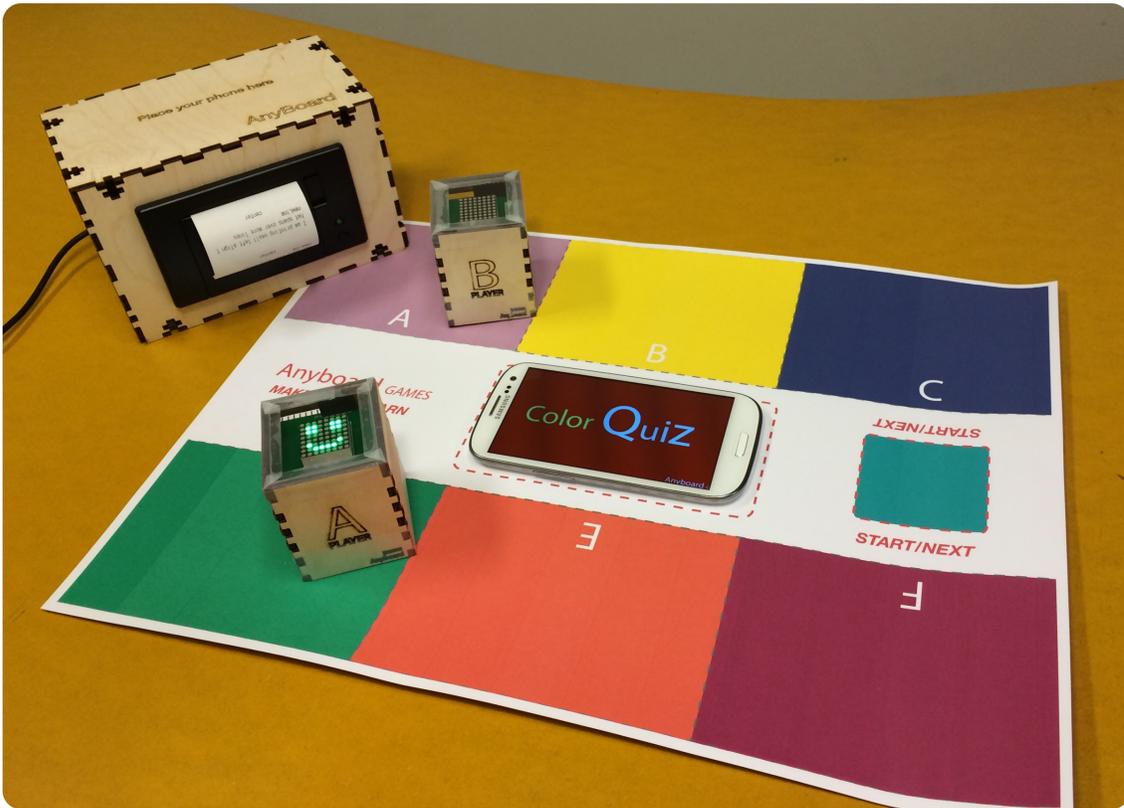


Anyboard GAMES

A platform for making and play interactive board games

Anyboard is an innovative platform to **make and play** interactive board games. Anyboard games blend the **social impact** of traditional board games with the **interactivity** of video games.



PLAY

The platform provides a set of interactive game tokens that work with games you download on your phone.

AnyDeck print out information on cards in real time. Cards can be exchanged among players or kept private to serve specific game mechanics when needed.

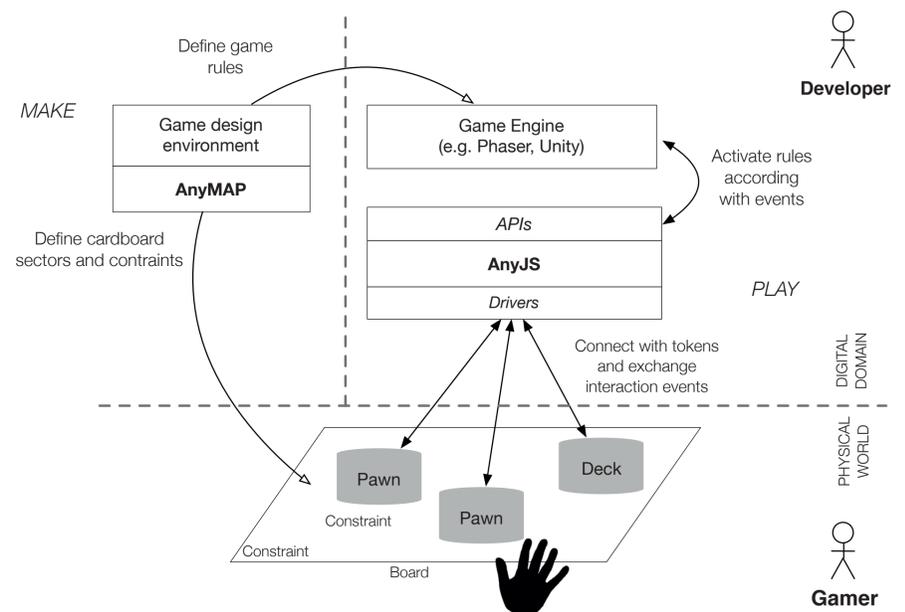
AnyPawns support gameplay by providing visual and haptic feedbacks triggered by specific sectors of the board or adjacency with other tokens. Pawns work with standard cardboards you can print at home, therefore you can play new games just swapping the board!

MAKE

We provide a suite of software tools to ease the development of Anyboard games.

AnyMap (alpha), a visual editor for game cardboards, allows to define interactive sector of the board that respond to presence of game tokens to trigger specific game mechanics.

AnyJS (beta), an event-driven javascript API, support development of Anyboard games using popular game engines such as Unity and Phaser.



LEARN

Anyboard games can be designed to deliver learning content, to foster team-building, teaching skills or facilitating creativity and reflection.

Furthermore the process of making games can be used as a learning activity in educational contexts as diverse as engaging students with cultural heritage, teaching university students how to code or urban planning practices.

PEOPLE



NTNU

Department of Computer and Information Science

Anyboard code and hardware schematics are available open source at <https://github.com/simonem/Anyboard>