UC-24 Wildling Rumble

ABSTRACT

When it comes to the combined field of digital board games, there needs to be a balance of what is necessary for the physical space and what is necessary for the digital space. The game must be justified as a combination of the two elements and not be able to shift completely to either side. In this study, we are exploring a new modality that uses Near Field Communication cards for transferring game data to the application. Our new method eases the requirement on players to keep track of the game state, as that is handled separately from the program.

METHODS

Design goals for Wildling Rumble were to create an experience with benefits of both digital and tabletop game mediums while minimizing the drawbacks of each genre. Over iterative design sessions, we developed a simulation and card game that employs all the engagement of a board game, while outsourcing the heavy cognitive load on the computer. We developed the physical cards and the digital app side by side to maintain a seamless play experience. Furthermore, the physical cards were designed to translate important information to players in an efficient manner that would be expounded upon in the application.

RESULTS

Playtesting has shown that the NFC-based interaction method allows for players to quickly and easily select their actions and input them into the app, while the physical cards are very intuitive to use. Even though the technology has proven advantageous for this interaction modality, there is still room for further development into integrating this technology into new game designs. Final playtesting has resulted in some fine-tuning and polishing of game rules and deck composition.

Wildling Rumble is a digital tabletop hybrid game that uses Near Field Communication (NFC) cards

Fig.1 Card designs for the Wildlings

Fig.2 PC App Wildling selection screen

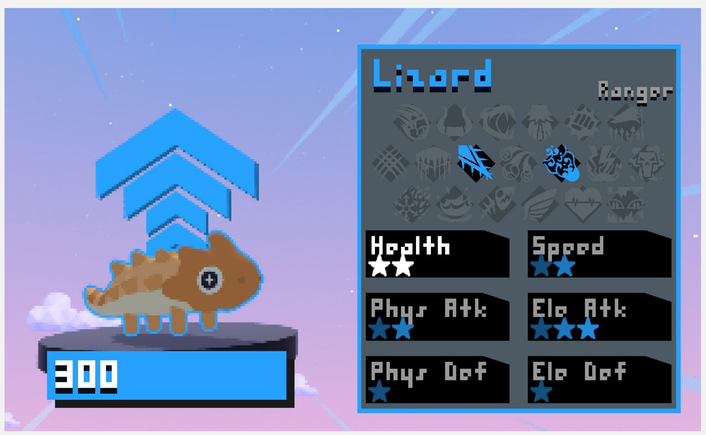

Fig.3 PC App Wildling detail screen

Logan Haines
LinkedIn

Ryan Whisenhunt
LinkedIn

KENNESAW STATE UNIVERSITY
COLLEGE OF COMPUTING AND SOFTWARE ENGINEERING

Authors: Logan Haines and Ryan Whisenhunt
Advisors: Dr. Henrik Warpefelt