# "Can multi-player online games be designed for meaningful social interaction in public spaces?"

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## Motivation for Social Cohesion

- Foster meaningful social interaction in collective activities
- Understand how to use serious games to promote collective activities in a playful manner.
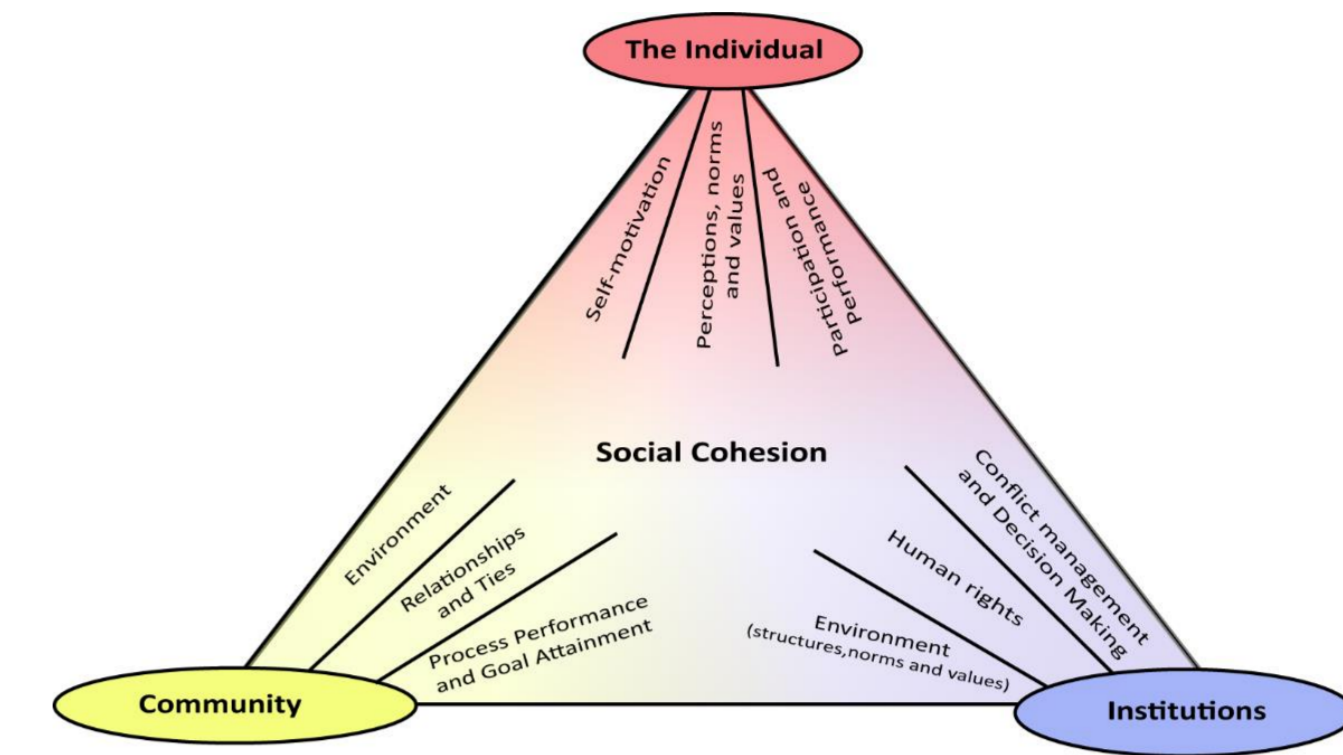


## Research through Design

**Step 1** ✓ Workshops for requirements elicitation[1]. Preliminary results published.



| Location | Structure | Participants | Results |
| --- | --- | --- | --- |



(1)

| # | Criteria | Number of occurrences of criteria 50% | Number of factors linked to interaction 40% | Perspectives on the SCF 10% | Ranking |
| --- | --- | --- | --- | --- | --- |
| 1 | Outdoor/Physical activities | 8 | 12 | 3 | 84 |
| 2 | Real impact of the game in the village/neighbourhood | 6 | 13 | 3 | 76 |
| 3 | Face-to-face interaction | 7 | 10 | 3 | 74 |
| 4 | Collaboration | 6 | 11 | 3 | 71 |
| 5 | Rewards/Point attribution | 9 | 3 | 2 | 64 |
| 6 | Challenges/Task completion | 7 | 5 | 3 | 61 |
| 7 | Competition | 5 | 8 | 3 | 58 |
| 8 | Single player mode | 6 | 4 | 3 | 53 |
| 9 | Adaptability of the game | 6 | 4 | 3 | 53 |
| 10 | Digital social interaction | 6 | 4 | 2 | 50 |
| 11 | Communication in the game | 4 | 7 | 3 | 50 |
| 12 | Strategy | 4 | 7 | 3 | 50 |
| … | … | … | … | … | … |
| 25 | Monetization | 1 | 1 | 1 | 11 |

**Step 2** ✓ Develop the multi-player location aware serious game Secrets of the South, able to host user-designed challenges!





**Step 3:** ☐ Workshops for content elicitation (in Rotterdam and Portugal)

**Step 4:** ☐ Gameplay and evaluation (in The Hague and Portugal) of: Game experience, Engagement, Usability, and Meaningful social interaction;



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