



iPHONE GAMES

MOBILE ENTERTAINMENT

Mobile devices are increasingly used to help us navigate, communicate, stay informed and be entertained. Devices such as the Apple iPhone are capable of supporting rich and complex 3D experiences such as augmented reality and games. The IDIA has been developing numerous projects for PDA enabled mobile phones including applications for social networking, conference systems, augmented reality walking tours, live musical performance and games.

The prototype 3D game, IDIA built with Paws content, has also been re-purposed here as an iPhone game - exhibiting the range and scalability of these authoring environments. The same content from any game can also be realized as a Nintendo Wii game using this production workflow.

This authoring environment supports two and three dimensional game spaces, interacting through clicks, tilts and touch. Users can walk Odie through his neighborhood, encountering trash cans, balls and Garfield himself!