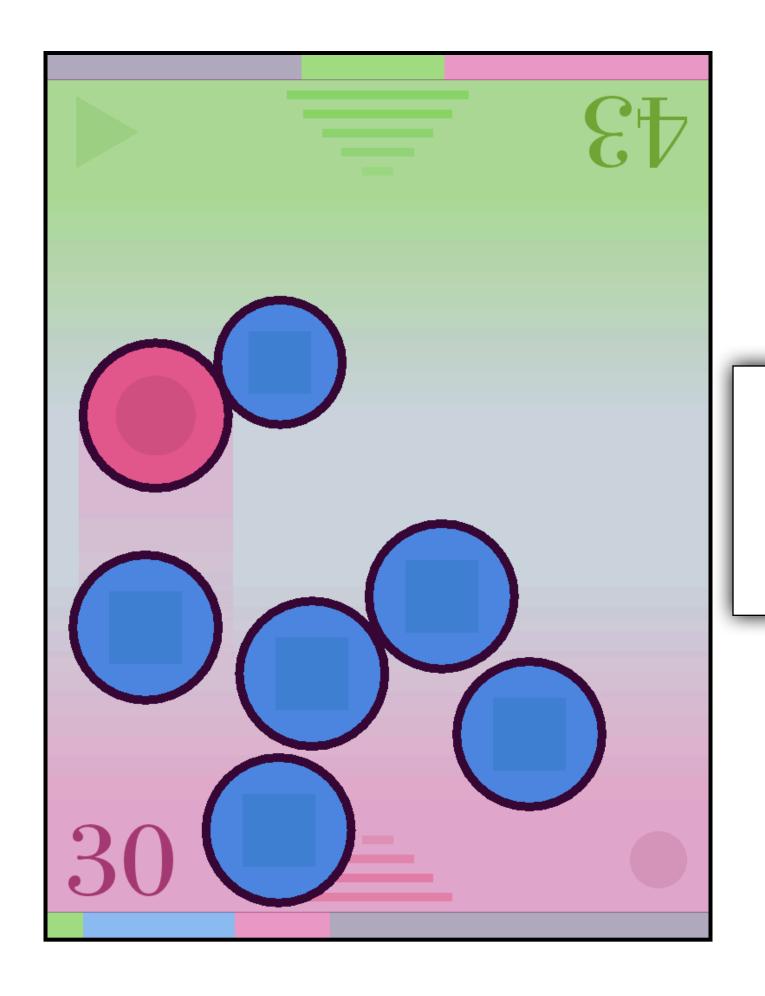
An infinite physical playspace



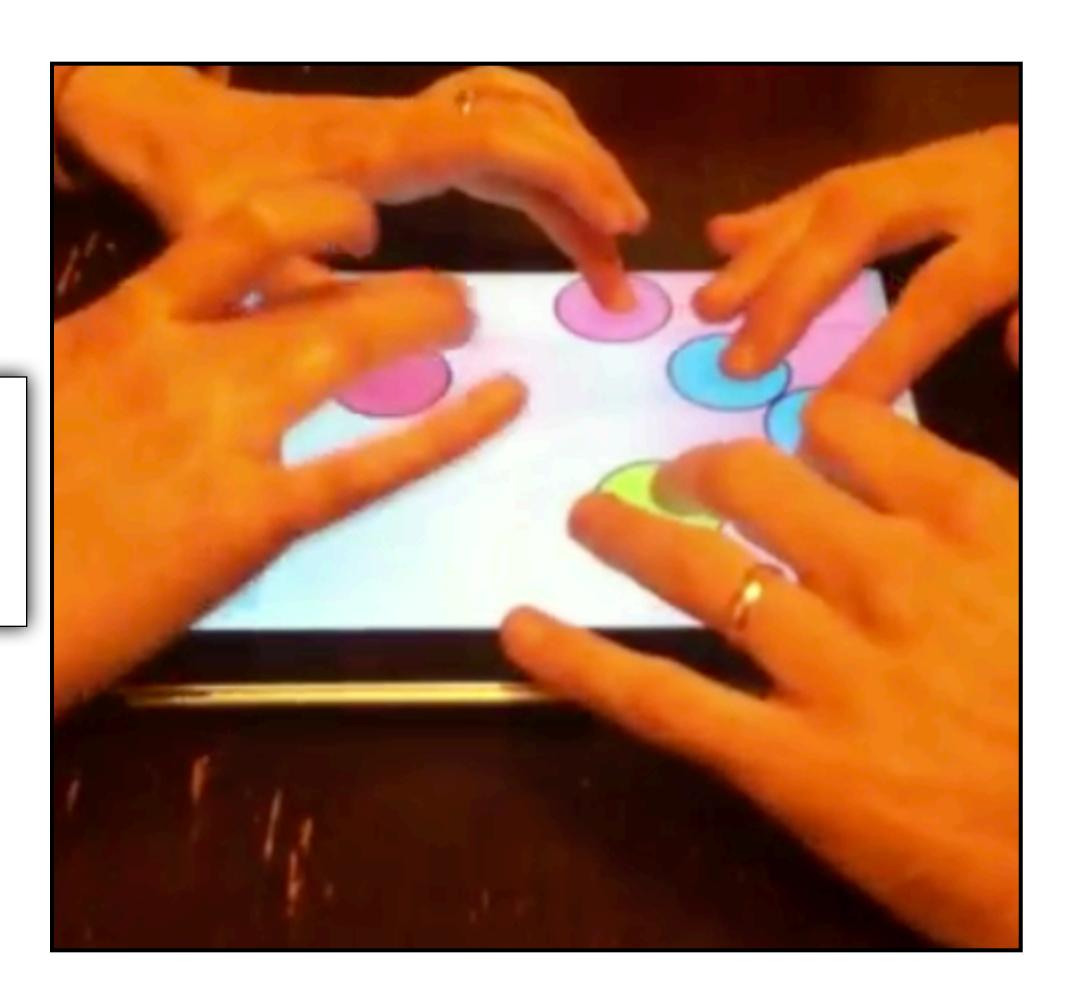
Chicanery Anna Anthropy,

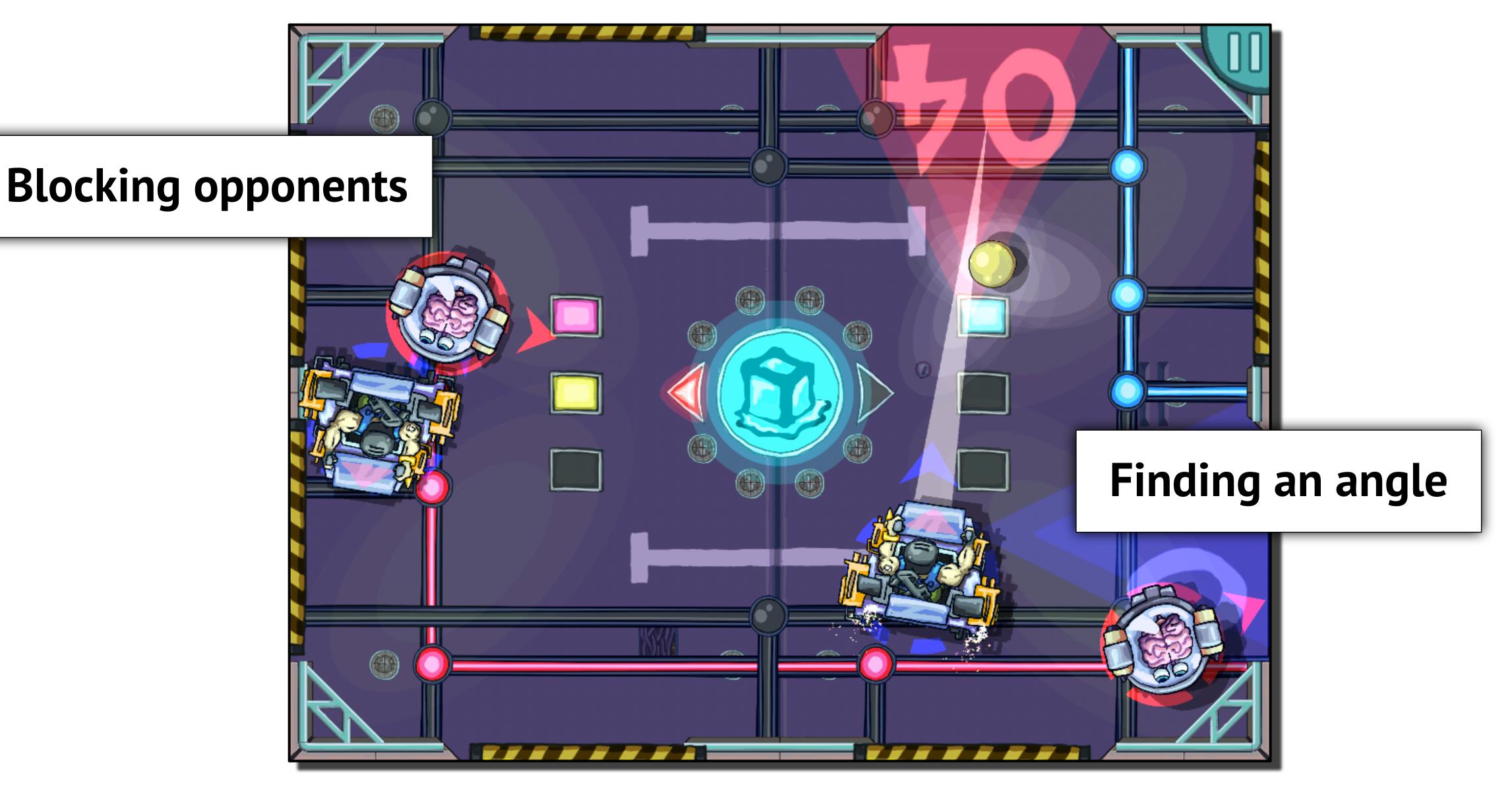
Bennett Foddy

Hands as obstacles



Michael Brough

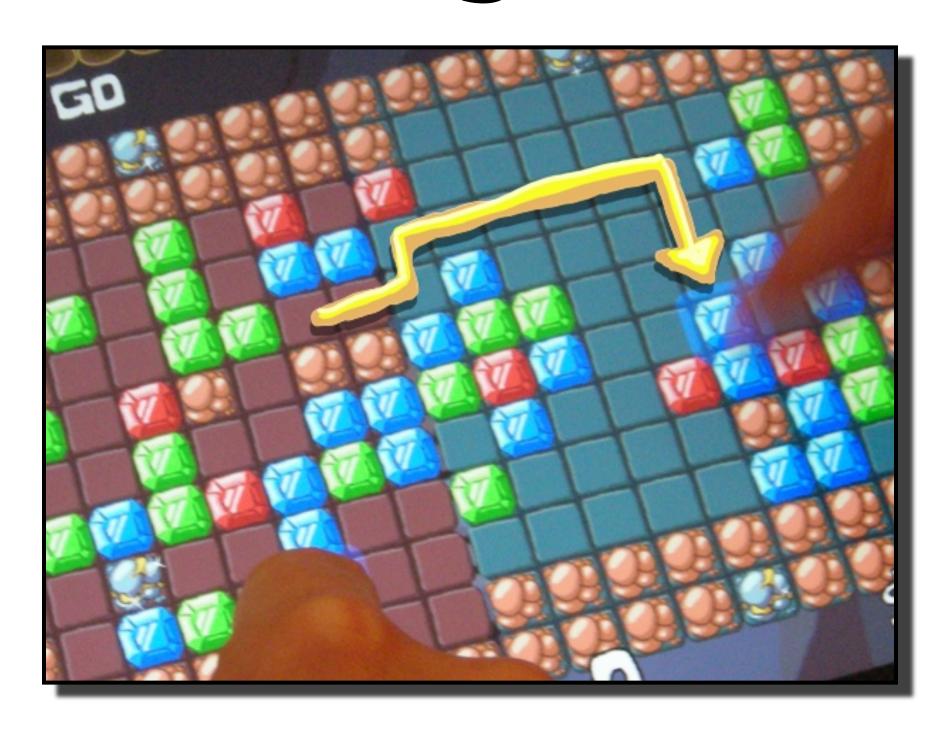


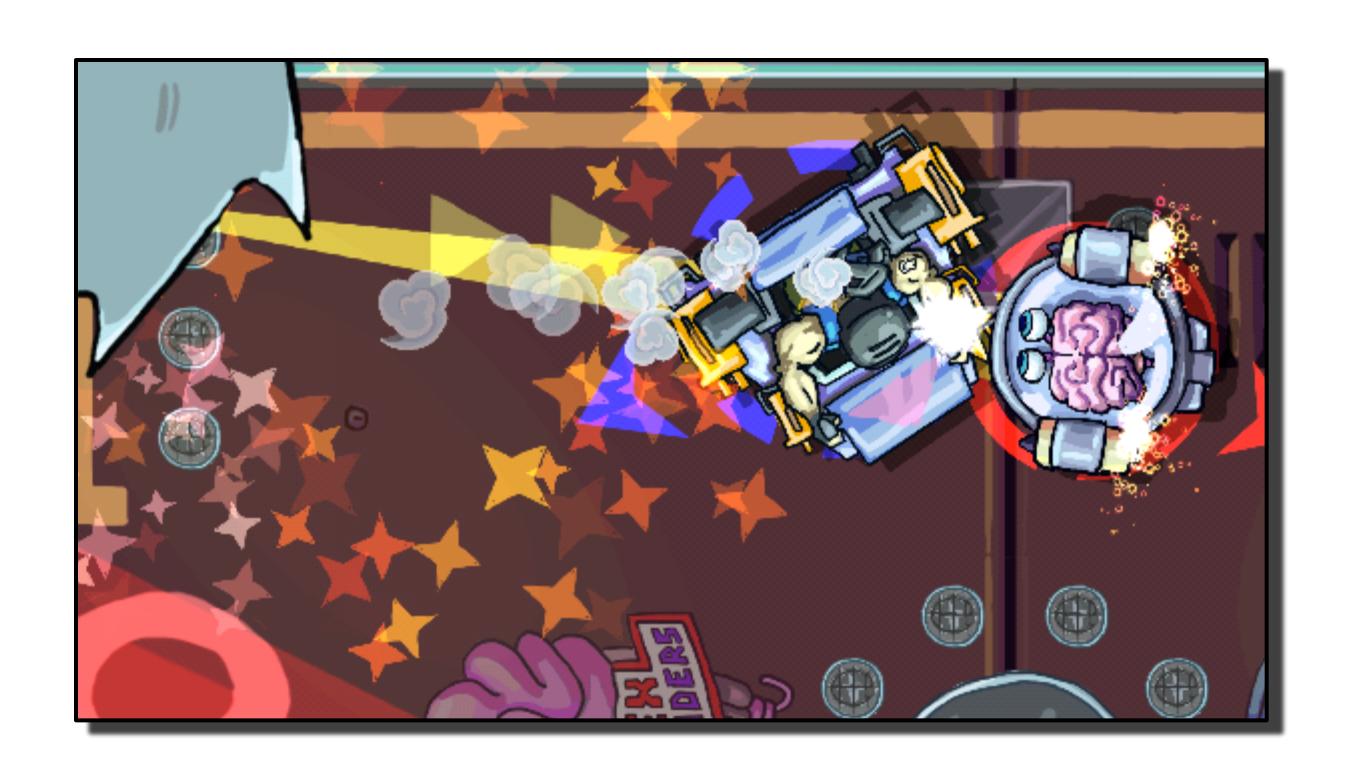


It's good to be bad!



Cheating





Device ignorance

Expression

SMARTPHONE & TABLET GAMES SUMMIT

Performance

- Creativity
- Beating the tech



Dealing with Rough-housing



over-powered, and stealing your opponent's players is practically encouraged...

As long as neither player expects a fair fight, you'll have a blast."

Pocket Gamer (on Slamjet Stadium)



So what next?

Within games culture

Public events

GameCity

- IndieCade
- Wild Rumpus
- Local Multiplayer Picnic

Installations

- MegaGIRP
- Punch the Custard
- J.S. Joust
- Get on Top



Within wider society

- Socialising
 - Pubs
 - Parties
 - Family

- Community
 - Museums
 - Schools
 - Social care

Truly social gaming







- Growing audience
- Table PCs

- Remarkability
- Showcasing

Let's get physical

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