Information bottlenecks are an issue for distributed mobile workers (and players). While some members of the team may have access to information in situated contexts, this information must be filtered through team members and communication channels to reach other members, who need to use it.

The Human Team

The predators are the slow and invincible virtual opponents. They move in the virtual world, attempting to deactivate the avatars of the human harvesters. Since the predators have no representation in the physical world, they are invisible to the harvesters and are able to move through physical barriers.

The human team works against the clock and the predators to locate and scan objectives in opposition space. Three harvesters and one coordinator make up the human team and three predators oppose them.

Objectives

Objectives are bar-coded sheets of paper. They are hidden, in the real world, to be scanned by the harvesters to harvest. Once the objectives are gathered, a team member (the coordinator) can display them to the harvesters.

Reactivation Zones

Reactivation zones are visible to the harvesters. Harvesters touched by predators are deactivated until they can reach a reactivation zone. While deactivated, a harvester cannot scan the objective in opposition space.

Game Artifacts

X's on the map - Harvesters must seek them out and collect objectives, which appear to the coordinator as X's on the map. In the virtual world, they appear to the coordinator as X's on the map.

Two-way radios - All human players (coordinator and harvesters) communicate over two-way radio. This offers information exchange and team coordination, but over a restricted verbal channel.

Barcode Reader - Harvesters scan in objectives using the barcode reader.

PDA - A PDA carried by the harvesters acts both as a data-router and as an information display for the harvesters. The PDA displays a meter indicating the proximity of the predator nearest the harvester.

Three harvesters and one coordinator make up the human team and three predators oppose them.

The Predators

The predators are visible in the physical world, they are able to move through physical barriers. However, they are unable to communicate with the harvesters. While in opposition space, the harvesters are able to communicate with the coordinator.

The predators are the slow and invincible computer-controlled virtual opponents. They move in the virtual world, attempting to deactivate the avatars of the human harvesters. Since the predators have no representation in the physical world, they are invisible to the harvesters and are able to move through physical barriers. The harvesters must rely on the coordinator and one another to win the game.

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