

Mobile Service Extensions to Existing Virtual Communities

Mobile communities can be tied to existing communities, such as MMORPGs. In this study you are asked to analyze the social interaction patterns in a MMORPG game using publicly available interaction data. With a little help from the tutor you are to derive a model on how the individuals interact with each other and how the individual patterns of participation in the game world structure the community. Informed by these results you then analyze how a mobile service extension that lets players continuously "stay in touch" with game world activities could affect the social structure of the community. This topic is most suitable for a student interested in games, social networks, and service integration with existing communities. The student could start off by getting acquainted with a game called World of Warcraft (<http://www.worldofwarcraft.com/>) and figuring out how to obtain sets of interaction data (the tutor will provide the game CDs for this game).

Mobile Gaming for a Mobile Community

Mobile devices can nowadays sense where the individuals are and who they are with (among other metrics). The Context Logger prototype developed at HIIT is an application that collects such contextual data (<http://www.cs.helsinki.fi/group/context/>). In this study you are asked to work with a large data set of contextual data collected from a network of 50 MIT students over the course of a year using the Context Logger. The objective of this assignment is to analyze the data and understand the mobility patterns of the network of 50 MIT students. You are then to design a game for these students that utilizes their mobility patterns as a resource. The assignment does not require you to implement the game but you should demonstrate how the game would perform on such a mobile community. You might get inspiration for your assignment from Geocaching, a nomadic treasure hunt game (www.geocaching.com). The context data is available at <http://reality.media.mit.edu/download.php>