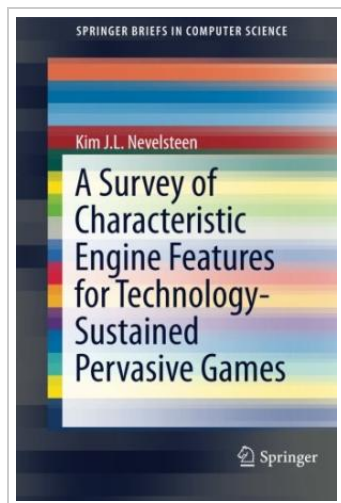




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A Survey of Characteristic Engine Features for Technology-Sustained Pervasive Games

By Kim J. L. Nevelsteen

Springer-Verlag Gmbh Jun 2015, 2015. Taschenbuch. Condition: Neu. Neuware - This book scrutinizes pervasive games from a technological perspective, focusing on the sub-domain of games that satisfy the criteria that they make use of virtual game elements. In the computer game industry, the use of a game engine to build games is common, but current game engines do not support pervasive games. Since the computer game industry is already rich with game engines, this book investigates: (i) if a game engine can be repurposed to stage pervasive games; (ii) if features describing a would-be pervasive game engine can be identified; (iii) using those features, if an architecture be found in the same 'product line' as an existing engine and that can be extended to stage pervasive games (iv) and, finally, if there any challenges and open issues that remain. The approach to answering these questions is twofold. First, a survey of pervasive games is conducted, gathering technical details and distilling a component feature set that enables pervasive games. Second, a type of game engine is chosen as candidate in the same product line as a would-be pervasive game engine, supporting as much of the feature set as possible. The architecture...



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