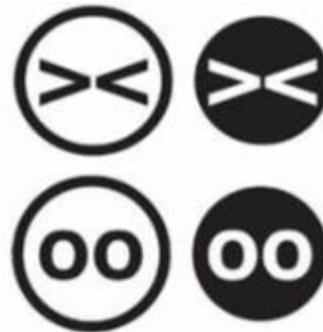


# Explanation of the Augmentations

## AUGMENTED REALITY GAME IDENTIFEYE



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Question	Topic	Augmentations – description	Explanation
0	Sharing characteristics	A tickertape will present the data that are filled out. A tickertape is a field with text flowing from right to left. Think CNN. The information is not stored in any other way, it is there only as session information. If you start the game up again it will be gone.	An identifier is a characteristic that helps to identify you like name, age, town of residence and school. By sharing these there is a major chance that they will become visible for others too. The tickertape represents throughout the game the information that you share.
1	Sharing characteristics	Boys (A) will get a khaki colored crown and a male helper. Girls (B) get a pink crown and a female helper. Option C leaves the player with a golden crown and a random helper.	Interpreting information often equals stereotyping: Prejudices are getting confirmed. These augmentations are an example of this. Boys are stereotyped as tough and get a khaki colored crown as a hint to the army. Girls are stereotyped as sweet and get a sweet, pink color. If you do not chose you cannot be profiled exactly. But some guessing takes place (male or female helper). The crown, as well as the picture taken in question 2, will be the place in the game where identity elements are added.
2	Sharing characteristics	A picture will be taken and in twofold added as augmentation for (A). For (B) a sign is added that no picture was taken.	Pictures are an essential element in profiling. For some they even equal biometric information. There are two pictures to illustrate that if you have a picture online it will be copied. These copies are beyond one's control – as will appear in 20A.
3	Sharing characteristics	Our pictures, as taken in question 2, now are added with a symbol – gadgets (A), animals (B), music notes (C) or footballs (D).	Our 'Like it's are a crucial instrument to profile our preferences and routines. They are directly linked to our identity as symbolized by our pictures.
4	Sharing characteristics	The crown is added with a smartphone (A), sneakers (B), sunglasses (C), baseball cap (D)	Interpreting lifestyle is – like our 'Like it's - a crucial instrument to profile our preferences and routines. They are directly linked to our identity as symbolized by the crown.

5	Attitude towards sites	The following text is added to the tickertape: A. My lips are sealed B. Please let me in C. Hi! Friends D. I have nothing to hide	These additions are paraphrases of the person's attitude towards the site. They are important for interpreting actions by that person and are therefore added to the ticker as basic data material. For tickertape – see 0.
6	Amount of information shared	A. The crown turns icy white and the font of the tickertape becomes bigger B. A flash of dust – nothing changes C. The crown turns grey	If we share a lot of information we become more visible – the tickertape font becomes bigger – and more transparent – the crown becomes icy white (A). If we do not – nothing changes to our identity – represented by a flash of dust throughout the game. If we do share information sometimes our crown turns grey – as a symbol of being between the extremes.
7	Attitude towards sites	A. An hawk flies by and poop appears on the screen. The hawk disappears, poop stays. B. An hawk flies by and an egg appears on the crown. The hawk disappears, the egg stays. C. An hawk flies by and poop appears on the screen. The hawk disappears, poop stays.	The hawk is the symbol of good eyes, seeing things sharply. You have sharp eyes to read the Terms and Conditions. If you don't do that, poop happens. If you do read it new insights, symbolized by the egg, comes into existence.
8	Attitude towards others, others add information	A. A button with a smiley is added; the tickertape becomes bigger. B. A button with a smiley is added; the tickertape becomes bigger.	If someone publishes a picture of you, to third parties it appears you agree and are happy with it. The only way to change that impression is to convince your friends to take the picture offline, or force them legally.
9	Attitude towards others, others add information	A text is displayed that someone changed your profile too: A. A "nerd" button is added B. A "peace" button is added C. A "cyberbully" button is added D. A flash of dust, nothing changes	What you give is what you get. Most people will react to you in the way that you react to them. If you do something to them, they will do something to you. Whether you will flame (C), stereotype (A) or be nice (A), others are likely to do the same to you.

10	Attitude towards others	<p>A. Buttons are added with fuzzy images of nice and creepy strangers</p> <p>B. White buttons are added and buttons with fuzzy images of nice and creepy strangers</p> <p>C. Buttons are added with fuzzy images of nice and creepy strangers</p> <p>D. Buttons are added with fuzzy images of nice and creepy strangers</p>	<p>If you accept as your friends people you don't know then you don't really have an image of them as they really are – represented by the fuzziness of the pictures. These friends can turn out to be nice or creepy. Friends who are known to you are symbolized by the imageless buttons. But even your friends are not known to the end. They can turn out to be (online) nice or creepy.</p>
11	Attitude towards others	<p>A. The pictures from 10. become sharper</p> <p>B. The pictures from 10. become sharper</p> <p>C. The pictures from 10. become very fuzzy</p> <p>D. A flash of dust/ nothing changes</p>	<p>The more you check the sharper image of others you'll achieve, but they'll never be 100% sharp. But if you don't check at all, everything becomes very fuzzy.</p>
12	Amount of information shared	<p>A. The buttons from 10. start communicating</p> <p>B. A flash of dust/ nothing changes</p>	<p>As soon as you share contact data, people can and will start communicating with you as symbolized by virtual messages that are sent by the buttons. They will keep sending you information, even if you would defriend them, as will become clear in 18A.</p>
13	Attitude towards others	<p>A. The images on the buttons from 10. are replaced by slideshows</p> <p>B. The images on the buttons from 10. are replaced by slideshows</p>	<p>Whether you like it or not others can and will represent themselves any way they want to – by profile pictures or by whatever images. The same goes for you. You can do that too.</p>
14	Attitude towards friendship	<p>A. An augmented mouth is added to your face</p> <p>B. An augmented brain is added to your face</p> <p>C. An augmented nose is added to your face</p> <p>D. Augmented ears are added to your face</p>	<p>The mouth symbolizes what we talk about – we talk about the things we like. The brain symbolizes the cognitive; knowing something. The nose symbolizes intuition. You sniff up trust (they are nice) but it is intangible. From friends we get information on others. The ears receive that information.</p>

15	Attitude towards friendship	<p>A. A temporary rain of pigeons appears</p> <p>B. A temporary rain of dolphins appears</p> <p>C. A temporary rain of cats appears</p> <p>E. A temporary rain of dogs appears</p>	<p>Pigeons always flock together, do things synchronized even though they have not a lot in common. They seem to accept whatever happens to always peacefully and trustingly return to the same placed.</p> <p>Dolphins are the symbol of social animals.</p> <p>Cats are fickle, they only seem to do things they like.</p> <p>If someone is nice to them, dogs are trusting.</p>
16	Attitude towards love	<p>A. Cupids start flying around the crown</p> <p>B. Koalas start flying around the crown</p> <p>C. Balloons start flying around the crown</p>	<p>Cupids are the classic symbol of love and falling in love</p> <p>Koalas are cute and lazy animals that do not seem to want a lot.</p> <p>Balloons can be associated with the light and temporary.</p>
17	Attitude towards love	<p>A. The crown gets a parrot print</p> <p>B. The crown gets a tiger print</p> <p>C. The crown gets a heart print</p> <p>D. The crown turns grey</p>	<p>The parrot stands for the go-between – someone is to repeat your words.</p> <p>Tigers can be associated with wild and impressive.</p> <p>Just telling them is showing your heart.</p> <p>Not telling others what you feel makes you difficult to interpret – grey identity.</p>
18	Attitude towards love	<p>A temporary rain appears with buttons with</p> <p>A. Parrot print</p> <p>B. Tiger print</p> <p>C. Heart print</p> <p>D. A grey color</p>	<p>See 17.</p>
19	Attitude towards others	<p>A. Half of the slideshow images of 13 get an “X” over them</p> <p>B. A flash of dust/ nothing happens</p>	<p>Defriending means that you cross out friends. But they can still send you messages if you shared your contact data (12A)</p>
20	Amount of information shared	<p>A. Half of the crown is blacked, one picture of you turns black, half of the buttons turn black.</p> <p>B. A cloud of dust/ nothing changes.</p>	<p>Even if you delete all the information from the Internet that you have ever shared, an important part will remain nevertheless.</p> <p>Independent of your will you leave serious traces. That information has started to live a life of its own, without you.</p>