



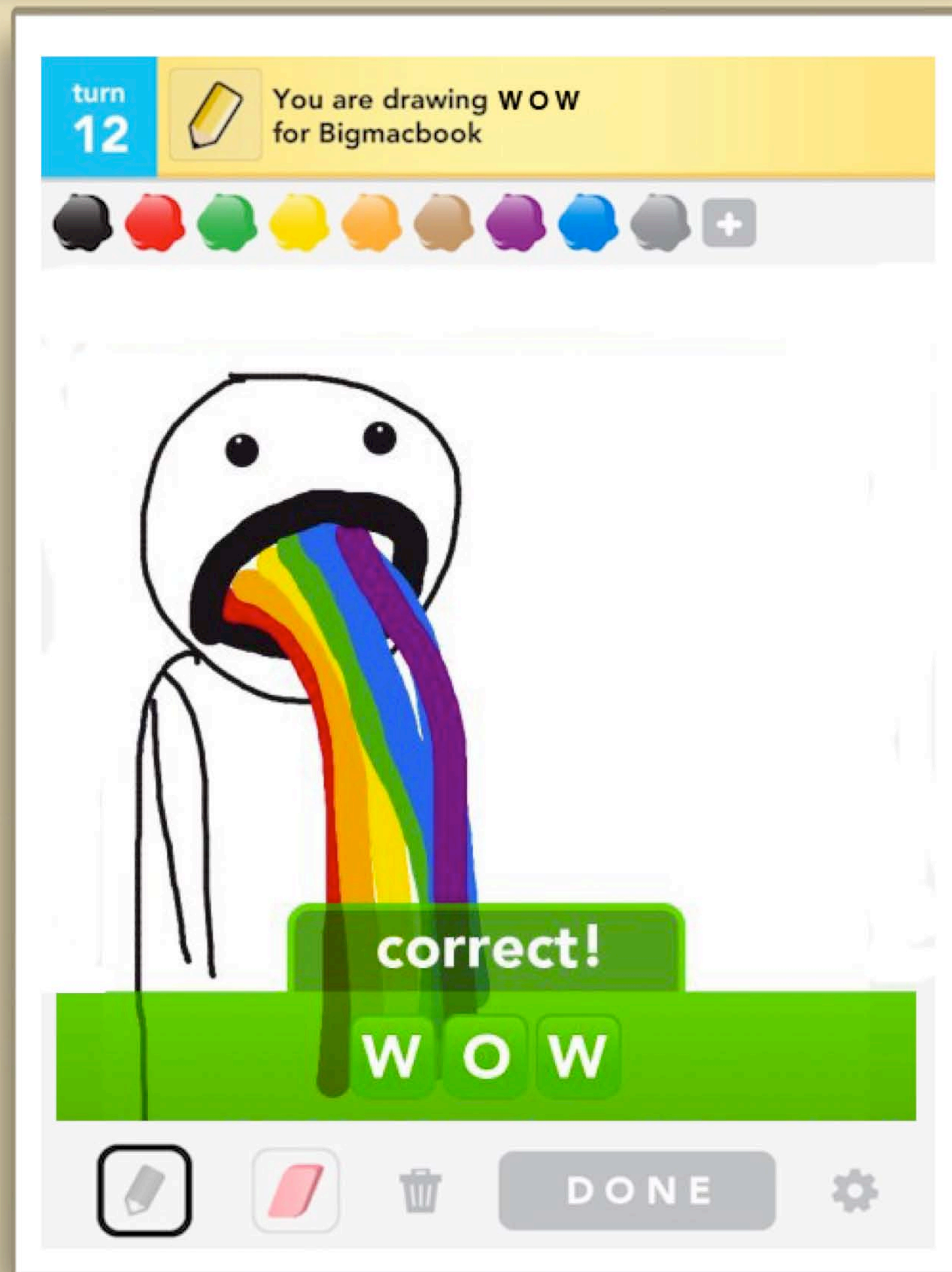
GAMEBADGER

MOBILE GAMING WITH A SOCIAL TWIST.

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2012 Masters Final Project | Advisor: John Chuang

THE WOW FACTOR



WHY AREN'T ALL GAMES SOCIAL?



OUR SOLUTION

