Developing a Platform for Community-curated Mixed Reality Play Spaces

Joshua A. Fisher, Linying Shangguan, Joshua Scott Crisp

Establishing MR spaces for play in communities imposes a series of political, social, and cultural consequences. To clarify these concerns, a mobile MR application and platform called Invisible Cities was developed to provide communities with a tool to curate MR within their geographic boundaries for playful experiences.

Design Goals

The system was designed to encourage critical reflection at the Georgia Institute of Technology through the creation of MR statues in a ubiquitous MR play space. We explore how Invisible Cities' implemented solutions provide some answers to the issues of place making and MR

- Develop safe community-moderated play spaces for creative expression, reflection, and deliberation in MR that balance a sense of presence with concerns for physical safety.
- Provide a new avenue for creative expression and play on a campus with limited engagement with the digital arts.
- Constructively address the lack of critical reflection and deliberation on campus in relation to recent tragic events.
- MR play spaces with MR entities that update in real time to achieve a believable flow between their physical location and their digital content.

Recognizing that MR play spaces are also political spaces, the platform utilizes participatory strategies to both create and curate content. In agreement with both Sharma and JafariNaimi, we believe that more attention needs to be paid to the deployment and political impact of MR play spaces within communities. It is our hope that our platform provides one potential solution to this issue.

Future Work

Now that the platform has been designed and launched, we will begin to work with campus arts organizations to integrate it into their programming. A game called the RATS Hunt, which is a scavenger hunt to help orient new students to campus, will utilize Invisible Cities in the 2019-2020 academic year. The organizers will create AR obstacles and clues that new students can add to and augment as part of the game.