

pervasive-brief(s)

pervasive game(s) – de-brief(s)

– .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

... in larps, treasure hunts, and assassination games, the collective story is often produced through some kind of de-brief, where players narrativize game experiences together.

pervasive games
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-casual(s)

pervasive game(s) – serious / casual exploration(s)

– .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

... an interesting option for mirror world games is to let **adaptronic input** affect the game world.

casual(s) / thefuntheory.com / pervasive games
play / workshop(s) / rule(s) / ignorance(s) / mile(s) / cycle(s)

pervasive-context(s)

pervasive game(s) – context

– .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

	playful mindset	serious mindset
playful context	classic play	instrumental play
ordinary context	pervasive play	ordinary life

pervasive games

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pervasive-culture(s)

pervasive game(s) – culture

– .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

the enculturation of digital information and communication technologies has just started, and within the emerging practices like those of pervasive gaming we might just be seeing the first steps of a new culture being created through the human use of those new tools rather than humans just blindly accepting the uses these technologies impose on them.

pervasive games
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-design(s)

pervasive game(s) – issues of design(s)

– .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

- limit the time and space of play
- reward extensive play
- provide single player control
- provide two-player control
- conceal the lack of critical mass

exercise(s) / pervasive games
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-emergence(s)

pervasive game(s) – emergence(s) _ .. / human(s) / social(s) / need(s) / critical(s) / game(s) / _ / .
twinkle(s) / difference(s)

... games of emergence can introduce story elements that are neither complete nor coherent, as long as they allow for interesting gameplay!

pervasive games
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-exercise(s)

pervasive game(s) – exercise(s) _ .. / human(s) / social(s) / need(s) / critical(s) / game(s) / _ / .
twinkle(s) / difference(s)

spatial expansion is a natural way of creating **exercise games**.

... many people consider exercise as a boring activity, with goals set into the distant future. By enhancing the exercise with the continuous **microgoals and rewards** that are typical of gaming, the activity can be made immediately rewarding.

pervasive games / cycle(s)
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-expansion(s)

pervasive game(s) – expansion(s) _ .. / human(s) / social(s) / need(s) / critical(s) / game(s) / _ / .
twinkle(s) / difference(s)

- spatial expansion – 2D, 3D, urban
- temporal expansion – storyline(s), plot
- social expansion – multiplayer, collaborative

pervasive games
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pervasive-explore(s)

pervasive game(s) – exploration(s) _ .. / human(s) / social(s) / need(s) / critical(s) / game(s) / _ / .
twinkle(s) / difference(s)

..., like PacManhattan, ..., these games are less interested in the novelty of emerging technology and more interested in exploring the creative possibilities of sculpting new experiences within the urban environment.

pervasive games
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-fabric(s)

pervasive game(s) – casual(s) / fabricated context(s) _ .. / human(s) / social(s) / need(s) / critical(s) / game(s) / _ / .
twinkle(s) / difference(s)

	playful	pretense	serious
playful context	classic play	big-brother	instrumental
fabricated	flash-mobs	show wrestling	instrumental
ordinary context	pervasive	spin doctors	ordinary life

social / pervasive games / quest(s)
play / serious / story / design(s) / issue(s) / cycle(s)

pervasive-flow(s)

pervasive game(s) – immersion & flow(s) – .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .

- sensory immersion
- challenged-based immersion
- imaginative immersion
 - create a dynamic story
 - employ role-playable characters
 - craft a coherent and engaging game world.

pervasive games

pervasive-fun(s)

pervasive game(s) – fun – .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

even though ... most games are played for entertainment, and enjoyment, the purposes of games and play include everything from pleasure to learning, and from artistic expression to societal exploration.

pervasive games
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-game(s)

pervasive game(s) – line – .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

pervasive games are tied to (new) media culture ...

... major shift in how the struggle for public space, the blurring of fact and fiction, and the rise of ludus are changing the way we perceive the world.

... technology as a design tool, adaptronics,

see also ludocity.org/wiki/Main_Page

pervasive games
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-identity(s)

pervasive game(s) – identity – .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

... one of the side-effects of urbanization was the beginning of identity play,
since the high urban population density granted inhabitants a certain level of anonymity.

pervasive games
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pervasive-immersion(s)

pervasive game(s) – immersion(s) – .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

... the imagination is a strong muscle, and as long as that muscle is willing to work, a total and present
360 degree environment is not strictly necessary.

pervasive games
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-life(s)

pervasive game(s) – life – .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

... talking about games versus ordinary life is problematic, as for many of us gaming is an everyday
activity that plays a central role in ordinary life.

pervasive games
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-overlay(s)

pervasive game(s) – overlay(s) – .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

... spatially expanded games use technology to trace player locations and movements or to create a
virtual overlay infusing a magical interpretation of the real world.

pervasive games
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-performative(s)

pervasive game(s) – technology performative(s) – .. / human(s) / social(s) / need(s) / critical(s) / game(s) /
– / .
twinkle(s) / difference(s)

... the resulting interactions can be seen as secretive, expressive, magical, or suspenseful, ...
... this strongly influences what kind of invitations the game offers!

pervasive games
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-play(s)

pervasive game(s) – play – .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

active play dormant games
 peripheral play
 passive play
managing stress
 unpleasant-pleasant/boredom-anxiety

pervasive games
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-progression(s)

pervasive game(s) – progression(s) – .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

... foster the play of collective storytelling, ..., players may collectively recount the same story over and over again, and the fun is in the **re-enactment**.

pervasive games
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-reality(s)

pervasive game(s) – reality – .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

... reality is what you can get away with ...

pervasive games
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pervasive-role(s)

pervasive game(s) – role9s) – .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

... the danger in character-centric role-play in a story-driven game is that some players may spend their time immersing into the character persona, rather than actually attending the story.

pervasive games
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-secret(s)

pervasive game(s) – secret(s) – .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

if ... consensual power exchange is extended to ordinary life, this kind of (sexual) play becomes pervasive play, moving beyond encounters.

pervasive games
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pervasive-simulacrum(s)

pervasive game(s) – simulacrum – .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

simulacrum = a mediated acquaintance that only exists as media images.

... the simulacra are now reaching for a new level of (un)reality through interactivity. lonelygirl15

pervasive games
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pervasive-technology(s)

pervasive game(s) – serious / technology role(s) – .. / human(s) / social(s) / need(s) / critical(s) / game(s)
/ – / .

now / problem(s)

- give the players gaming devices
- give technology a role as diegetic artefact(s)
- provide players with body extensions
- embed the technology in the environment

theory & design / game(s) / story
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-travel(s)

pervasive game(s) – travel(s) – .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

... there is already a history of alternative forms of travel in cityscapes from skateboarding and roller-skating to trainsurfing and parkour.

these forms are playful, athletic and performative.

the efficiency of moving from one place to another is not at the forefront!

pervasive games
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

pervasive-youth(s)

pervasive game(s) – youth – .. / human(s) / social(s) / need(s) / critical(s) / game(s) / – / .
twinkle(s) / difference(s)

... virtual life, both single and multiplayer, (may) offer a substitute for perpetual youthfulness.

pervasive games
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