Game Gazer in India – list of games

**OKO (iPad)**

**OKO**

Nadezda Suvorova
Production: Geneva University of Art and Design (HEAD – Genève), Masters Media Design, 2012
Game design: Nadezda Suvorova
Sound design: Jérémie Forge / Programming: Pierre Rossel, Thomas Bohl, Nadezda Suvorova

OKO is a graphic puzzle game for tablets that uses imagery from NASA database. The goal is to reconstruct an image by stopping rotating circles which form the collage. For each level, the animated pieces draw increasingly complex patterns. The challenge is to be attentive to image juxtapositions in order to stop the circles movement at the right moment. OKO is a mesmerising journey navigating some of the most wonderful images from NASA database. The game was awarded the Swisscom Best iOS app 2012.

**FOXX KEEDZ (iPad)**

**Foxx Keedz**

Yulia Garcia-Skrebevna
Production: Geneva University of Art and Design (HEAD – Genève), Masters Media Design, 2012
Game design: Yulia Garcia-Skrebevna with Yuan Li
Computer programming: Pierre Rossel

Foxx Keedz is a serious strategy puzzle video game. You play the supervisor of a Chinese phone company. Your mission is to mentor young workers and to maximize production. Displays of exhaustion, sadness, shouting or madness are prohibited. Scroll horizontally the three assembly lines to spot misbehaviours and call the workers back to order using various touch gestures.
**Empreintes**

*Benjamin Ben Kemoun, Camille Morizot, Marine Sergent*

Production: Geneva University of Art and Design (HEAD – Genève), Masters Media Design, 2013
Game design: Benjamin Ben Kemoun, Camille Morizot, Marine Sergent
Development: Douglas Edric Stanley

Empreintes (French word for “imprint”) is a reflexion game, inviting the player to rediscover the sense of touch. The hand is being used as the tool of manuscript creation. Through one or several moves, the player guesses and then masters the movements he should make in order to reproduce the imprint on the screen. If the player wins, he will enjoy a beautiful shape animation.

**Magnetics**

*Fabien Duperrex*

Production: Geneva University of Art and Design (HEAD – Genève), Masters Media Design, 2012
Game design: Fabien Duperrex
Computer programming: Douglas Edric Stanley

Magnetics is a 2D strategy puzzle game. The goal is to destroy “magnetic” tokens by hitting them with any other token of the same type launched from a base revolving around the central area. There are three types of tokens with different shapes and properties: speed, gravity and magnetism. When a projectile misses the target, it remains in play, making the task more complex. Magnetics’ minimalist design enhances the gameplay, which was created specifically for mobile displays.
### Hollow Grounds

**Jeremy Spillmann**  
Production: Zurich University of the Arts (ZHdK)  
Game design: Jeremy Spillmann

Hollow Grounds is an iPhone indie game. You play a cartographer who jumps into holes of a planet. You have to rotate and turn your iPhone to get the character unharmed through those entwined tunnels. Hollow Grounds is a tilt-based falling game using 360 degree controls. Each stage has 3 possible stars to snag, one for time, one for collecting stars, and another for collecting the special star. The 24 tracks get more and more entwined, full of planets, stars, chicanes and stone worms.

### Journey of a Roach

**Binan Woll and Mischa Geiser**  
Production: Zurich University of the Arts (ZHdK)  
Game developers: Binan Woll and Mischa Geiser

“Journey of a Roach” is a humorous comic style adventure game. You play a giant roach in a dangerous post apocalyptic world. Accompany Jim, a naive and good-hearted roach, on his journey through an old bunker. Journey of a Roach focuses on exploring the maze-like world around you. Find your way by walking on walls and ceilings, collecting items and skilfully combining them. Started as a student project at ZHDK Game Design the game is being developed by the Swiss startup studio Koboldgames into a commercial product for Daedalic Entertainment.
Ned & Ted

Marc Gruber and Simon Kovatsch
Production: Zurich University of the Arts (ZHdK)
Game developers: Marc Gruber and Simon Kovatsch

Ned & Ted is an innovative indie game that convinces with varied gameplay and innovative graphics. While playing Ned & Ted the skill of the player is put to an acid test, because the two characters are controlled simultaneously. Help the two lunatics escape the psychiatric institution. Overcome challenging portal-riddles, fight the evil warden, experience exciting live jump-stunts and bring the two lunatics with each level closer to freedom.

Binary Land “Hello World!!!”

Baptiste Milési
Interaction design, plot, drawings: Baptiste Milési
Computer programming: Raphaël Muñoz / Plot and dialogue: Julien Milési

Binary Land “Hello World!!!” is made of a 36 pages comic book and a mobile application that gives the reader access to 22 interactive and playful animations hidden in some cartoon boxes. Images contain tags that are recognized through the smartphone’s camera. Plot and gameplay mix into a “storyplay” inspired by geek culture. At some point of the story the reader has to play in order to follow Java, Hyxemel and Arduino, three characters in quest for their lost country.
**LADYBUG (iPod touch)**

**Ladybug**

Nanaui Amoros Silva and Marion Tamé  
Production: Geneva University of Art and Design (HEAD – Genève), Masters Media Design, 2013  
Design: Nanaui Amoros Silva & Marion Tamé  
Computer programming: Nanaui Amoros Silva and Marion Tamé under the direction of Douglas Edric Stanley and Pierre Rossel

Ladybug is a collaborative application for two smartphones which allows to experiment with the pleasure of playing with a bug. This prototype is inspired by the real gesture of passing the ladybug from one hand to the other as long as possible. The goal of the game is to prevent it from flying away by guiding it from screen to screen.

**USURES (series of artefacts)**

**Usures**

Marine Sergent  
Production: Geneva University of Art and Design (HEAD – Genève), Masters Media Design, 2013  
Design and development: Marine Sergent

Usures (the french word for “wear”) is made of a series of data models where the smartphone is both the object of study and the medium for visualizing information. The weary and altered mobile phones seem victims of their extensive use. Newsfeed, entertainment, utilities, social networks and video games draw a topography of the tactile surfaces, highlighting the widespread use of gestures associated with certain kinds of applications.