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# Seize: A Mobile Augmented Reality Walking Game through Critical Making

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**Abstract:**

The previous zero-Covid policy in China causes the waning of public space and more disciplinary control. Although the policy has changed, the trauma of eroding the individual space and weakening our bodily control still exists. In this project, we will make a mobile augmented reality game named Seize to invite players in Shanghai, China, to create a playful space for accessibility, connection, and sharing emotions collectively in the context of the post-pandemic time. The game is a remembrance and healing of the lockdown. This game is a continuation of a series of virtual games organized during the lockdown in Shanghai from March to June 2022 at virtual meeting platforms for constructing a mutual connection. In this game, walking is the key mechanic and a tool to re-configure, recognize, and re-experience the urban landscape. It is an expansion to the physical space for addressing the restrictions of the Chinese social, cultural, and political context. The process of making inherits the methodology of critical game design. The game playtesting will invite the locals in Shanghai to play, evaluate, discuss, and share collectively as a community. This project is inspired by the long history of walking as a form of protest from Walter Benjamin's writing about Flâneur to later International Situationist movement. City is remapped and reimagined through walking which creates a different sense of time and space. The emerging of locative media in recent decades leveraged by game designer to remap the reality with the mediation of mobile technologies. Mary Flanagan(2009, 6) defines critical play is "to create or occupy play environments and activities that represent one or more question about aspect of human life." This project will be situated in the framework of critical game which addresses the issue of the reality of game. Seize is not only a project to reflect the reality, but intervene and hack into the Chinese current political and cultural discourse through playful activity enacted in the city. We will present the process of our game design, playtesting/workshop, iteration, and final gameplay organized in Shanghai.