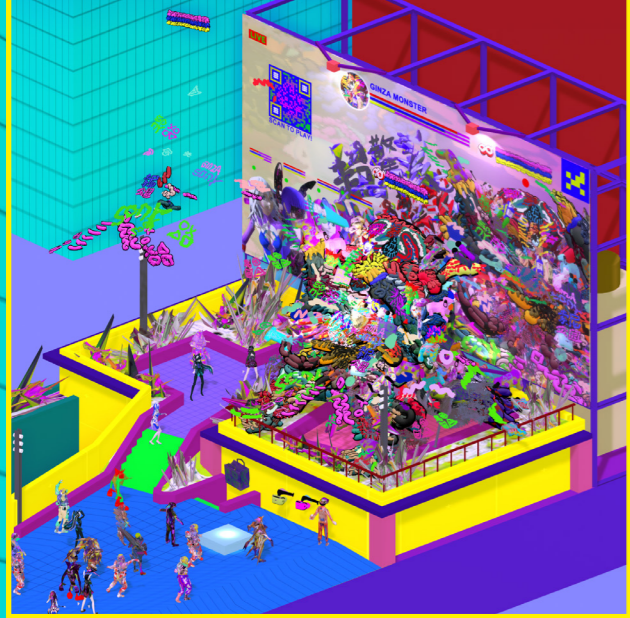


HYPERGAMEFEST



Ginza Monster
Ginza Monster
Each year it reborn
with its flesh grown by graffiti
A new body created by crowd imagination

Call for Warriors
Call for Warriors
Come Come
Let's defeat it once again!

HyperGameFest is a multi-player mixed-reality game festival hyper-located at Ginza Sony Park to be held once a year. It is a further development of the Entry#3 Digital Drawing Wall project that provided a large digital screen for visitors graffitiing using smart phones or tablet devices onsite. Each year the digital graffiti are collected and put together to generate the Ginza Monster. Then it calls for "warriors" to defeat it during the HyperGameFest. While the "warriors" are attacking the Ginza Monster through smartphone AR app (Ginza Play! app) or using on-site VR equipment, the screen turned into a live broadcasting reporting the players' progress while attracting more people to join the contest. In this gamified and playful way, young people would be attracted to download the app and then participating in future Wikitopia projects through the same app, while building new relationships with other players to form communities.



QR code for downloading the app

Ultra-Short Throw Laser Light Source Projector

Ginza Monster Health Bar

AR Tracker for initial localization

Projection Screen providing a 2D representation of the AR game world

Live comments from players

Player's Avatar

Speakers playing 3D surrounding sound from the game

Ginza Play! app for playing the game in AR

Cosplay/Costume are welcome!

Ginza Monster in AR overlay

Sending live comments from smartphone to communicate with other players

Multi-player Shared AR Experience allowing every player seeing the same thing on their own smartphones and work together both in real and virtual worlds



HYPERGAMEFEST

Ultra-Short Throw Laser Light Source Projector

Projection Screen

Entry#32 WINDOW ARTING
When HyperGameFest is not happening, the same AR app could be used for Window Arting project since it's based on the same tech.

Ginza Monster (AR)
The Ginza Monster formed by all the virtual graffiti created from **Entry#3 Digital Drawing Wall** project in the past one year, with oldest graffiti most inside while mixed with "easter-eggs" provided from commercial supporters as gifts for players, could only be seen through the AR app.



Entry#1 WONDERSPACE PUBLIC MACHINE
The Wonderspace Public Machine could park here during the HyperGameFest for collecting waste from the players and fabricate chairs for use in rest area.

Rest Area

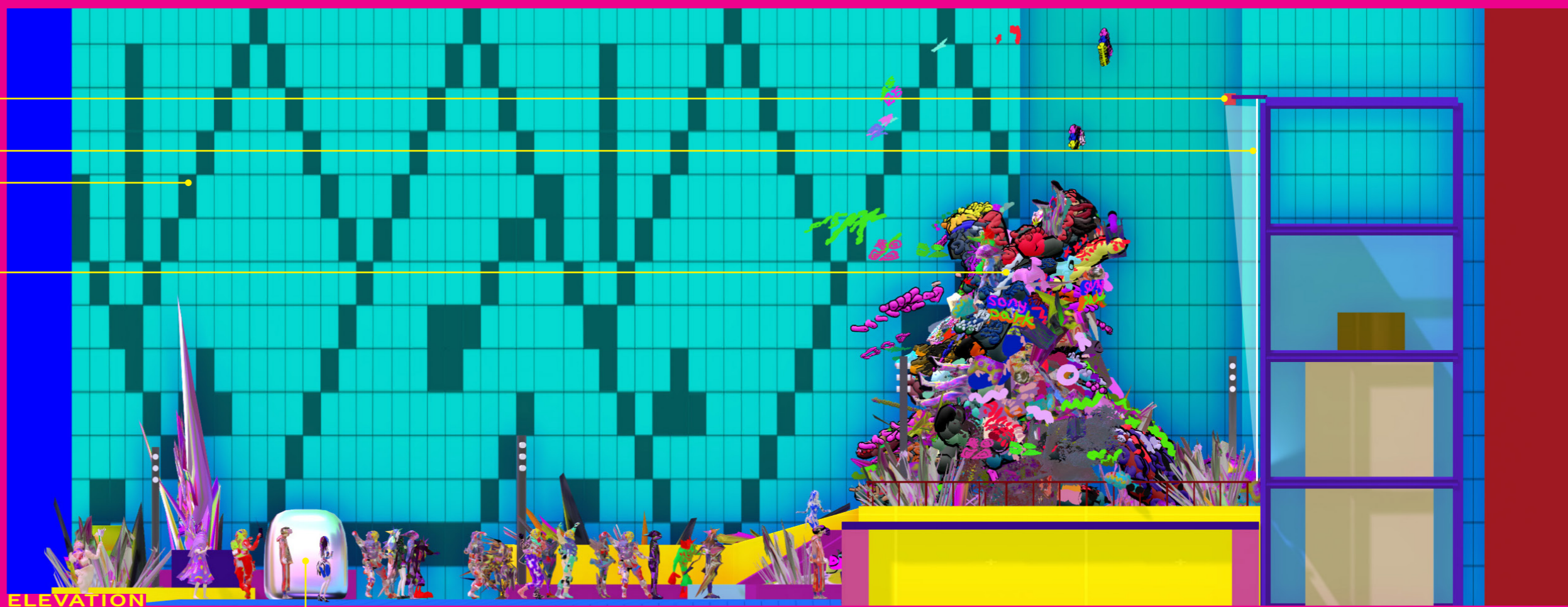
Level 2 - Advanced Level
This area is for experienced players to get closer to the Ginza Monster while facing more challenge.

Level 3 - Master Level
Only the most experienced players would be able to stand on this level. These master players are also responsible for leading other players to attack on stage.

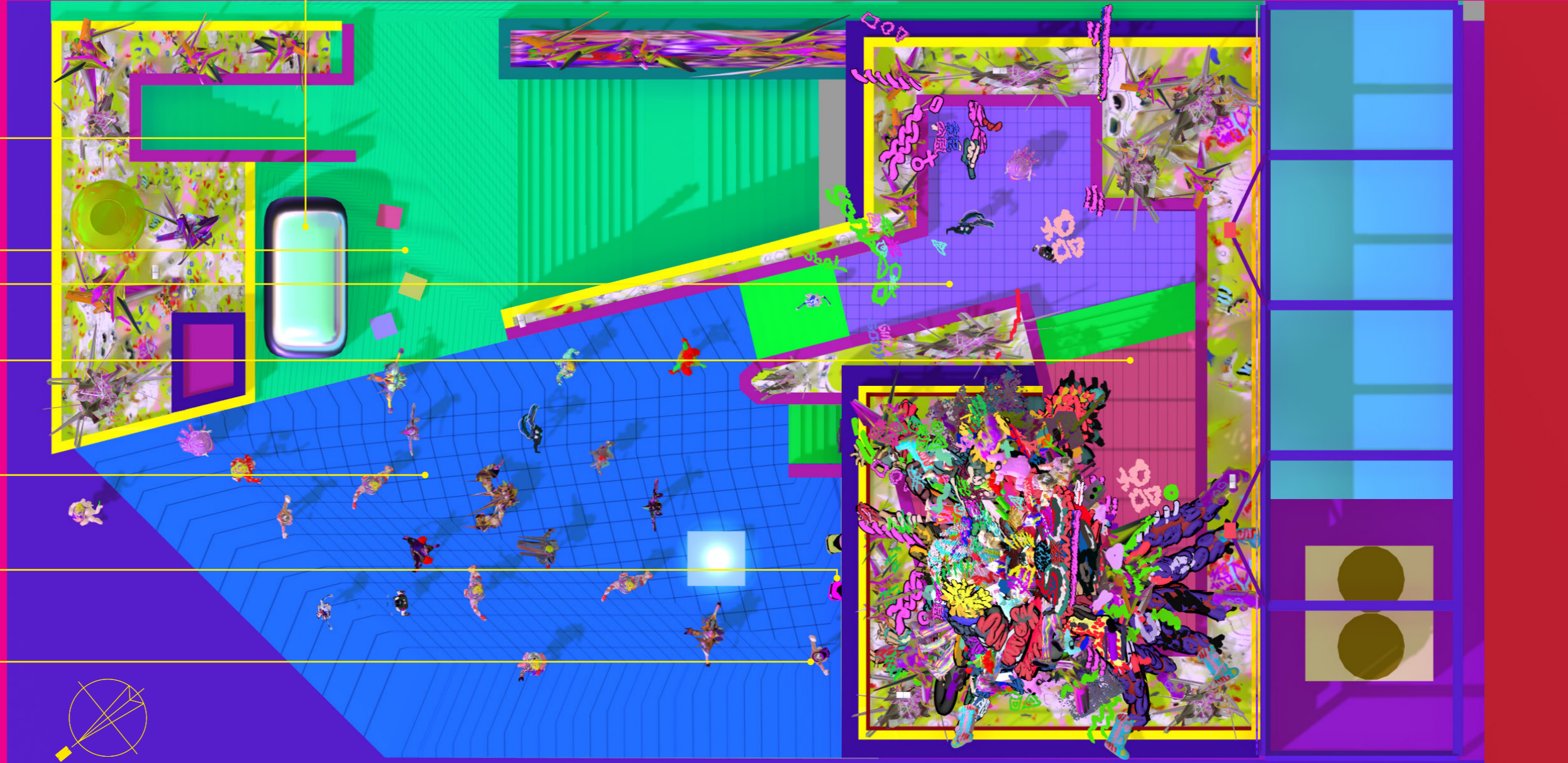
Level 1 - Beginner Level
For first time players to have a try. It is also the area for the public to watch the event and potentially join the game.

Entry#36 VIRTUAL WINDOW SHOP
These on-site VR equipments could be used for the Virtual Window Shop project when not in use for the HyperGameFest.

VR Player
Players could also use the on-site VR equipment to join the game in VR mode. VR players' avatars would be shown both on projection screen and through AR as virtual representations to collaborate with other AR players.



ELEVATION



PLAN

