



LifePilot Flux changes the physical settings of your neighbourhood – nature and urban space – into a scene of intriguing experiences driven by IT, GPS and mobile technology. The physical settings are supplemented by a virtual layer that creates pioneering opportunities of play, games, learning, experiences and social activities.

The virtual layer acts as a local guide who uses the mobile to tell good stories about the area, to show exciting routes, to inform you about activities and potential fellow players nearby and to coach and guide you in all activities.

With LifePilot Flux you can develop and launch initiatives where new IT, GPS and mobile technology together with traditional or interactive installations motivates to entirely new activities in urban space or in nature. For instance you can create virtual playgrounds, point-to point runs, treasure hunts, urban historic storytelling or role-playing, and you can tailor the games to your exact purposes and surroundings.

The physical, social and virtual environment is coupled in LifePilot Flux. It paves the way for initiatives creating new identities and using effects from the Internet and computer games to create life in the physical environment and to unfold new social structures. Mouse movements in the PC/Internet game are replaced by physical movements in the fascinating story world of the game. The digital synthetic scene is replaced by the many exciting spaces of the city and nature.

The opportunities span from support of local citizens' initiatives and activities to the involvement of citizens and users in the development of unified plans of the area. Your neighbourhood is what you make of it. Let it unfold in an entirely new fashion with virtual experiences. LifePilot Flux gives you easy and affordable access to experiences, games, play and learning wherever and whenever you want.

Case: "Land of Opportunities?"



The National Museum uses LifePilot Flux as the platform of a mobile role-play at the Open Air Museum. The game breathes new life into the Museum's many interesting buildings with interactive storytelling from end 18th century, letting the players meet virtual persons from the past and make the choices that determine the destiny of their characters using mobile and GPS technology.

<http://mulighedernesland.natmus.dk/>



Preparation – the Internet

On the Internet, the virtual layer is the virtual reality where you plan activities. This is where you initiate new activities, routes, games or events, set up teams, create roles and add information about the activities.



Activities

The mobile phone supports and facilitates a wide variety of events for children, adults and seniors. It enables you to give your neighbourhood a visionary layer of experiences based on your physical surroundings, your users and focus area.



Follow Up – the Internet

On the Internet you can follow up on the activities. You can adapt routes and games, monitor the games online or offline and see statistics using LifePilot Flux.



Community

LifePilot Flux is connected to a community where the users can communicate with each other. The users can find activities nearby, find fellow players and plan games. Subsequently, the users can exchange experiences, see High-Scores or play the game online.



Development

With LifePilot Flux you can implement your own content and ideas or you can develop routes, games and play on the basis of the generic templates that are contained in the game platform and make it easy and cheap to begin using LifePilot Flux. You can also copy the games you develop and use them in other connections or on new locations. New features are being developed constantly providing you with even more opportunities of use with the platform.