Evil Twin :: Ambient Gaming

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ABSTRACT

Evil Twin is a urban ambient mobile entertainment device, a fun response to online and mobile social software. Evil Twin uses the "evil twin" metaphor (some one just like you only evil) to build awareness of the people around you. In many social projects participants inevitably end up meeting people who are just like themselves or simply like the same movies, bars, etc. Evil Twin measures your personality, not your likes and dislikes.

INTRODUCTION

One of the challenges of social software is how much information do you disclose to strangers to gain their trust without compromising the security of your information. The more information we store on our pdas and cell phones the more hacking becomes a concern. Evil Twin stores no personal information on its hardware device.

When we think of interactive social systems, communities such as Friendster come to mind. By answering many questions like "Favorite movie" Friendster allows users to meet people who have similar personal profiles and friends or friends. For the most part interaction is kept to email, chat and message boards. Face to face contact is generally reserved for dates and match making.

Evil Twin's unique design offers no "Favorite Movie" type questions familiar in other social software. Instead questioning is streamlined to indicate your personality and your "level of evil". Personality padding such as selecting cool sounding movies you have not seen or adding a few inches to your height is not an option.

By using the metaphor of having an "Evil Twin" or someone who is just like you-but evil (think cartoon evil not serial killer evil)-this project encourages people who are generally similar but slightly different to interact at a comfortable distance. Evil Twin is not a match making device or a business networking tool, rather it is pure entertainment. People playing the game have the option to ignore their twins, start a conversation with their twins or just have fun knowing where your Evil Twins are in the city.

HOW IT WORKS

Evil Twin consists of two parts, a web based questionnaire and a small RF hardware device.

Website

The player answers a series of questions formulated from the Big Five Personality Typology test to determine the players score for the 5 personality types (extroversion, friendliness, orderliness, emotional, open-mindedness). The highest scoring personality factor is used to describe the player's personality. There are several viable personality tests in existence; the Big Five is used in this project for practicality.

The other personality attribute, evilness is determined by a separate set of questions which generate the players Evil Factor (Very Evil to Very Good). The results from the personality test and the Evil Factor are then combined to form your Evil Twin profile (Example: Friendly and Very Evil) which determines the setting of your hardware device.

Hardware

The Evil Twin device is a simple radio frequency device that transmits one frequency and receives another frequency. Your device is looking for the frequency broadcast by your evil twin's device while it broadcasts its own frequency which your evil twin's device receives
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HOW IT IS PLAYED

Once you have your Evil Twin device just go about your everyday activities. Since the game is designed for an urban environment you game board is your entire city. When you come into close proximity (~20ft) to a receptive device your device will vibrate. Now that you know a twin is nearby you can A) totally ignore it and continue on with your life knowing that there are others like you in the world B) feign ignorance but keep an eye out for your twin or C) make it obvious that your device is vibrating.

The game is designed to be open and non competitive, it's not a button masher or point oriented rather it is designed to be an entertaining diversion from everyday life.

REFERENCES

1. http://berkeley.intel-research.net/paulos/research/familiarstranger/index.htm

2. Harvey, Robert. A Big 5 Scoring Systemfor the Myer-Briggs Type Indicator . May. 1995

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[1] The Big Five was derived in the 1970's by two independent research teams -- Paul Costa and Robert McCrae, and Warren Norman /Lewis Goldberg.