

4.1 GAME

Before designing the game itself, the question is, what it is important to understand what kind of game should it be? is needed. Should it be a board game, a pervasive game, or a digital game? And Also, if it is a digital game, should it be a desktop game, or should it be developed the one for a portable device, such as a tablet or a smartphone? Game examples indicate, that different types of games (e.g., board, pervasive, desktop games, and games for portable devices) have significant differences. Exploring these games in the participatory planning context, these differences are in the determine the audience they attract, the resources they need require, and, more substantially, in their usage. Below, the author analyses the characteristics of different game types are analysed; they are also, which are summarized in Table 1.

4.1.1. Time and place

Compared to digital games, board and pervasive games are limited to certain locations and durations time slots. Game sessions usually last for 2-4 hours, and the players can join the game at certain time slots periods when a new game session begins. Alternatively, Digital digital games can be played in any location and at any time that, which is suitable for the player. Thus, the players who are excluded from board and pervasive games due to location and time limitations, are able to join digital games. However, if digital games are played in real time, the benefit of time flexibility vanishes. Compared to desktop games, games for portable devices provide even greater flexibility, as they can be played virtually anywhere (e.g., at bus stops, in supermarket queues, etc.) and at virtually any time (e.g., while waiting for the public transport, during a boring presentation, etc). There is no need to allocate certain time slots periods for them, as these games are often designed to be played at residual time slots, which occur between the main tasks of the day.

4.1.2. Audience

Usually, the number of players for board games usually vary from 3 (e.g., Monopoly, Carcassonne, Catan) up to 15-20 (e.g., Play the City). While sport board games (e.g., like chess, or go), are designed for two players, participatory planning board games are usually designed for more players to reduce the competition which that naturally occurs between two players and to encourage playfulness and collaboration. 15-20 players for a single game session is usually the typically includes 15-20 players maximum conditioned by; larger groups are discouraged due to the difficulty of communication within a larger group. 15-20 players are characteristic for role-played community engagement games, which resemble design charettes and are often played with actual stakeholders. Digital games, in turn, engage a number of individuals from from one individual up to a few thousands, depending on game purpose and design of the game. Pervasive games, also, vary greatly in the number of players, depending on the game purpose, design, and if whether or not they are paired with a digital interface or not. Pokemon Go, for instance, is primarily an individual game, whereas Ingress encourages team play. Meanwhile, Some some pervasive game examples, like The Big Urban Game are capable of mobilising residents of the entire city.

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