

GDC Europe

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www.GDCEurope.com



SMARTPHONE &
TABLET GAMES
— SUMMIT —

Board Game Mobilization

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head of mobile development, Exozet Games

1. exozet
2. Mobile Board Games
3. Multiplayer, Communication
4. Q&A



AGENDA

CREATING DIGITAL BUSINESS.

founded in 1996
driven by innovation
150 employees
owner-managed
Berlin, Potsdam, Vienna



EXOZET GROUP

Exozet Group GmbH & Co. KG



INTERACT



**Exozet Berlin GmbH
Exozet Wien GmbH**

GAMES



**Exozet Games GmbH
Phantom Entertainment UG**

EFFECTS



Exozet Effects GmbH

**Apollo Beteiligungs GmbH,
Perfect Stream AG, TeamsUnited GmbH, Tonspion GmbH, CastAClip GmbH, Photocase Addicts GmbH**



EXOZET GROUP

- Messaging: SMS / MMS / Social Networks / Push
- Games and apps:
 - Java ME MIDP
 - BlackBerry
 - iOS
 - Android
 - Windows Phone
 - Mobile consoles (Nintendo, Sony)
 - Amazon Kindle
- Web (HTML5, Flash), Connected TVs

SUPPORTED PLATFORMS

- **Settlers of Catan**
(JavaME, BlackBerry, iPhone, iPad, Android, ...)
- **Carcassonne**
(JavaME, BlackBerry, Android, ...)
- **Ingenious** / Einfach Genial
(JavaME)
- **Hey! That's my Fish!** / Penguins / PinGuiNe!
(JavaME)
- **Pachee** / Ludo
(JavaME, Android)
- **Rivals of Catan** / Fürsten von Catan
(☺)

SOME GAMES...

BOARD GAMES

According to Wikipedia:

- A **board game** is a game in which counters or pieces are placed, removed, or moved on a premarked surface or "*board*" according to a set of rules.
- Games may be based on pure **strategy**, **chance** or a **mixture** of the two and usually have a **goal** which a player aims to achieve.

BOARD GAMES

- Purpose
 - Fun, Killing time, A reason/context to socially interact
 - Immerse into a different world / character
- The Game itself
 - Board, pieces, dice, manual
 - Rules
- Social
 - Friends(!)
 - Interaction
 - Food/Drinks



WHY BOARD GAMING?



FOOD AND BOARD GAMES



Board game cat

has caught you cheating

ICANHASCHEEZBURGER.COM



All ur base

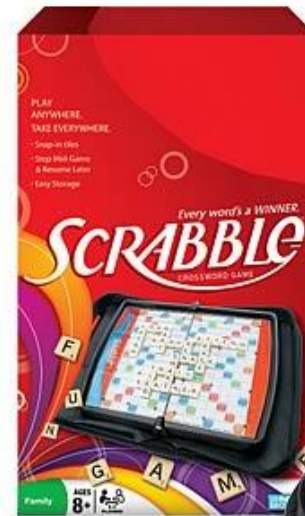
r belong to me

ICANHASCHEEZBURGER.COM



LESS FUN WITH PETS

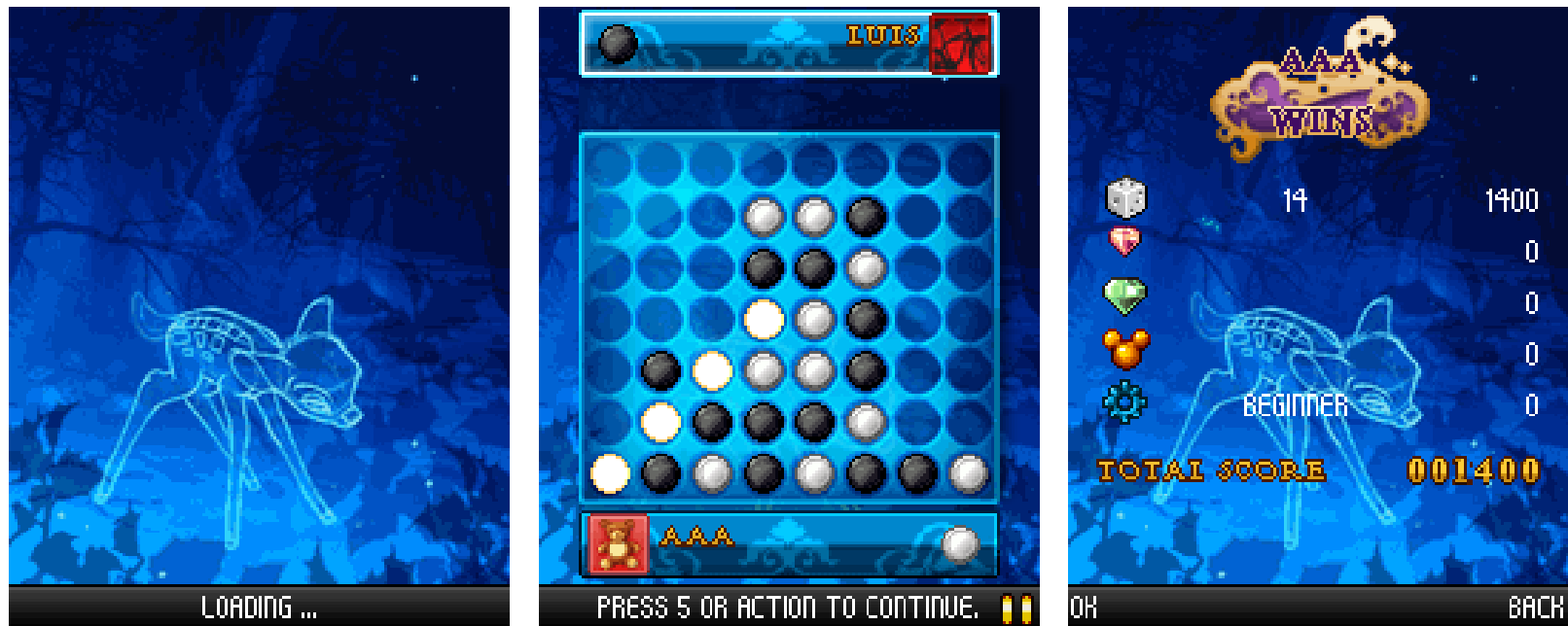
- No flat surface needed
- Board games on-the-go
- Interrupt/Continue



PORTABLE GAMING

MOBILE BOARD GAMES

- All major board game brands mobilized
- Popular board game mechanics as branded games



BRANDS + BOARD GAMES



Brain & Puzzle

CATEGORIES

Games

Arcade & Action >

Brain & Puzzle >

Cards & Casino >

Casual >

Live Wallpaper >

Racing >

Sports Games >

Widgets >

Applications

Books & Reference >

Business >

Comics >

Communication >

TOP PAID

TOP FREE



Cut the Rope

ZEPTOLAB

★★★★★ (7,936)

0,71 € BUY



Apparatus

BITHACK

★★★★★ (2,395)

1,41 € BUY



X Construction

CROSSCONSTRUCT

★★★★★ (12,332)

1,00 € BUY



Catan

USM

★★★★★ (722)

2,99 € BUY



Bejeweled® 2

ELECTRONIC ARTS NEDERL

★★★★★ (391)

0,79 € BUY



Carcassonne

EXOZET GAMES

★★★★★ (202)

3,99 € BUY



Refraction

TEXTUAL INDICES

★★★★★ (475)

0,70 € BUY



UNO™

GAMELOFT

★★★★★ (3,581)

2,10 € BUY



TETRIS®

ELECTRONIC ARTS NEDERL

★★★★★ (896)



The Moron Test

DISTINCTDEV, INC.

★★★★★ (12,919)



Jewellust

SMARTPIX GAMES

★★★★★ (10,224)



Burn The Rope+

BIG BLUE BUBBLE

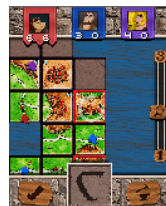
★★★★★ (90)

BOARD GAMES CATEGORY?

- layer, context, zoom
- overview <-> details
- mini map, LOD



Real Retina



128x160px



240x320px



800x480px

BIG BOARDS – SMALL SCREENS



SMALL WORLD



SMALL WORLD IPAD

SET UP

Small World turns your iPad into a digital board game.

We suggest you place your iPad in the center of a table, with the players sitting on opposite sides of it, much like you would if you were playing a game of chess.

If however you would rather play side-by-side, on a sofa, or while traveling on a plane or a train, no worry: Small World for iPad will automatically detect it and adjust its interface, switching into Side-by-Side mode the moment you pick up your iPad.

FACE TO FACE **Board game mode**



SIDE BY SIDE **Travel mode**



SMALL WORLD IPAD



MONOPOLY IPAD (EA)

- Local Multiplayer
- Pass-and-play / Hot-Seat

- Online Multiplayer
 - With friends
 - With strangers

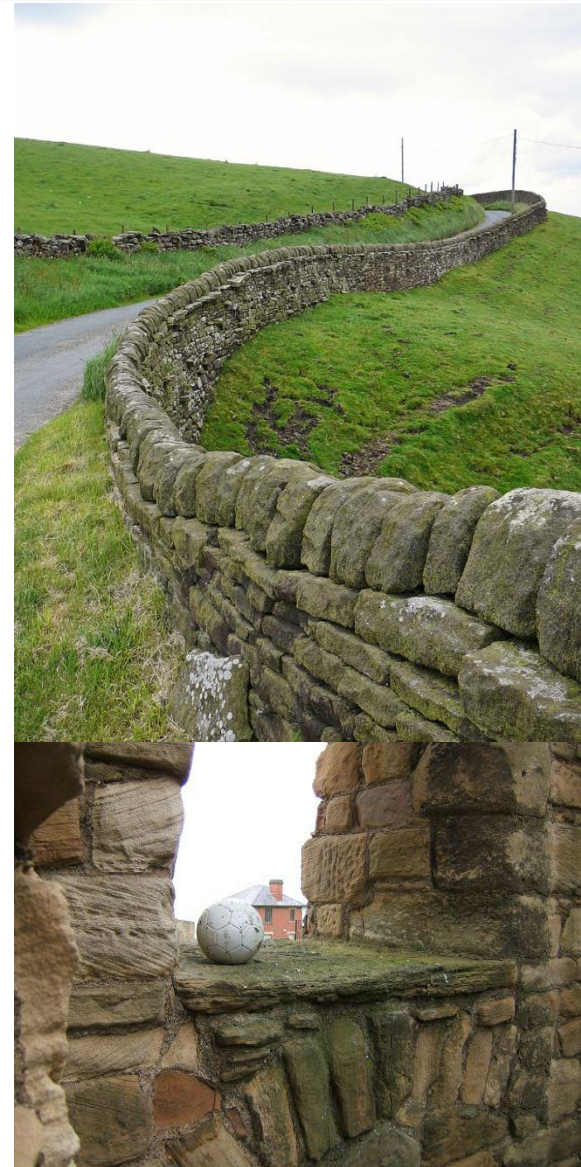
- Increased complexity
(steps, UI)

- Interruption-friendly
incl. Push Notification



(A)SYNCHRONOUS MULTIPLAYER

- Closed platforms (Xbox LIVE, PSN, Nintendo, Apple GameKit)
- Proprietary Achievements (Facebook, Steam, Xbox LIVE, PSN, Game Center, OpenFeint, ...)
- Fight for users, their data and control
- Turn-based multiplayer built-in into Platform SDK
- => Walled Garden policies



WALLED MULTIPLAYER

- Free chat, audio, video?
- Emoticon-based
- Open comm. between friends



COMMUNICATION



SCRABBLE (EA)



SCRABBLE (EA)



ARHRRR! BY GEORGIA TECH (2009)

- Smartphone as personalized, **2nd screen**
(1st screen = tablet, tv, surface table)
- Games combining App + Physical board game
- Better optimized for larger screen real estate
- Where appropriate: Richer gaming worlds around board game play
- Online interaction beyond walled gardens

NEXT?

Thanks!

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- <http://www.mcphee.com/shop/products/Oh-No...-Zombies!-Board-Game.html>
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IMAGE CREDITS