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## NEWS

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### BT AIMS EXACTLY FOR WIRELESS GAMES

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BT Exact has joined the wireless games transition with new titles that take advantage of the technology.

A recently-staged interactive multi-location game, Uncle Roy All Around You, provided a live test for the technology. The spy thriller game was designed by Blast Theory, a media arts group, in collaboration with BT Exact and Nottingham University, and hosted by the Institute of Contemporary Arts. Online players around the world, playing in a virtual version of London, were teamed up with players on the streets of London and together they searched for clues, sent audio and text messages to one another and tracked down their target.

BT Exact designed interface components for the fixed and mobile devices used by the players, including a 3D virtual world navigated by online players, and an interactive PDA (personal digital assistant) interface for the street players. These interfaces allowed players to see each other's virtual and real locations whilst deciding what their next moves should be. Snazzy!

"The technology BT Exact helped to develop for Uncle Roy is part of our future of gaming project, which studies the impact of convergent gaming environments, such as that experienced by the players of Uncle Roy," said Matt Lawson, head of BT Exact's radical multimedia lab. "The main focus of our research is concerned with developing user interfaces that can accommodate the next generation of multi-access gaming. Uncle Roy has been a great success and paves the way for future multi-access interactive game development."

Steve Benford, professor of collaborative computing, The Mixed Reality Laboratory, The University of Nottingham, said: "The interfaces developed by the BT Exact team were at the heart of providing a rich and engaging experience for both street and online players."