

Distanced Hybrid Digital Board Games

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Distanced Hybrid Digital Board Games (DHDBs) allow people in different locations to play boardgames remotely with friends and family using digital tools such as cameras and video chat. Unlike traditional boardgames, hybrid boardgames integrate both physical components and digital technologies to support play. This provides opportunities for novel gameplay and interactions, as well as distanced play.

Our study focuses on developing novel hybrid boardgames that can be played remotely and exploring how distance contributes to players' game experience.

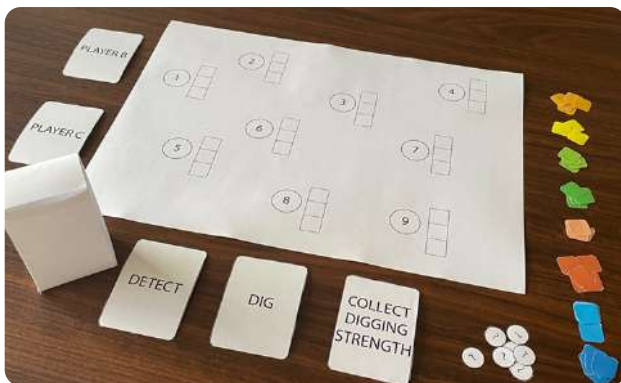
Our contributions include:

- Two novel distanced game artefacts
- New interaction methods for DHDBs, including RFID readers inside game pieces in The Meow Jungle and conductive pieces in Susa
- Investigating how distance impacts players' experiences
- Exploration of the expanded game design space introduced by digital components

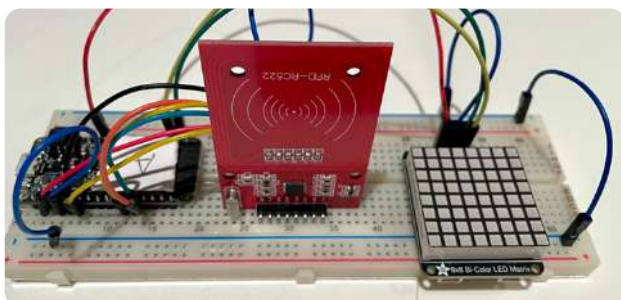
The Meow Jungle



In **The Meow Jungle**, each player acts as a food hunter for the king of the Meow Jungle named Peppercorn Cat. There are nine food spots on the gameboard (map), and each spot has three levels of depth: level one, level two, and level three. The objective of the game is to score the highest number of total food points, points can be earned by finding food on the map and trying to get the best combination according to the menu. Players must perform one (and only one) of the three actions in turns. The three actions are Detect a Spot, Earn Digging Strength, and Dig a Spot.



The Meow Jungle uses RFID to create a better tangible experience. The system also provides visual effects using an LED matrix. With the built-in batteries, players can simply turn on the device and start playing with distance!

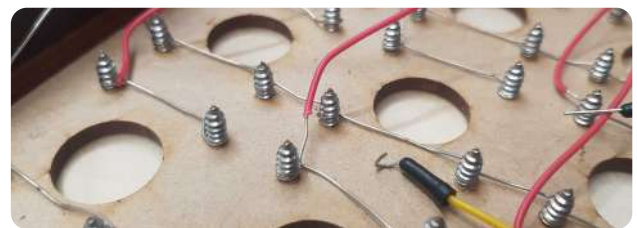


Susa



Susa is an abstract strategy game that sees players compete to design the best garden. **Susa** tries to blend the feeling and aesthetic of ancient board games like Senet and the Royal Game of Ur with digital technologies.

Players place tiles onto the board which light up depending on the layout of the opponent's board. They use these lights to deduce the positions of the opponent's tiles - and then use that knowledge to score extra points.



When a piece is placed on the board, the conductive surfaces on the bottom of the pieces complete a circuit. Inside the pieces are different resistors, which allow us to distinguish between different piece types.

Susa is intended to be compact enough to be left out and not need to be packed up, so players can play not only over long distances, but also asynchronously across longer periods of time.

