



Theories and Tools for Distributed Authoring of Mobile Mixed Reality Games

TELECOM-EURECOM, Fraunhofer FIT

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Develop a complete framework for enabling easy creation of mobile mixed reality games

Easy-to use yet powerful **authoring tools** for expert and non-expert

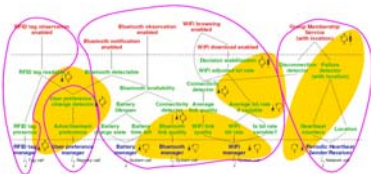


MMRGs lively community – **communication platform** for players, game designers and game developers



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Description language for defining a diverse range of MMRGs – tracking data, game artefacts and interaction methods



Tools and infrastructure – MMRGs client software, game server, multimedia database and context manager



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Stage a **considerable amount of MMRGs** – increase knowledge on game design and presence related research



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Creation of long-term strategic French-German alliances

Multimedia expertise

Communication Middleware

Sensors & Actuators



Game Design

Augmented Reality Framework

Scripting Languages

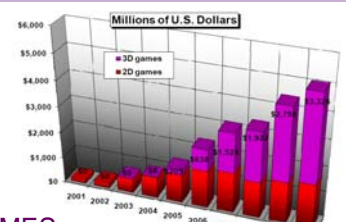
Expected results and marketing opportunities

Improve and reinforce competitiveness of European gaming industry

Push the state-of-the-art knowledge on the major ICT fields

Scientific impact on content adaptation and context processing

Ecosystem on ubiquity and pervasiveness



MOBILE GAMES