



KITSUNE: *Absolute and Relational Positioning in Locative Gaming*

A DIGITAL MEDIA MASTERS PROJECT
by Andrew Roberts

Project Committee: Michael Nitsche (Chair), Carl DiSalvo, Janet Murray

K
I
T
S
U
N
E

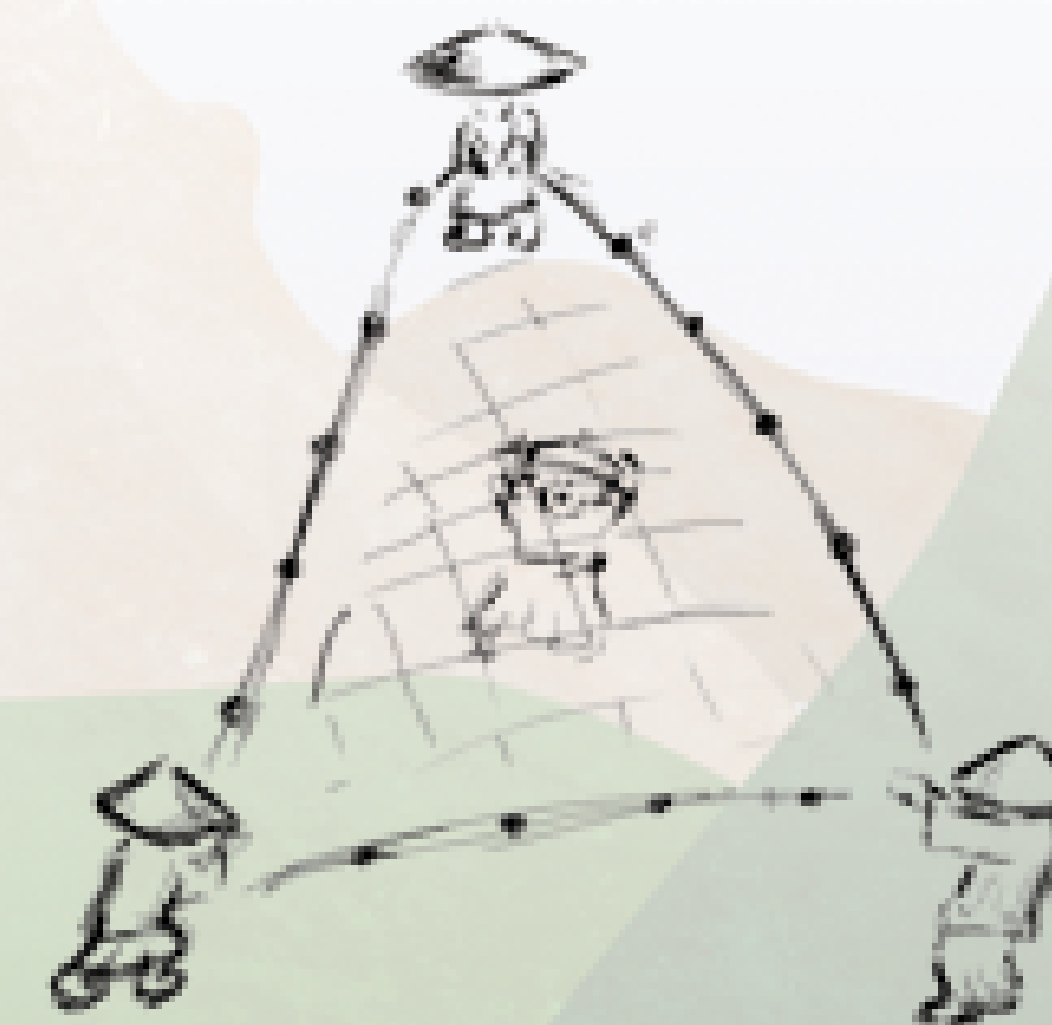


The Kitsune project aims to create a gaming experience whose dynamics arise both from the permanent features and changing conditions of the natural world, and from the relationships among people as they traverse physical and digital spaces together. With a parallel virtual world based in Japanese folklore, Kitsune is a location-based game for Android phones which uses relational and absolute positioning to overlay the game world on Atlanta's Piedmont Park. Kitsune stages players as virtual hunters and prey in a game of chase and deception that encourages a new type of engagement with the physical characteristics and social space of the park.

HUNTERS



Three or more players assume the role of medieval Japanese hunters, working together to expel the mischievous fox spirit.



The hunters may capture the fox by aiming their Android phones at one another and gesturing with the phone as if casting a net.

- vs -

FOX



One player is possessed by the spirit of the fox (kitsune), who seeks to recover the lost star jewels that dropped to earth.



Each jewel grants the kitsune another magical ability—creating an illusory doppelganger, becoming invisible, casting lightning, or flying as the fox spirit—which can aid the kitsune in its quest to return to statue at the sacred Shrine of Inari.

