KSU Alternate Reality Games

Daniel Ireton
dli6873@ksu.edu

Joelle Pitts
jopitts@ksu.edu

Ellen Urton
erurton@ksu.edu

Benjamin Ward
bward@ksu.edu

KSU ARGs

The Lost Book: an ARG designed for K-State Libraries

Ready Player One: based on the book by Ernest Cline, designed for the 2013 Kansas State Book Network Common Read

The Ghost Map: based on the book by Steven Johnson, designed for the 2014 Kansas State Book Network Common Read

Online Components

The Lost Book: aka “Researching the Lost Artifact”

Ready Player One: aka “Anorak’s Almanac”

The Ghost Map: aka “Snow’s Laboratory”

A scoreboard for augmented reality games by zombiepaladin on GitHub

Games Based Learning on Pinterest

Recommended Reading

The Ecology of Games by Katie Salen

The Horizon Report: An ongoing research project on emerging technologies and their impact on education

Library discovery through augmented reality: a game plan for academics by Dan and Ben and Joelle

Reality is Broken: Why Games Make Us Better and How They Can Change the World by Jane McGonigal

This is Not a Game: A Guide to Alternate Reality Gaming by Dave Szulborski

Why I Love Bees: A Case Study in Collective Intelligence Gaming by Jane McGonigal