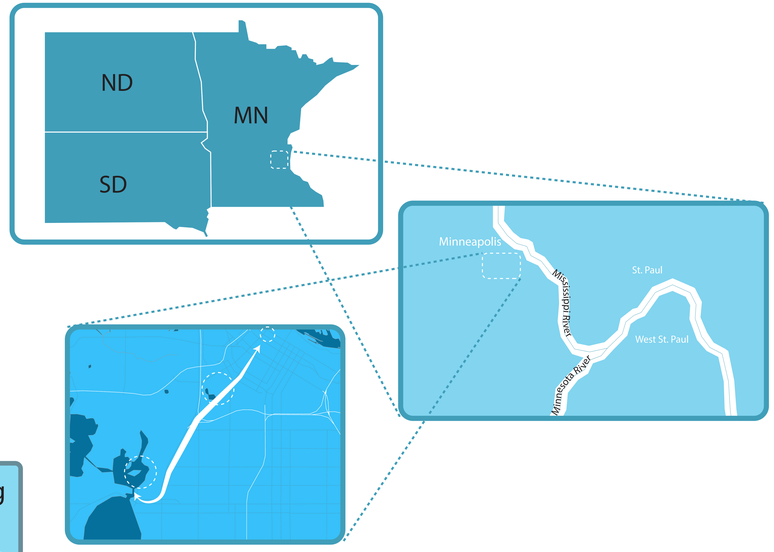
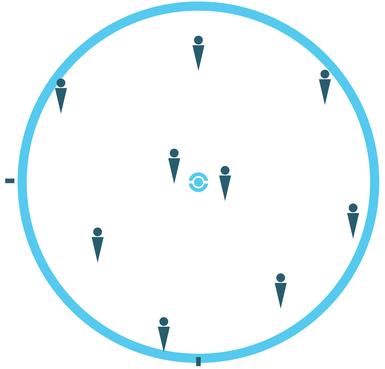
Game Play

Promoting Park Retention, Physical Activity and Social Interaction in Central Minneapolis Through Pokemon GO

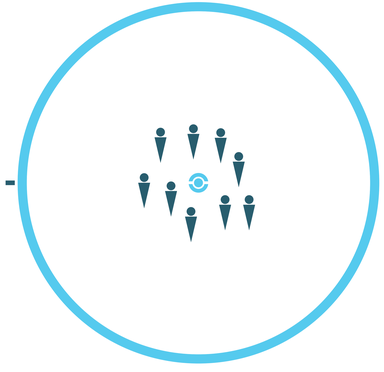


Pokemon GO has had a huge impact on people getting out and moving. I believe the game can be more successful than it already is though. A major part of the game is collecting Poke-Stops which reward players with items needed to catch and battle their virtual Pokemon. These stops are often located at points of interest, such as an informational plaque or landmark.
As it is now, the game only requires players to be in the general area of the stop. Although this aspect of the game promotes some physical activity, it does not promote much social interaction with the point of interest or other people.



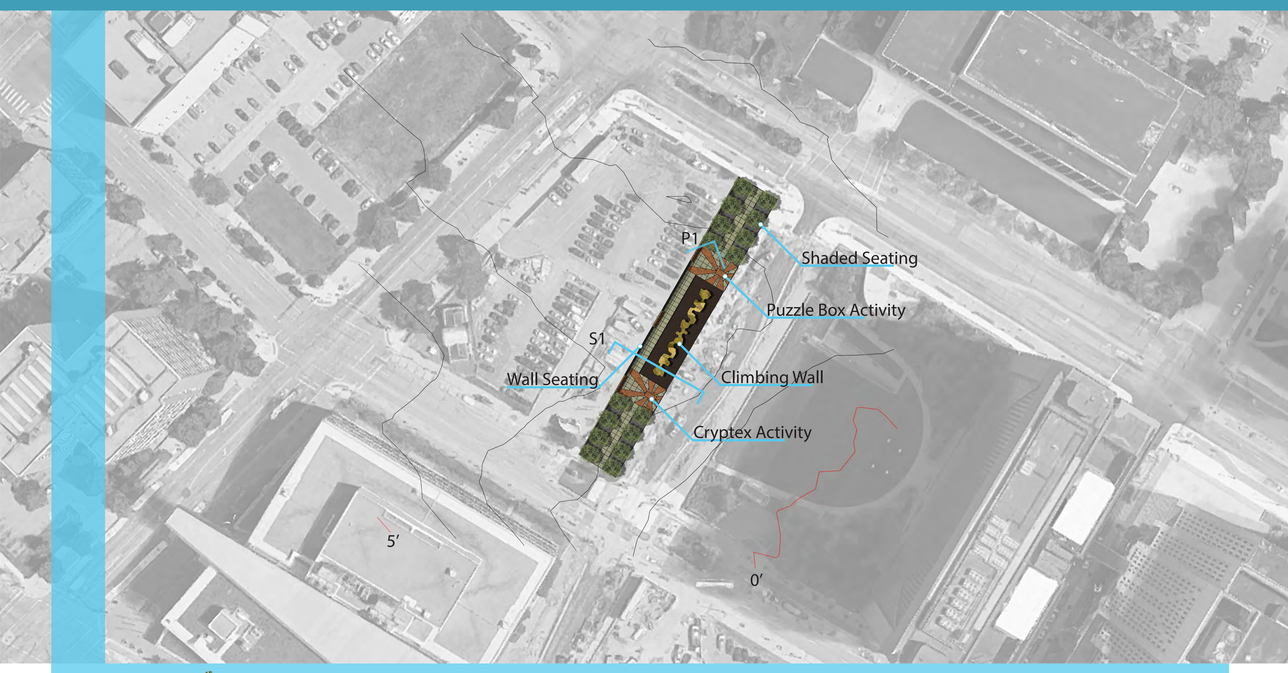
I am convinced Pokemon GO can be used to supplement existing and future landscapes as well as accomplish my goals of Park Retention, Physical Activity, and Social Interaction for this project. To do so, I have proposed a version of what the game could be in the future. The major change for the future of Pokemon GO is QR codes as well as an additional, harder to acquire Poke-Stop, a Master-Stop.

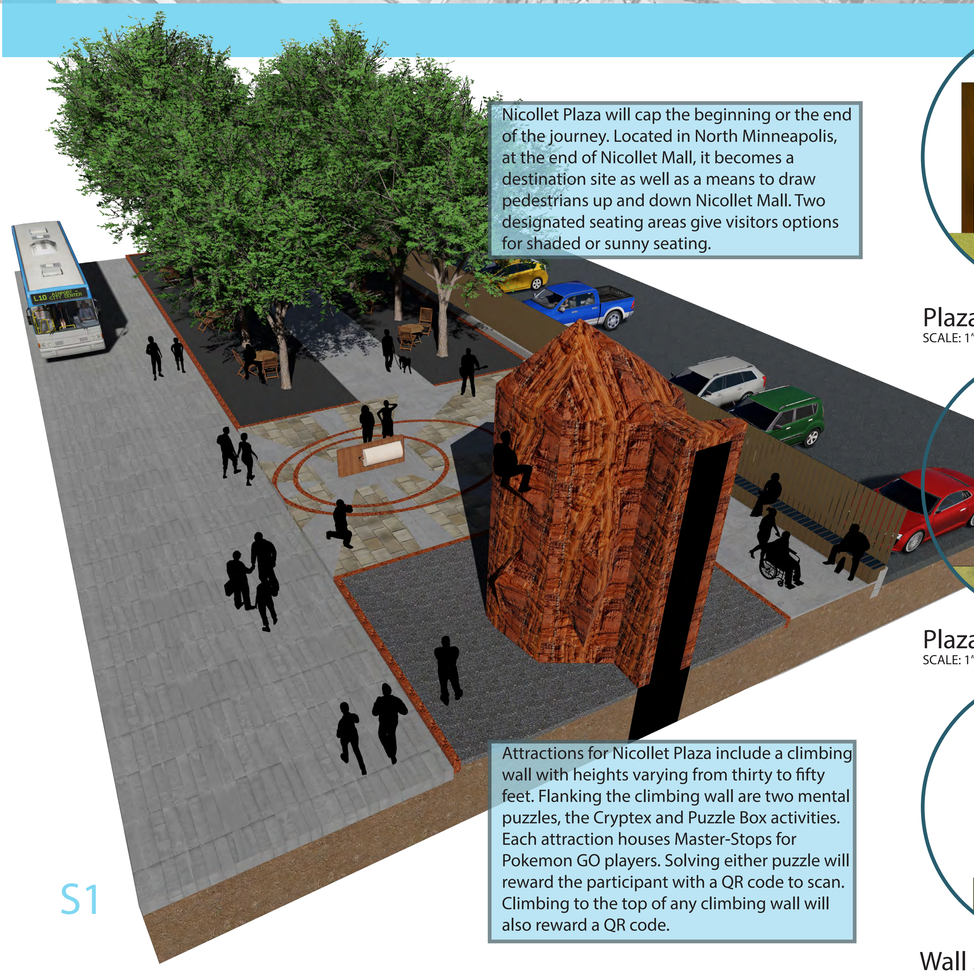
Implementing QR codes into the game would help the social aspect of the game as well as the interactions with the points of interest. If a player had to physically scan a code on the point to access the in-game rewards, we would see more people interacting with the landmarks and other people who are also trying to scan the code. Master-Stops would be harder to achieve, requiring the players to often solve puzzles or complete a physical activity before scanning the code for rewards. With more in-game activities to accomplish in a given site, people will spend more time on site doing those physical and mental activities.



Nicollet Plaza

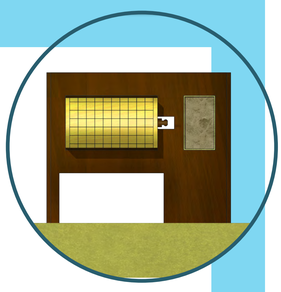
SCALE: 1″ = 30′





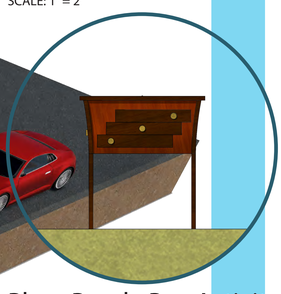
Nicollet Plaza will cap the beginning or the end of the journey. Located in North Minneapolis, at the end of Nicollet Mall, it becomes a destination site as well as a means to draw pedestrians up and down Nicollet Mall. Two designated seating areas give visitors options for shaded or sunny seating.

Attractions for Nicollet Plaza include a climbing wall with heights varying from thirty to fifty feet. Flanking the climbing wall are two mental puzzles, the Cryptex and Puzzle Box activities. Each attraction houses Master-Stops for Pokemon GO players. Solving either puzzle will reward the participant with a QR code to scan. Climbing to the top of any climbing wall will also reward a QR code.



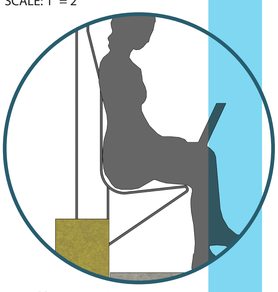
Plaza Cryptex Activity

SCALE: 1″ = 2′



Plaza Puzzle Box Activity

SCALE: 1″ = 2′



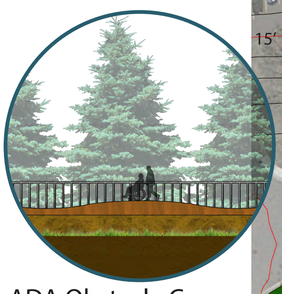
Wall Seating

SCALE: 1″ = 2′

LUMION PRO STUDENT

Loring Park

SCALE: 1″ = 30′



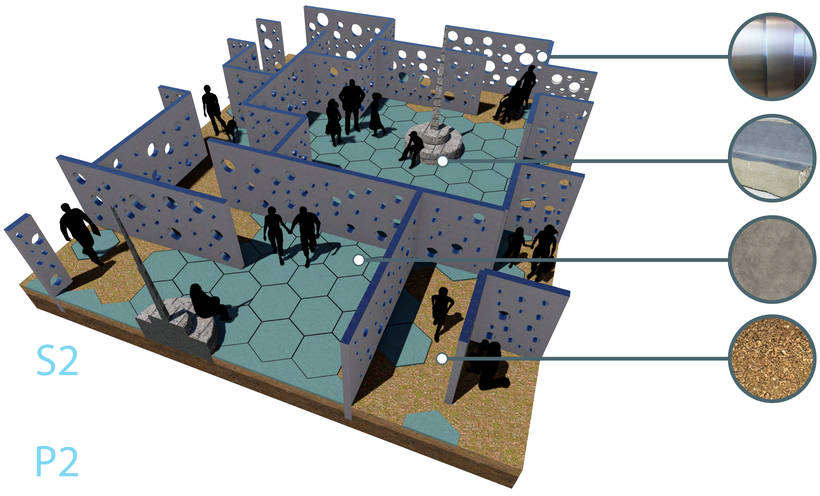
ADA Obstacle Course
SCALE: 1″ = 10′

Maze Entrance
SCALE: 1″ = 4′

Ropes Course
SCALE: 1″ = 10′

Loring Park is the mid-point of the journey. In the North corner of the park a maze, rope course, and obstacle course are implemented to provide attraction and activity for site goers.

The three attractions on site, are all Master-Stops. Finishing each activity will allow the participant to scan a QR code. Along the way, more QR codes will grant regular Poke-Stops.



S2

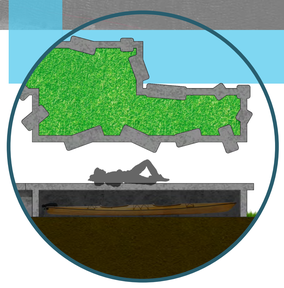
P2

The size of the maze requires alcoves along the multiple routes to the finish. Each of these areas has a stone pillar with seating. With holes in the walls and the pillars, a visitor should be able to navigate the maze rather easily.

KYLE MALECEK | LA 572 DESIGN THESIS STUDIO | JASON KOST

Lake Island and Boardwalk

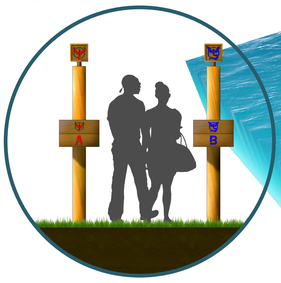
SCALE: 1″ = 120′



Boat Storage Bench

SCALE: 1″ = 4′

Lake of the Isles is the second site that will either cap off or begin the journey. The island in the middle of the lake is home to hiking trails. A lookout tower, which provides those who travel to the island a beautiful view of the surrounding area, is found at the end of the trail system.

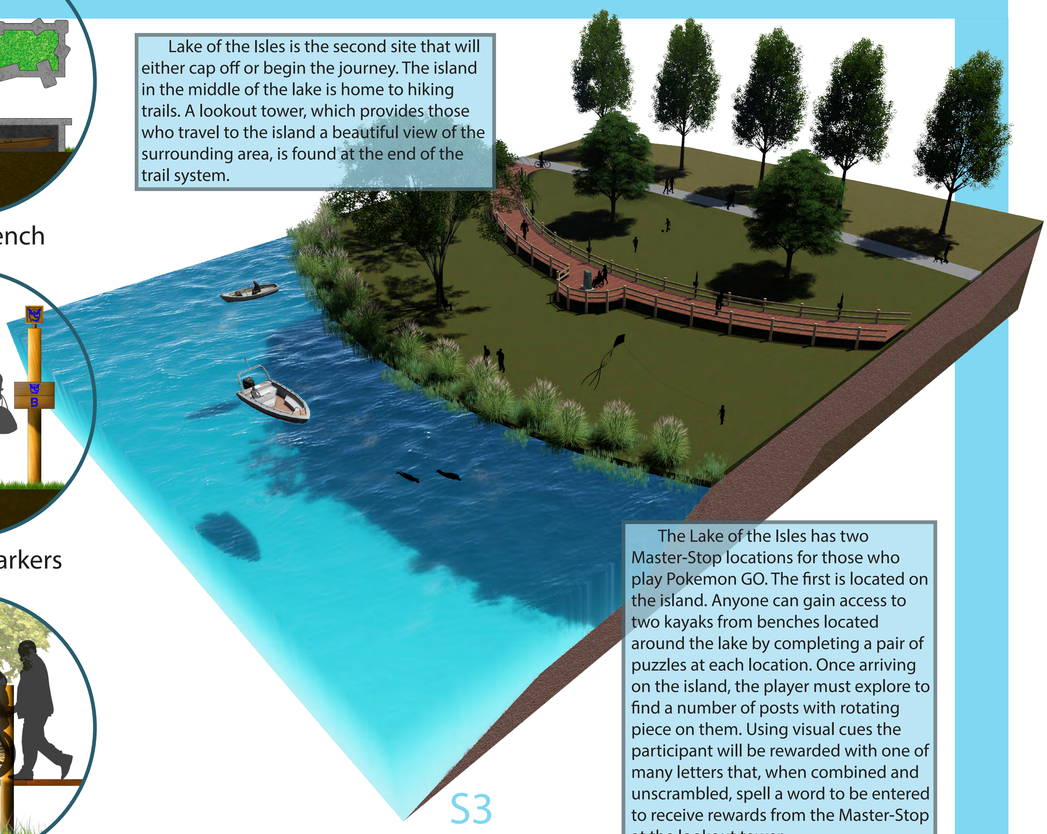


Island Puzzle Markers

SCALE: 1″ = 2′

ADA Boardwalk

SCALE: 1″ = 2′



The Lake of the Isles has two Master-Stop locations for those who play Pokemon GO. The first is located on the island. Anyone can gain access to two kayaks from benches located around the lake by completing a pair of puzzles at each location. Once arriving on the island, the player must explore to find a number of posts with rotating piece on them. Using visual cues the participant will be rewarded with one of many letters that, when combined and unscrambled, spell a word to be entered to receive rewards from the Master-Stop at the lookout tower.

Transporting a wheelchair or other handicap equipment would be a challenge so a boardwalk was designed at the closest point to the island. On the boardwalk is the second Master-Stop, utilizing the same mechanics as the island. The goal is to give a similar experience to those not able to reach the island. The hole in the sculpture acts as a view-port focused in on the island's lookout tower.