

# ISEA 2008: Locative Media Core Works & Classifications

by Martijn de Waal on Aug 14, 2008

When I first saw the word locative media, The first thing that comes out in my head is the uber map, and a car is moving slowly. After I read the article and take a look at the game "Can You See Me Now," i feel so excited. Because the game seems so unusual, it is like a combination of the digital game and real life. I am a big fan of the mobile game. And two years ago, I was so crazy about a game called Pokemon Go. For some aspect, Pokemon Go is a locative media game. The application transfer real life to the digital world. It builds the same size maps in real life. And the user can walk around in the real world to catch Pokemon. Also, uber is another locative media. The app will display the pass of the car. I start to think about should I build a locative media as my final project? The user can share their path on the website. And add the picture on it. Then I can add some forum elements to build a community. However, sharing your footprint might be dangerous. I saw a guy share his bicycle footprint on the Reddit. And someone tracks his footprint and find his home. The replier even posts a picture of his house online. In some aspects, locative media might cause a security problem.