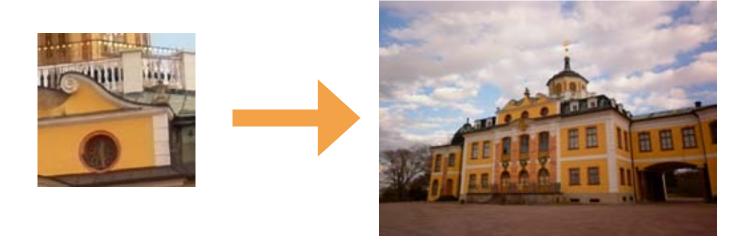
Zoomin!!!

Camilo García Collaborative Mobile Media Bauhaus-Universität Weimar SS 2013

Zoomin!!!: what's the idea?



-The idea focuses over the creation of a game app for Android, in which the user must guess a monument or an object of cultural heritage by looking at the close up of a photo of such place.

Playthrough:

-The player has to answer questions regarding the site depicted in the photo.

-This is a race against time: the user has limited time (for example 30 seconds) to answer the more questions as possible.



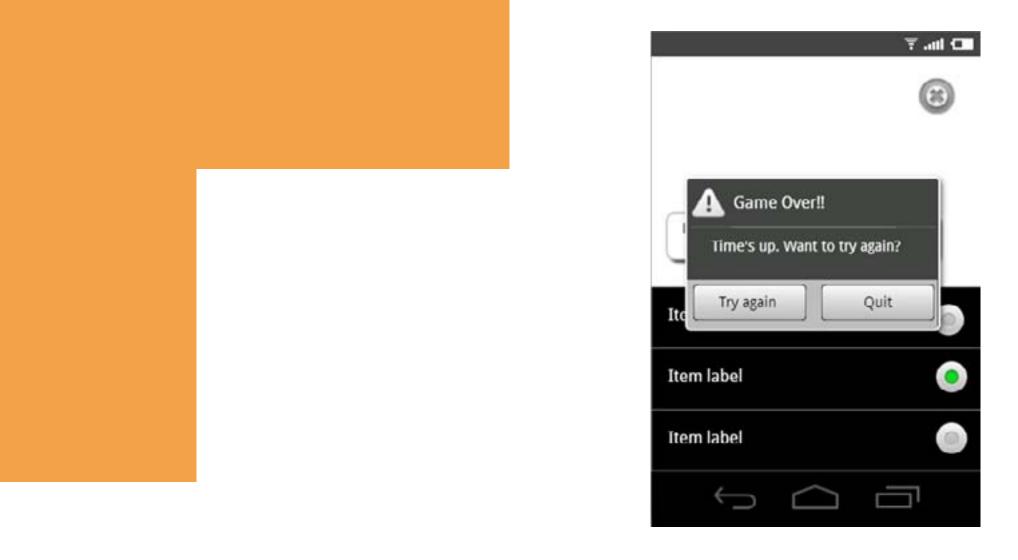


-This is a race against time: the user has limited time (for example 30 seconds) to answer as many questions as possible.



-For every right answer, the image will either a- zoom out or b- complete itself like a puzzle

-For every wrong answer, the image will zoom in more.



-There will be a maximum number of mistakes tolerated; after 3 mistakes the player loses automatically.

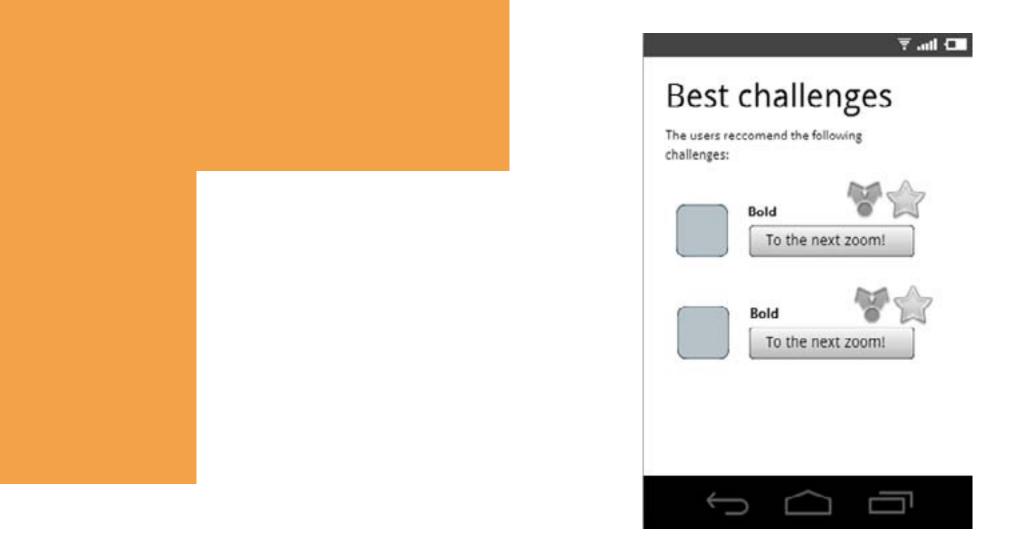
User collaboration:



-For every right guessing, the player adds the image displayed to his/her personal collection in the game.



- -The game has the feature of allowing the users to upload their own photos from cultural heritage.
- -The user can also set which parts of the image to zoom to make the challenge harder, as well as being able to formulate questions.



-The users can rate whether this was a hard or an easy challenge and there will be a poll selecting the 3 best challenges within the game.

Why is Zoomin relevant?

-With these mechanisms the game allows the participants to not only upload their own content, but to customize it so that it makes the learning process interesting and rewarding.

-This app will be an addition to the Android OS platform, as there are not too many cultural heritage apps available.

-It is also a new approach for trivia games online: rather than just leaving questions alone there is a visual aid that might surprise the user with its final result, and gives him/her more motivation to collaborate in its development.

Thank you!!!