

# **A Serious Mobile Game for Landmark production – A Work in Progress Report**

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Serious games are defined as games with a purpose. These games serve a purpose beyond play in difference to games, whose purpose is nothing than the play activity itself. Human Computation Games, a particular form of a serious game, engage humans to solve problems, the computer cannot solve, at least today. Humans solve the problems voluntarily and with fun, because the tasks and their solution are part of a game. The Human Computation Paradigm proposed by Luis von Ahn has been implemented until today in a variety of Online Games. A well-known example is the ESP Game. Within this paper we present a Serious Mobile Game, based on the Human Computation Paradigm. Our game is a vampire role-playing game designed to support the production of landmarks for mobile navigation of pedestrians. The shift from online to mobile games, based on the players' physical movement in a mixed game world, has consequences for the design of a Human Computation Game.