Theory
Mobile and Ubiquitous Games
ICS 163
Donald J. Patterson

Content adapted from:
Pervasive Games: Theory and Design
Experiences on the Boundary between Life and Play
Genres of Pervasive Games

- Treasure Hunt
- Scavenger Hunt
- Assassination Games
- Pervasive LARPs
  - civil war
  - SCA
  - Ren-fairs
  - Furries?
- Alternate Reality Games

(more from wikipedia)
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Emerging Genres

- Smart Street Sports

(more from pacmanhattan)
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• Playful Public Performances
  • flashmobs

• Urban Adventure Games
Emerging Genres

- Reality Games
- aesthetic vandalism
- Knitta Please

(more from magda sayeg)
Emerging Genres

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- Knitta Please