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MISSION REPORT

Mission Name:
Singularity Quest
Location:
Austin, Texas
Challenges:
Various types of participation with exhibitors and sponsors
Audience:
Attendees at the BDYHAX 2016 Expo
Game Type:
Custom, Story, Fun, Competitive, Puzzle

Singularity Quest is an expo game where attendees were rewarded for visiting and participating with exhibitors, vendors and sponsors at the BDYHAX 2016 Expo. Singularity Quest had a rich storyline written by author John Black that drove most of the interaction throughout the game. Guided by an in-game character (an artificially intelligent valet), players were directed to complete tasks and challenges to repair their memories and bodies in order to learn about what brought them to this place. Eventually, they discovered they had erased their own their memories to protect themselves from the game's big boss.

During the game, Players took a quiz about their microbiome with uBiome, wore a brain-computer interface called the UltraCortex from OpenBCI, and built 3d printed prosthetics for kids as part of their quest to remember themselves. The top 16 players won prizes donated from the event and participating exhibitors, highlighting the exhibitors not just as people to interact with but as products to be desired.

Partnering with local escape room geniuses at Out of the Box, we filmed story elements ahead of the game and revealed the videos with information as clues were assembled and parts of the puzzle were solved. We learned quickly that the best solution would have been to deliver story information in text on an app rather than on a video as it was difficult for attendees to hear the audio on a busy expo floor. Ideally, this information would have been shared by actors playing the artificially intelligent valet on site. These actors would have also functioned as information points and referees throughout the game.

We used a basic scavenger hunt app to track the player scores and tasks, but the app that we used had a layout that made it difficult for players to track story-related progress and to know what needed to be done next. It also made detailed puzzles almost impossible to communicate to players and we ended up running the final game levels on our website instead. Additionally, players had no way to review clues inside the game app which made connecting the dots even harder. Some of these experiences drove us to create Scramble!.

After the event, players reported Singularity Quest was one of the most fun things that year and exhibitors were delighted to have a steady stream of attendees visiting their booth for a specific engagement.

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