

Graduate School of Science and Technology Master's Thesis Abstract

Laboratory name (Supervisor)	Interactive Media Design (Hirokazu Kato (Professor))		
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Thesis title	Interaction design for location-based games on promoting face-to-face communication to decrease social isolation		
Abstract			
The increasing distance between people as a result of technology, particularly the heavy use and dependence on social media, has led to a growing sense of detachment and apathy towards one's surroundings. This can result in unfamiliarity with neighbors, even in one's own community, and can contribute to issues such as loneliness and social isolation. Location-based games have the potential to use technology in a positive way by facilitating face-to-face social interactions. However, existing location-based games often lack a strong emphasis on interactions between players. This research aims to explore interaction methods that promote face-to-face social interactions and reduce social isolation. Generally, location-based games allow users to interact with locations in reality. Even though some have opened up co-op or battle gameplays, players still interact through the internet which is similar to normal online games. Therefore, this research developed a game including two phases. In the first phase of the game, interaction with locations is also adopted, and in the second phase, the developed game changes the interaction to be based on geographic location between players. And in addition, to measure the effectiveness of improving player connections in location-based games, this research also developed an online game with the same mechanism.			