

Hybrid reality and Location-based mobile gaming

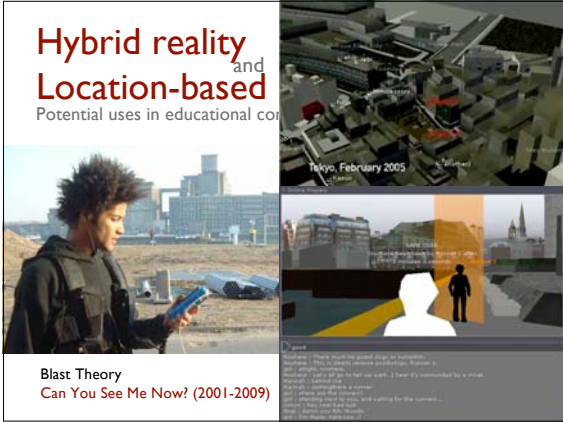
Potential uses in educational contexts



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Potential uses in educational contexts



Blast Theory
 Can You See Me Now? (2001-2009)

HRGs reframed: Potential uses in educational contexts

Adriana de Souza e Silva & Girlie C. Delacruz

1. Multiuser / Social
2. Spatial expansion
3. Mobile and location aware

HRGs reframed: Potential uses in educational contexts

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1. Multiuser / Social --> social learning
2. Spatial expansion --> experiential learning
3. Mobile and location aware --> situated learning

Digital Cityscapes: Merging digital and urban playspaces

Adriana de Souza e Silva & Daniel M. Sutko

1. Theory
2. Design
3. Education

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Using pervasive games in education:
 A case study of the educational mobile game *MathX*
 Hannamari Saarenpää (University of Tampere, Finland)



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Gaming the wild:

Developing augmented reality games on handhelds for a woods camp

John Martin (University of Wisconsin, Madison)



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Location-based technology and game-based learning in secondary education:

Learning about medieval Amsterdam

Wilfried Admiraal, Sanne Akkerman, Jantina Huizenga & Henk van Zeijts (University of Amsterdam, Waag Society)



Frequency 1550 (2005)
Waag Society (Netherlands)

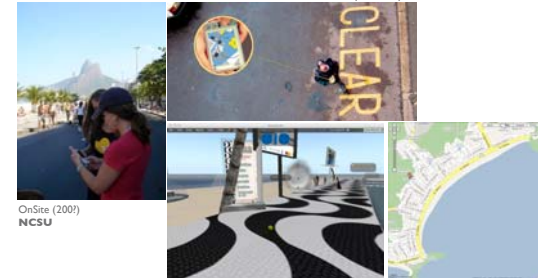
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OnSite and engaged:

Hybrid reality gaming in communication across the curriculum initiatives

Deanna Dannels & Adriana de Souza e Silva (NCSU)



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Finding its place:

Developments of location-based mobile gaming in assessment and learning environments

Girli C. Delacruz, Gregory K. W. K. Chung & Eva L. Baker (UCLA)

1. Participatory simulations (Virus, Live Long and Prosper, Savannah)
Augmented reality games (Outbreak@MIT, Environmental Detectives)
Hybrid reality games (Frequency 1550)
2. Critical thinking / problem solving / collaboration
3. Assessment / event tracking in LBMG