HELSINKI INSTITUTE FOR INFORMATION TECHNOLOGY

Mobile Content Communities

MC²

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Mobile Gaming

Open Content

Collaborative Publishing

The Melrose Mirror

Shared Gaming Experiences

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Project Goals

- understanding **mobility**, **community** and **user experience** in gaming
- creating forums and tools for **people to develop and play their games**
- understanding legal issues and business opportunities that emerge around the ecosystem of **community-created content**
- understanding the **relationship of mobile gaming** with **other forms of media content**

Project Deliverables

- evaluated **scenarios** of mobile community gaming
- open source **tools** to enable the community activity
- **design templates** to allow people to easily make their own games
- company-specific **case studies** to help the industry partners to benefit from community-created content
- **academia/industry network** that is self-sustaining
- best practices, academic papers, theses for further use

New Mobile Technology

- **gaming terminals**
- **java, symbian**
- **bluetooth**
- **wlan, gprs, 3G**
- **push-to-talk**
- **camera**
- **positioning**
- **presence**
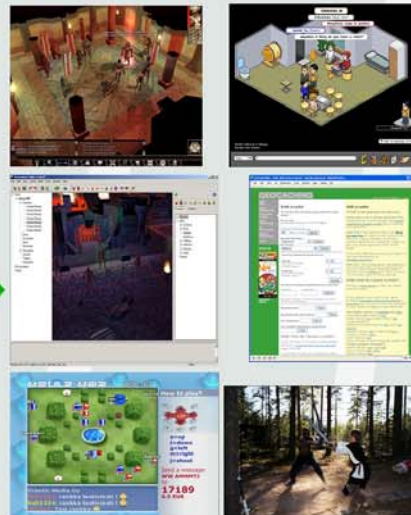
Multidisciplinary Research

- **psychophysiology**
- **sociology**
- **user-centric design**
- **media research**
- **game design**
- **business**
- **law**
- **technology**

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Research Partners

HELSINKI INSTITUTE FOR INFORMATION TECHNOLOGY
Helsinki Institute for Information Technology
• Digital Content Communities Group
• User Experience Group
• Digital Economy Group

Helsinki School of Economics
•Center for Knowledge and Innovation Research

Helsinki University of Technology
• SoberIT / Information Ergonomics Research Group

University of Tampere
•HyperMediaLab / Experience Design Research Group

Industry Partners

ALMA | MEDIA

sonera

VEIKKAUS

NOKIA CONNECTING PEOPLE

sulake

accenture
Innovation delivered.

FUTURICE

SUMEA

STARCUT

codetoys

International Collaboration

SIMS School of Information Management & Systems
UNIVERSITY OF CALIFORNIA, BERKELEY

Media Lab Europe
European Research Partner of MIT Media Lab

MIT Media Lab