

# The value of location-based learning games



# Games and learning

“Games are fundamentally forms of cognitive training”

“Fun is just another word for learning”.

Raph Koster, [A Theory of Fun](#), 2005



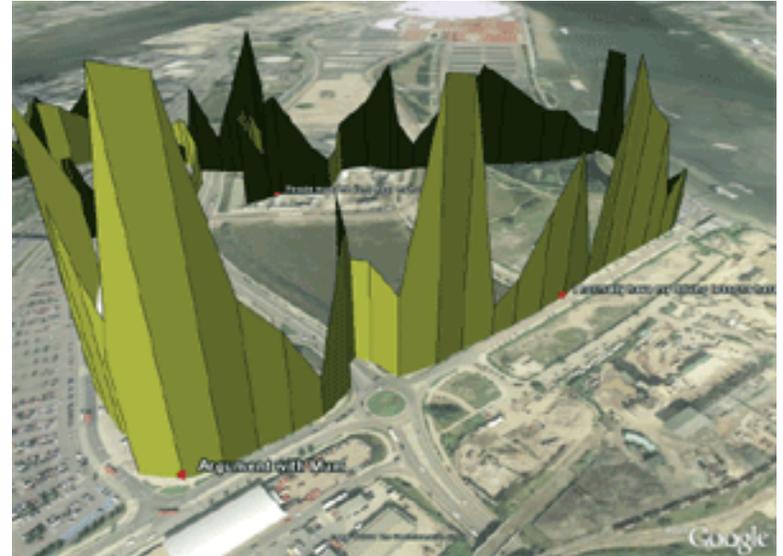
# What makes lb games so special?

- Free players
- Kinaesthetic
- Social, collaborative
- “Realism” without reproduction
- Situated



# Trends

- Greater integration of GPS
- Increased familiarity and demand
- Importance of spatial thinking
- Galileo



Source: <http://www.biomapping.net>

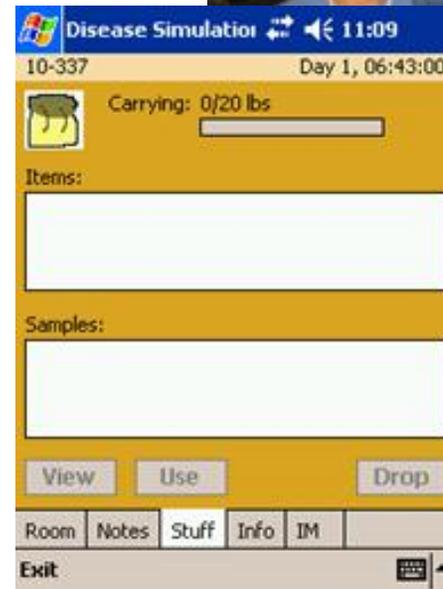
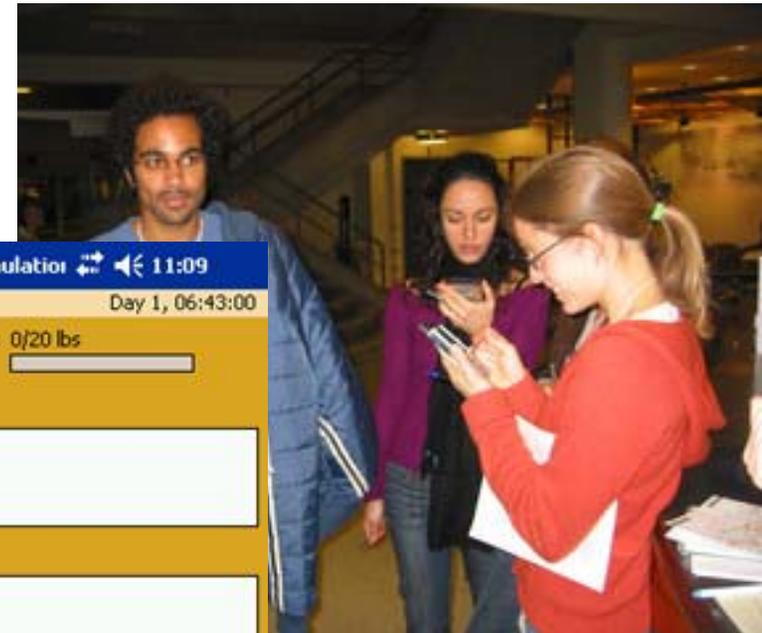


# LB gaming trends



# Outbreak

- Teaches how to identify and manage the outbreak of disease
- Different roles promote team work
- Realistic communication methods
- First hand experience of proximity, time and space
- Life-saving applications



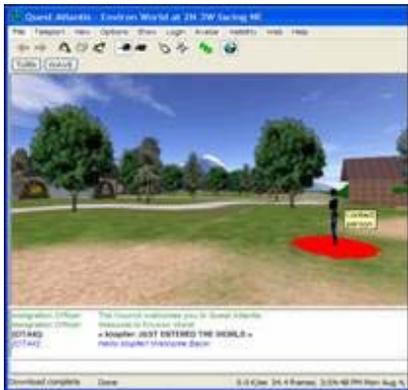
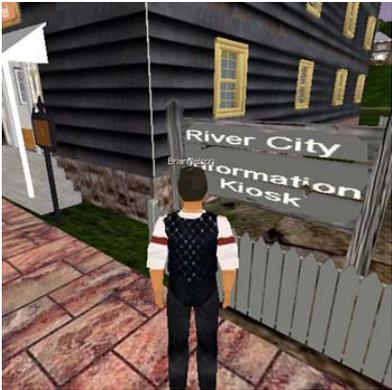
With thanks to Eric Klopfer of MIT

# What lb games do best

- Richer communication
- Confidence to draw on existing experience
- Increased awareness of:
  - Physical and temporal constraints
  - Spatial relationships
- History

“The affordance and constraints of the (physical) environment can shape students’ thinking in important ways”

Eric Klopfer, MIT



With thanks to Eric Klopfer of MIT



# Frequency 1550

- Adventure Role-play about Medieval Amsterdam
- Exploits the “aura” of place
- Reveals the value of different research methods.



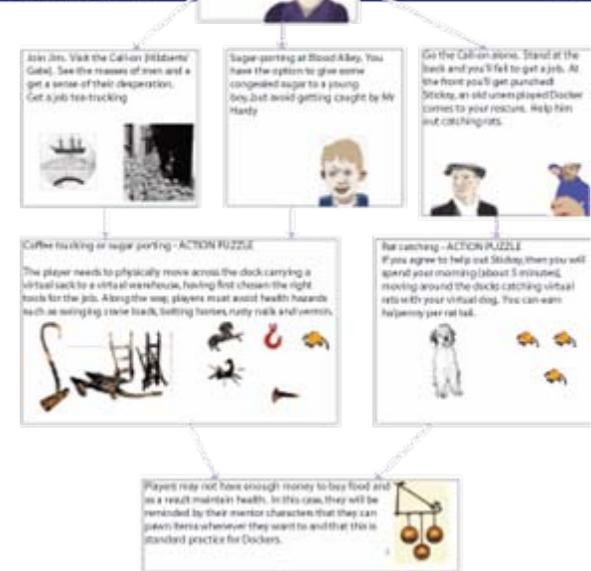
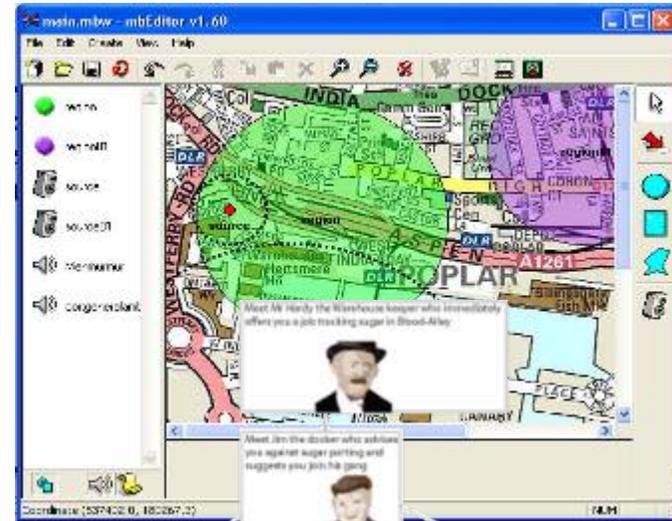
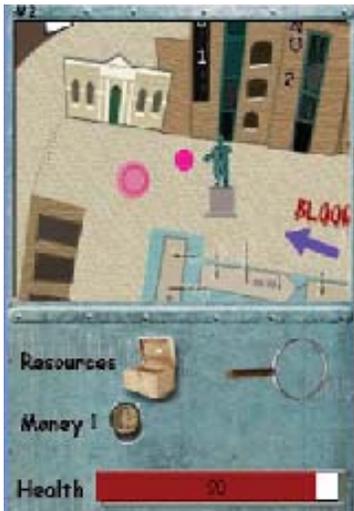
# Dockers' Dilemma: Objectives

- A history game developed in partnership with Museum in Docklands
- Objectives
  - Physical and cultural context to information and artefacts
  - Encourage exploration
  - Get people excited about the history of the area
  - Help see the live environment as a place to learn



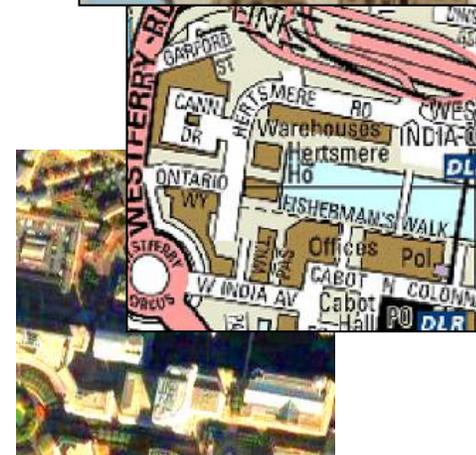
# Dockers' Dilemma: Structure

- Exploration through adventure
- Combine location, objects and characters through narrative.
- Ensure accessibility and time to reflect



# Dockers' Dilemma: Experience

- Multiple perspectives
- Context and authenticity
- Immersion through
  - Audio
  - Historic photographs
- Navigation and focus



# Dockers' Dilemma: Findings

- Players enjoyed themselves
- Social and collaborative
- Basic facts were absorbed
- Memorable
- Issues for further exploration:
  - Implementation
  - Balancing safety and immersion
  - Supporting reflection
- Creating as valuable as playing



# Outcomes

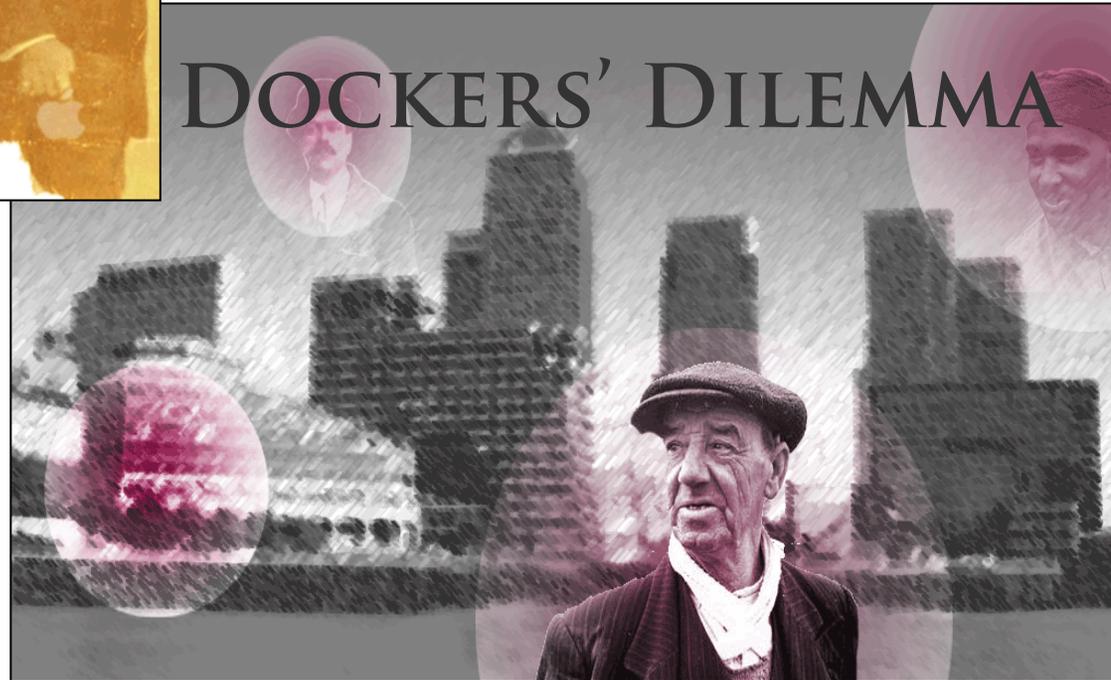
## WHITECHAPEL WALKING TOUR

PLAY

15.06.03



## DOCKERS' DILEMMA



What's next...



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