



# this is not a game: alternate reality gaming, converging technologies, hybrid spaces

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## summary

converging technologies, hybrid spaces  
what are alternate reality games?  
related sgi projects  
**structure of the day**  
**aims of the day**  
conclusions



## converging technologies...

games technologies being used for serious applications  
(e.g. data analysis, visualising large datasets,  
education)

integration of multimodal interfaces with games  
technologies (e.g. bcis, ar devices, haptics)

convergence of social software tools with gaming  
metaphors (e.g. facebook)

virtual worlds used a wrappers for other resources and  
interactive digital media (e.g. games)



## hybrid spaces...

the convergence of these and other technologies  
is leading to new spaces...

**hybrid and mixed reality** spaces facilitated by  
boundary objects (e.g. mobile phones,  
interface devices)

interest in moving between virtual, networked and  
real spaces in a seamless manner using  
advanced interfaces and boundary objects



## sgi projects: **living stories**

demo – iSeed project



## structure of the day

- 13.30 - 13.50: sara de freitas (sgi)
- 13.50 - 14.15: adrian hon (six to start)
- 14.15 - 14.40: mike bennett (oil production)
- 14.40 - 15.05: alex moseley (leicester university)
- 15.05 - 15.30: coffee break
- 15.35 - 16.00: toby barnes (mudlark)
- 16.00 - 16.25: tassos stevens (coney)
- 16.25 - 16.55: break out sessions (sara and dave)
- 16.55 - 17.10: feedback and capture
- 17.10 - 18.00: drinks and networking

## aims of the day

to begin a debate about **key issues** around alternate reality gaming

to create a **collaboration** between the key partners

to begin the process of developing a **road map** for future developments in this area



## conclusions

great potential for the medium

**different application areas** (training, policy development, education)

need for more empirical evidence

**studies being undertaken to validate efficacy of using serious games and virtual worlds** (schools, universities,)

need to identify the key issues and areas for road map

**workshop activities**

need to develop the community to support leading edge research and development in the field

**collaborative research and development**





links:

new jisc report on serious virtual worlds:

<http://www.jisc.ac.uk/publications/publications/seriousvirtualworldsreport>.

second wednesday events, next one in december, details on:

serious games institute web site, see:

[www.seriousgames.org.uk](http://www.seriousgames.org.uk)

any questions contact: sara de freitas

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breakout sessions (dave and sara)

- explore key issues and challenges (10 mins)
- brainstorm future collaborative projects (10 mins)

