Hybrid reality and Location-based mobile gaming

Potential uses in educational contexts

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Dr. Adriana de Souza e Silva
Assistant Professor, Dept. of Communication (http://souzaesilva.com)
The Mobile Gaming Research Lab (http://mglab.chass.ncsu.edu)

Hybrid reality and Location-based

Potential uses in educational co

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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

Adriana de Souza e Silva & Girlie C. Delacruz

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

Digital Cityscapes: Merging digital and urban playspaces

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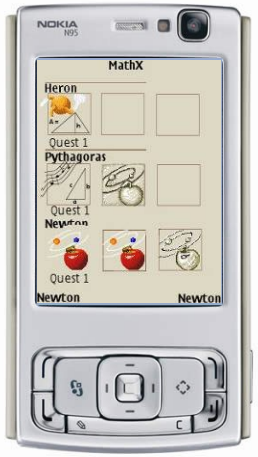
Using pervasive games in education:

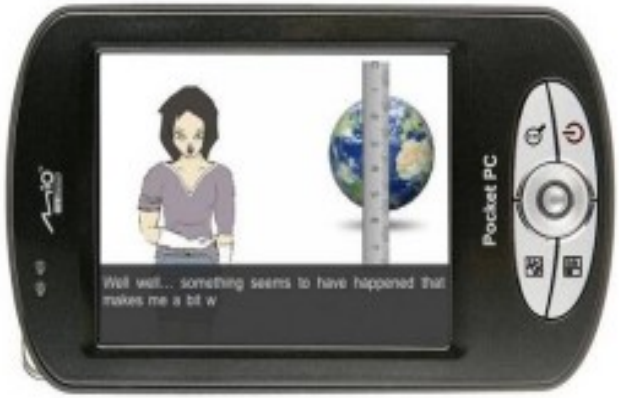
A case study of the educational mobile game *MathX*

Hannamari Saarenpää (University of Tampere, Finland)









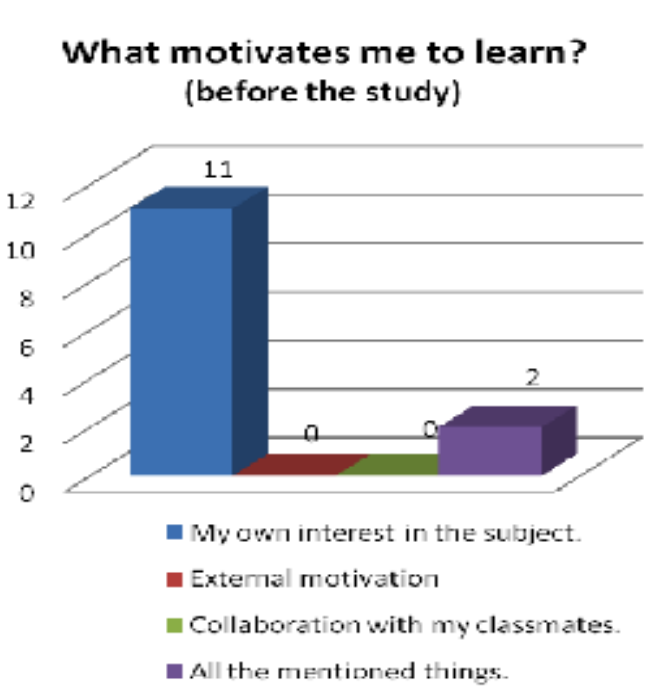
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Gaming the wild:

Developing augmented reality games on handhelds for a woods camp

John Martin (University of Wisconsin, Madison)

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Mystery Trip (2005-2008)

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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)

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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)



OnSite (200?)
NCSU

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Digital Cityscapes: Merging digital and urban playspaces

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Finding its place:

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

Girlie 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