

DEMO	COMPETITION
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15



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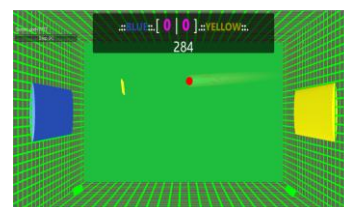
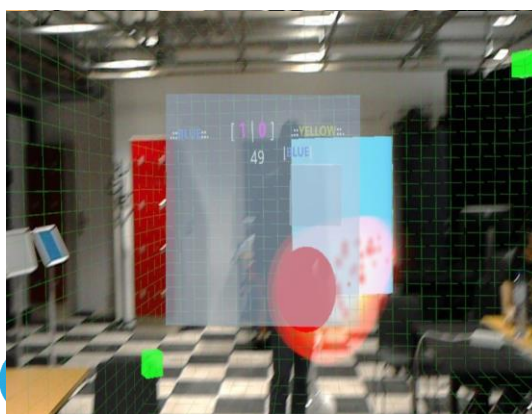
League of Lasers

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- Keywords:** Augmented reality, superhuman sport, social interaction, hololens
- Application field:** Sport and social interaction
- Learning goals:** To create social interaction between people (strangers).
- Target group:** First year students, but can be generalized to any event where people are placed in a setting with unknown other people.
- Platform:** Microsoft HoloLenses and projector/tv Installation instructions: Set out field of at least 8x6m and connect pc with game server to projector/tv.
- Game Description:** Imagine Pong in augmented reality. In League of Lasers, two teams battle it out to score more points than their opponents. Points are scored by guiding a laser pulse towards the opponent's goal. Using their whole body, players control a virtual 'mirror' that reflects the laser pulse. League of Lasers utilizes the augmented reality capabilities of the Microsoft HoloLens to create a unique sport like experience that is fully immersive and physically engaging, creating a synergy between video games and sports. The game was designed to bring people together and have them socialise in a novel and approachable manner. By creating a competitive team-based experience, players are stimulated to cooperate and interact with each other. League of Lasers also immerses the audience, by means of a spectator view, creating an experience akin to watching your favourite sport. Not only are players engaged and stimulated to interact, so is the audience.

Screenshots:



GALA

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