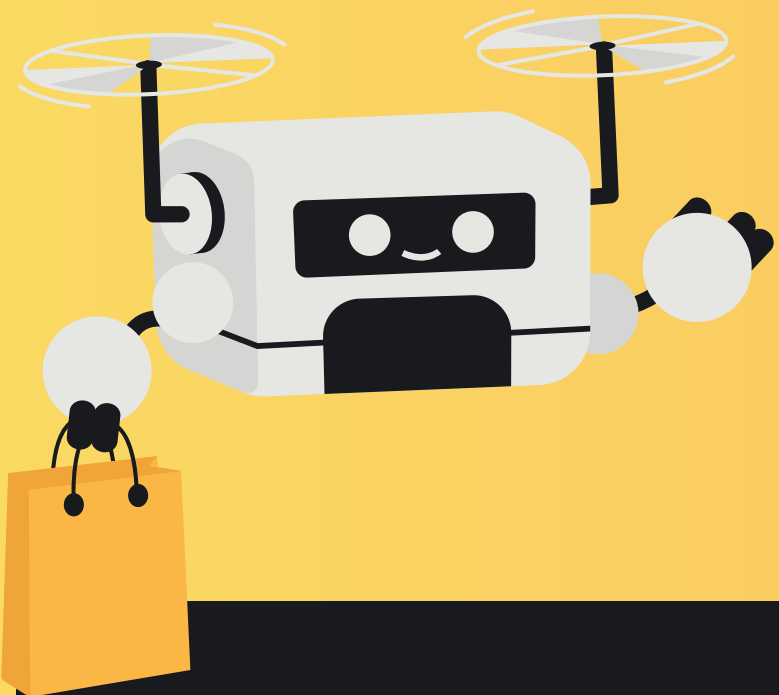


HYBRID TECHNOLOGIES FOR TABLETOP GAMES



This Australian Research Council-funded project examines the electronic and computerised technologies that support & enable hybrid tabletop games.

Understand Enabling Technologies

By looking at successful games from the past & present, we seek to understand how new technologies have been used in games since the start of the twentieth century.

Create and Evaluate Prototypes

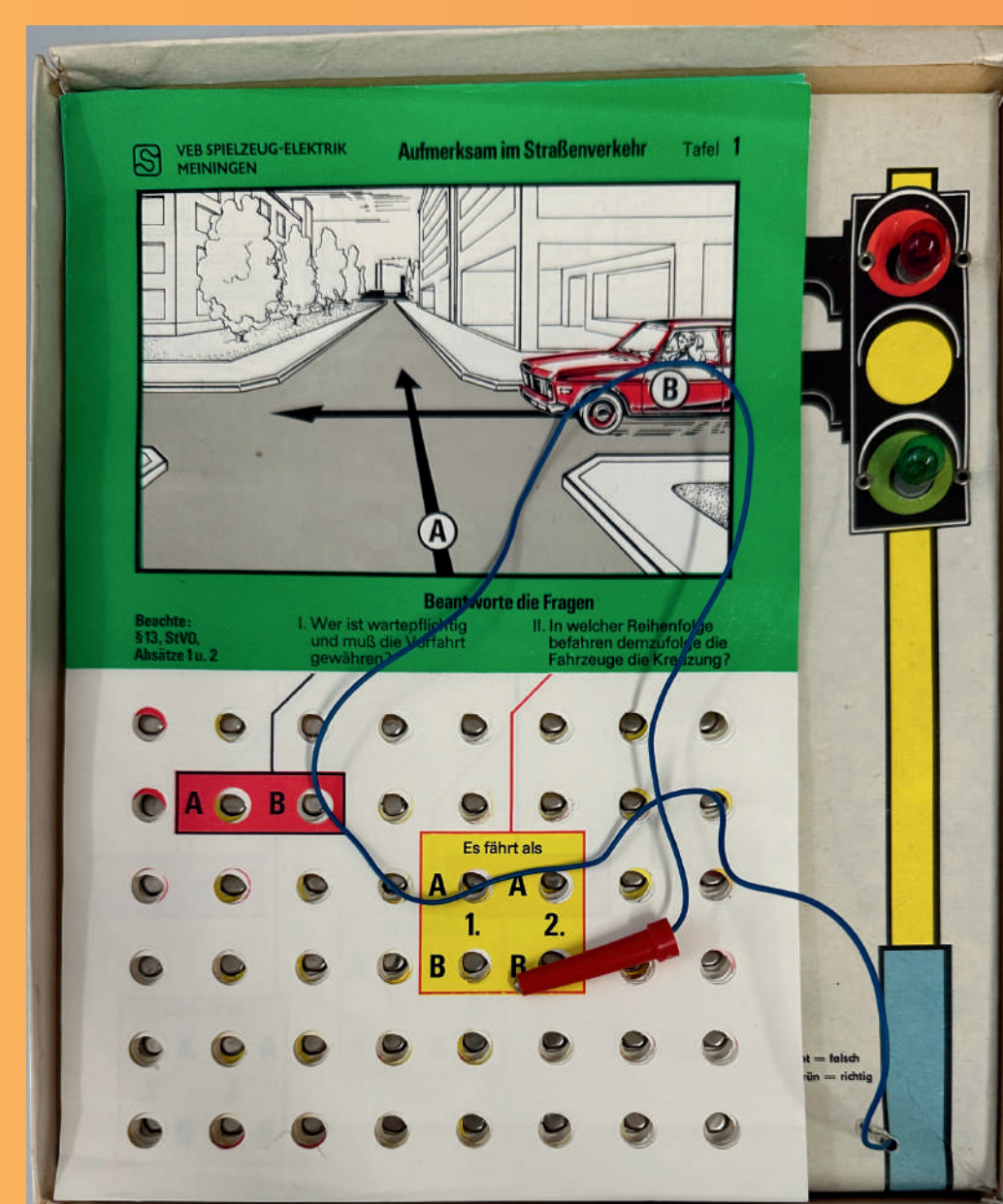
By building & evaluating hybrid games, we can learn about how people interact with them, how they want to use them, and how we can use technology to deliver those experiences.

Theory-based Design Methodology

Distilling what we know about hybrid games, we will develop practice resources and models that can be implemented to create new hybrid play experiences.



Electro Studio, around 1900,
Musée Suisse du Jeu



Aufmerksam in Straßenverkehr, around 1978,
Deutsches Spielearchiv

Both of these quiz games use the same underlying technology
– completing an electrical circuit –
to check whether players have chosen the correct answer.

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