

# 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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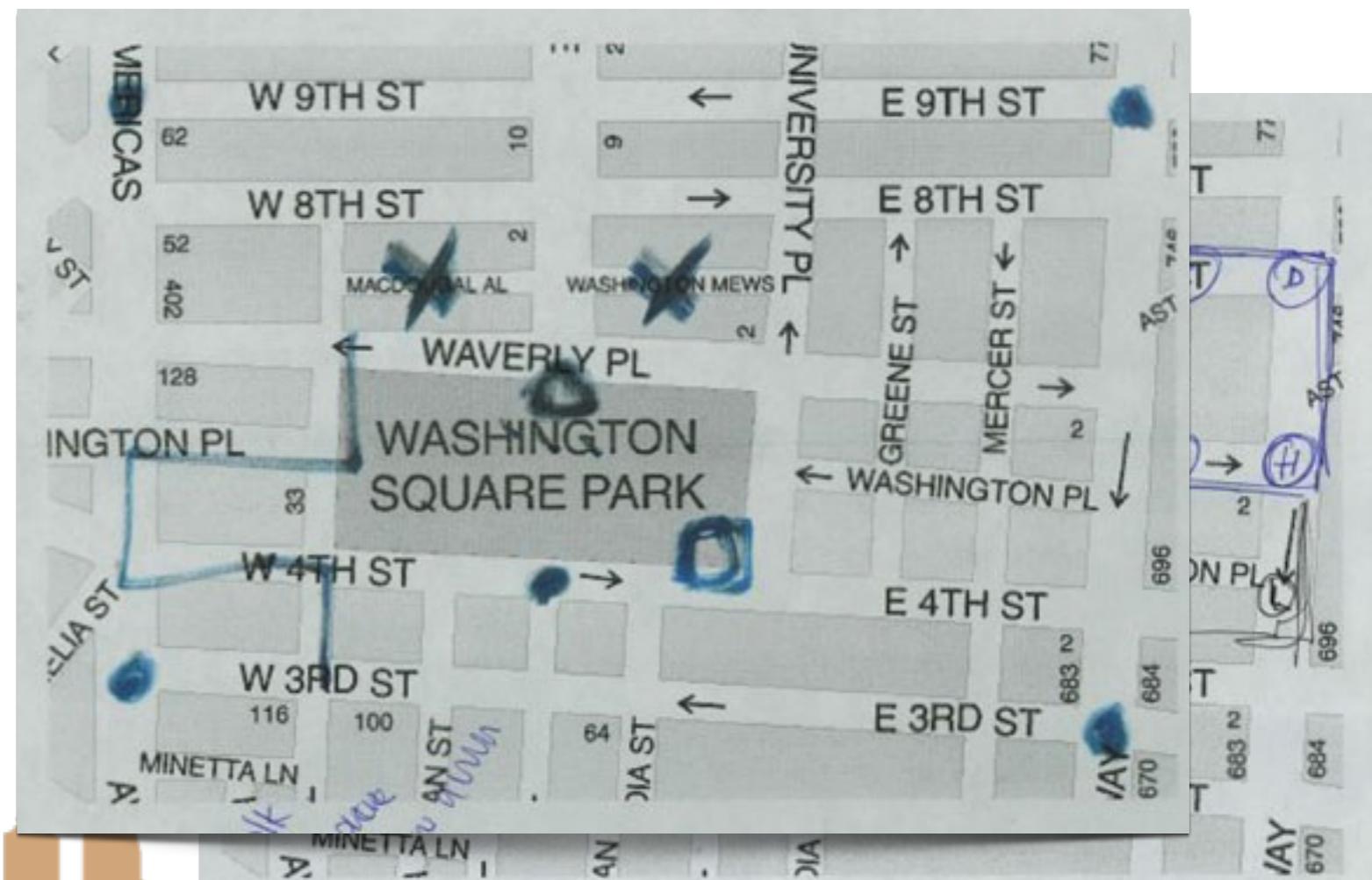
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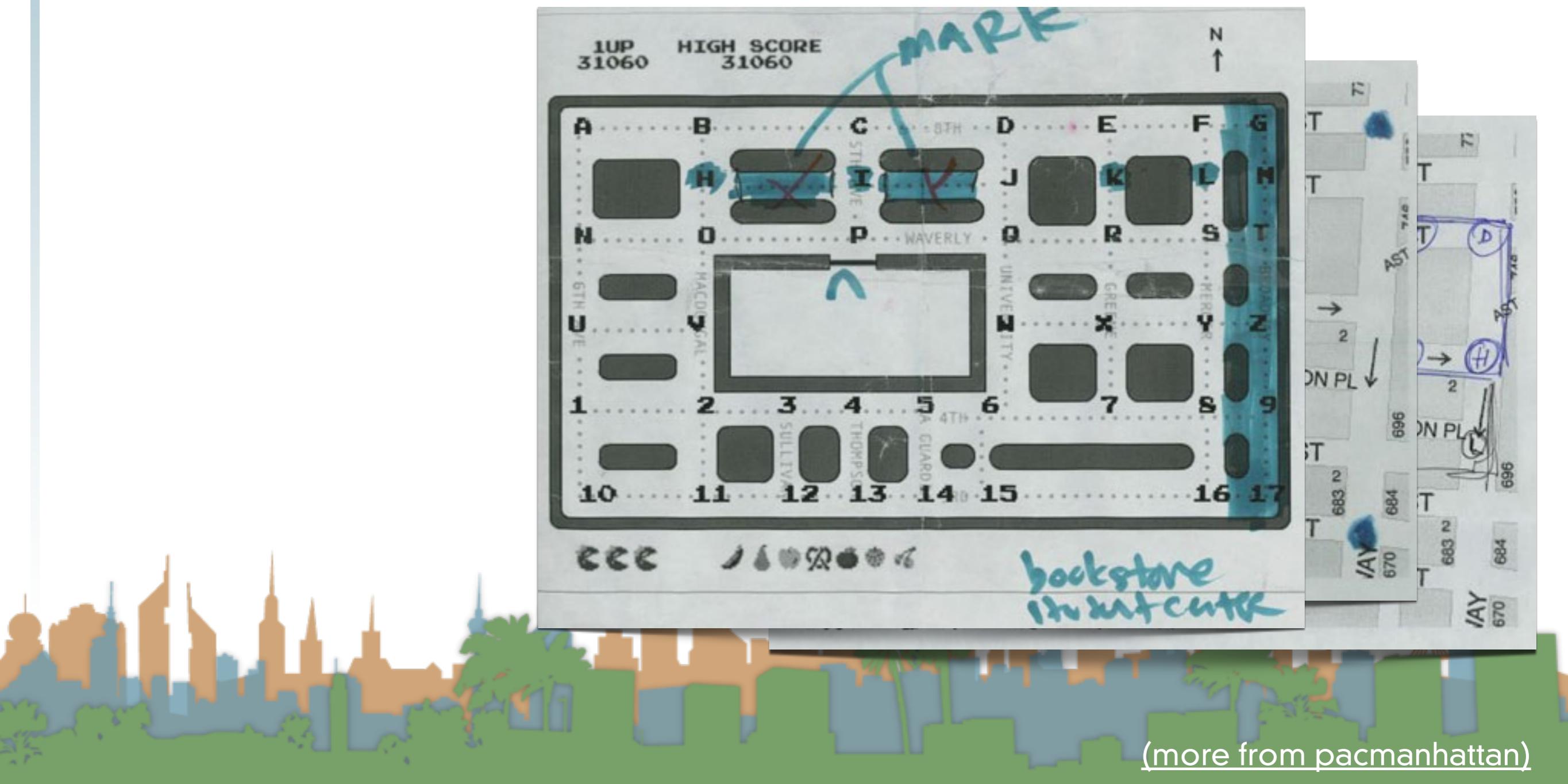
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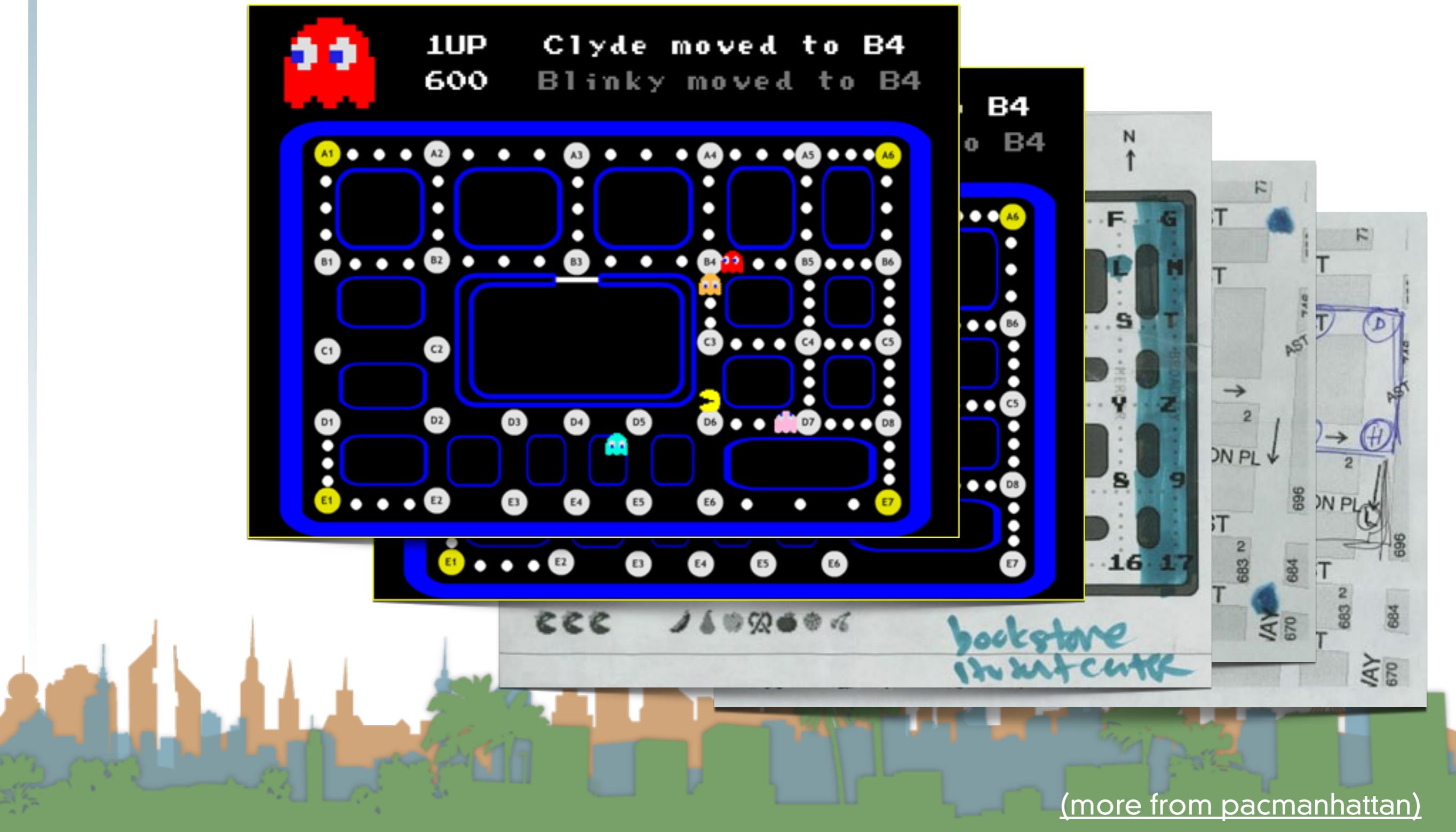
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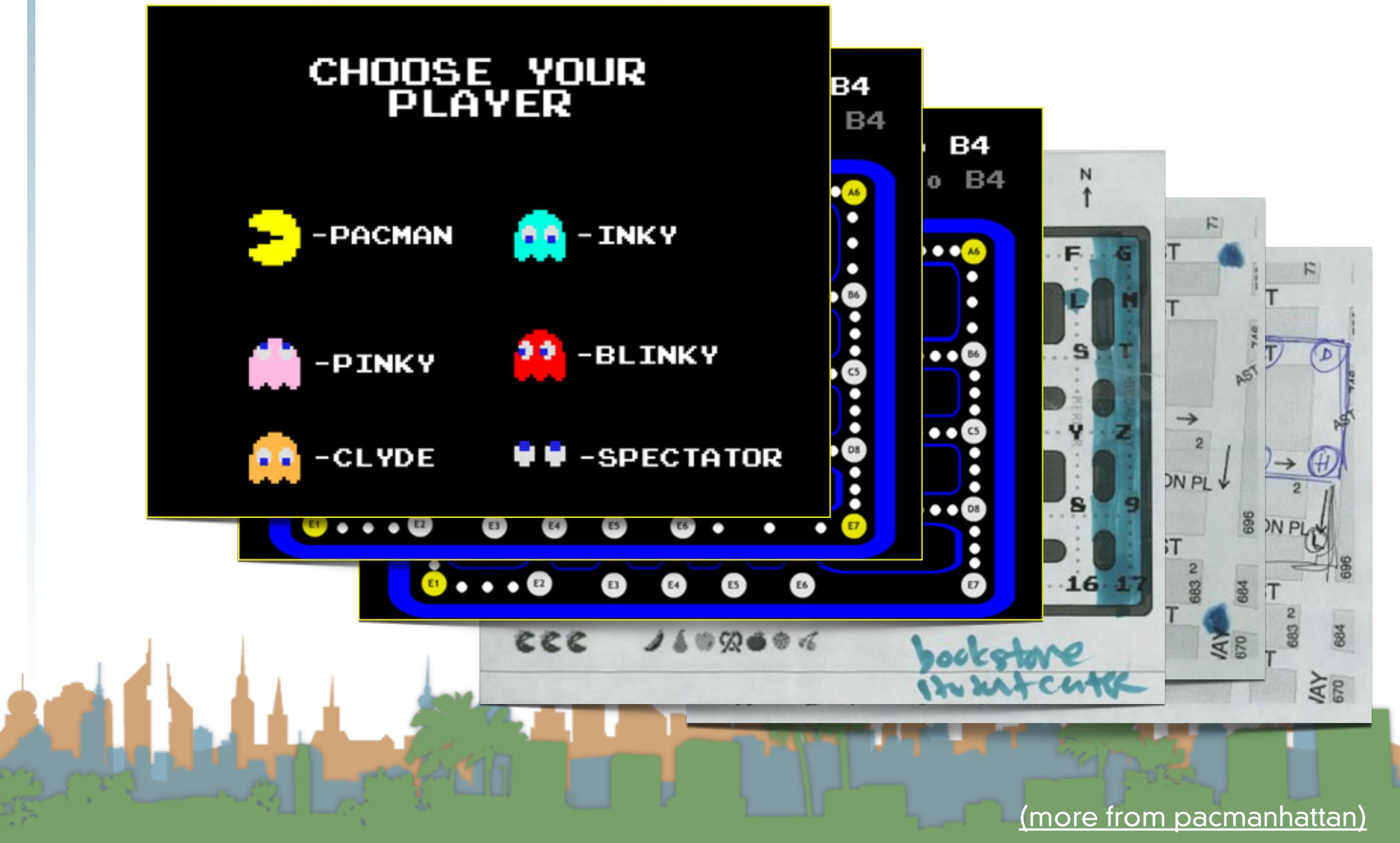
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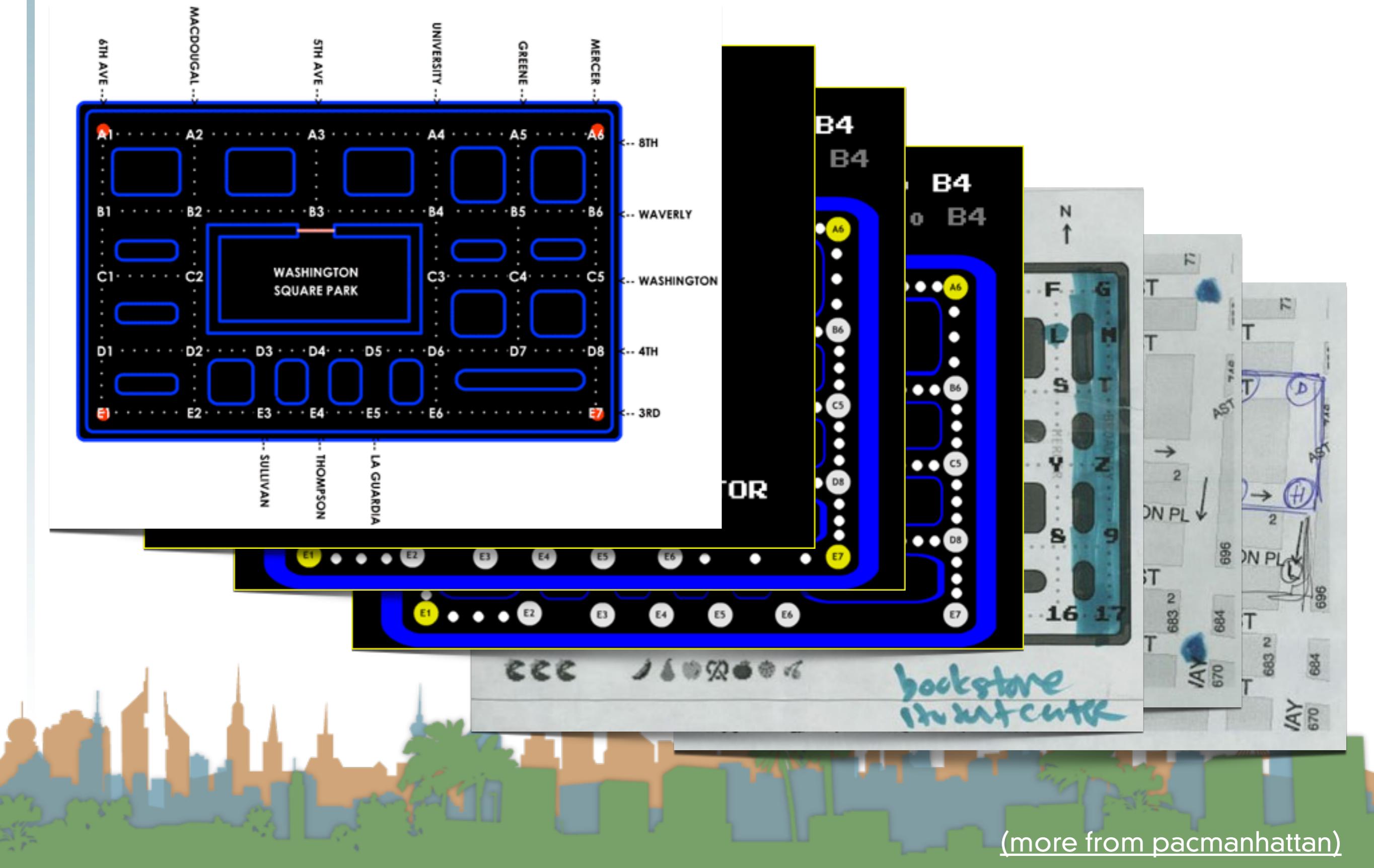
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## Emerging Genres

- Smart Street Sports
- Playful Public Performances
  - flashmobs
- Urban Adventure Games



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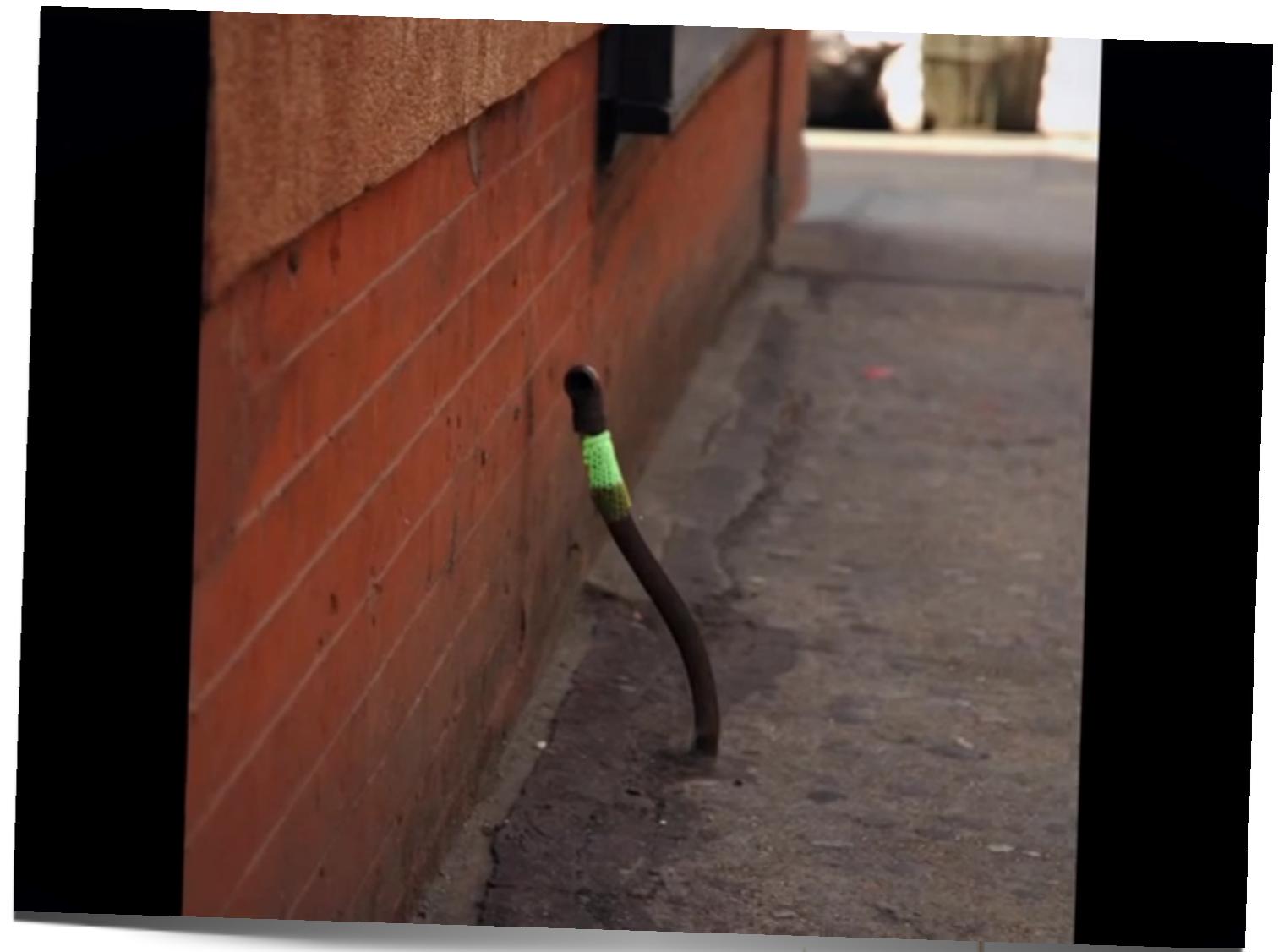
- Reality Games
  - aesthetic vandalism
  - Knitta Please



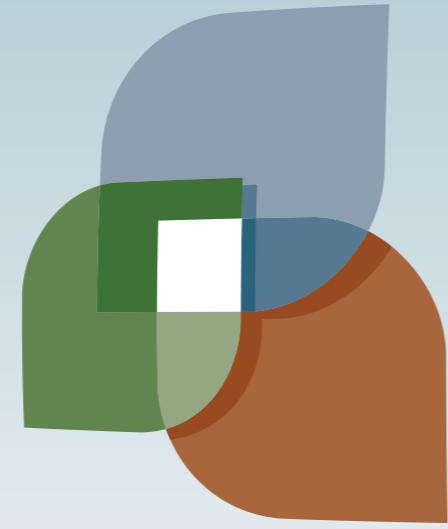
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L U C I

