

# Ludography

The ludography lists geogames as well as video and online games that are mentioned in the chapters of the book. In addition to games, we also included platforms and frameworks for creating games.

For commercial games, we provide the website of the game as the primary reference. All web links of the ludography have been accessed on June 5, 2017. Games created by researchers are referred to by the earliest publication describing them or by the publication that provides the most comprehensive description. For some of these games, the best description is found in one of the book chapters. In those cases, the reference is simply “Geogames and Geoplay.” The ludography distinguishes four types of entries: *C* for console games, massively multiplayer online games or virtual worlds, *P* for platforms used to create and/or run games, *L* for location-based geogames, and *D* for desktop geogames.

Type	Game or technology	Primary reference	Additional reference	Chap. (page)
P	3DGameLab	<a href="http://rezzly.com/">http://rezzly.com/</a>		10 (6–10)
P	Actionbound	<a href="https://en.actionbound.com/">https://en.actionbound.com/</a>		3 (7)
C	Active Worlds	<a href="https://www.activeworlds.com">https://www.activeworlds.com</a>		9 (4)
P	ARIS	<a href="https://fielddaylab.org">https://fielddaylab.org</a>	Holden, C (2015) ARIS: Augmented reality for interactive storytelling. In: C. Holden et al. (eds) Mobile media learning, pp. 67–83.	8 (2)
D	B3-Design Your Marketplace!	Poplin, A. (2014). Digital serious game for urban planning: B3—Design your Marketplace!, Environment and Planning B: Planning and Design, 41 (3), pp. 493–511.		4 (11)
L	Can You See Me Now	Benford, S. et al. (2003) Coping with uncertainty in a location-based game. IEEE Pervasive Computing, 2(3), pp. 34–41.		7 (19)
L	CityPoker	Geogames and Geoplay, Chap. 6	Geogames and Geoplay, Chap. 7	3 (8) 6 (2, 6–19) 7 (26–28)
P	CityPokerGD	Geogames and Geoplay, Chap. 6		6 (13–19)
C	Civilization	<a href="https://civilization.com/">https://civilization.com/</a>		9 (2)
P	Darkstar	<a href="https://github.com/dworkin/reddwarf">https://github.com/dworkin/reddwarf</a>	Project Darkstar (n.d.). In Wikipedia. <a href="https://en.wikipedia.org/wiki/Project_Darkstar#RedDwarf">https://en.wikipedia.org/wiki/Project_Darkstar#RedDwarf</a>	2 (3)
L	Digital Graffiti Gallery	Holden, C (2015) ARIS: Augmented reality for interactive storytelling. In: C. Holden et al. (eds) Mobile media learning, pp. 67–83.		8 (11)
L	Dow Day	Mathews, J., Squire, K. (2009) Augmented reality gaming and game design as a new literacy practice. In: K. Tyner (ed) Media Literacy: New Agendas in Communication, pp. 209–232.		8 (11)

Type	Game or technology	Primary reference	Additional reference	Chap. (page)
L	Environmental Detectives	Klopfer E, Squire, K. (2004). Getting your socks wet: Augmented reality environmental science. In: Proc. Int. Conf. Learning Sciences, p.614		8 (2)
C	Eve online	<a href="https://www.eveonline.com/">https://www.eveonline.com/</a>		9 (4)
L	Feeding Yoshi	Bell, M. et al. (2006). Interweaving Mobile Games with Everyday Life, In: Proc. CHI-06, pp. 417–426.		3 (8)
L	Foursquare (after 2014: Swarm)	<a href="https://foursquare.com/">https://foursquare.com/</a> <a href="http://swarmapp.com/">http://swarmapp.com/</a>	Noulas, A. et al. (2011). An Empirical Study of Geographic User Activity Patterns in Foursquare. In: Proc. Int. AAAI Conf. Web and Social Media, pp. 570–573.	1 (15–16) 5 (3, 7–11)
L	Geocaching	<a href="http://www.geocaching.org">http://www.geocaching.org</a> <a href="http://www.opencaching.us/">http://www.opencaching.us/</a> <a href="http://www.opencaching.de/">http://www.opencaching.de/</a>	O'Hara, K. (2008). Understanding geocaching practices and motivations. In: Proc. CHI-08, ACM, pp. 1177–1186.	6 (1, 2) 11 (4)
L	Geograph Britain and Ireland	<a href="http://www.geograph.org.uk/">http://www.geograph.org.uk/</a>	Dykes, J. et al. (2008). Exploring volunteered geographic information to describe place, In: Proc. of the GIS Research UK Conf. (pp. 256–267).	1 (16) 5 (3, 7–11)
L	GeoTicTacToe	Schlieder, C., Kiefer, P., & Matyas, S. (2006). Geogames: Designing location-based games from classic board games. IEEE Intelligent Systems, 21(5), pp. 40–46.	<a href="http://www.geogames-team.org">http://www.geogames-team.org</a>	3 (8) 6 (13)
P	GIS-MOG	Geogames and Geoplay. Chap. 2		2 (1–13)
D	Green revolution	Geogames and Geoplay. Chap. 2		2 (3, 8)

Type	Game or technology	Primary reference	Additional reference	Chap. (page)
L	Ingress	<a href="https://www.ingress.com/">https://www.ingress.com/</a>	Hodson, H. (2012). Google's Ingress game is a gold mine for augmented reality. <i>New Scientist</i> , vol. 216, no. 2893, p. 19.	1 (8) 3 (7) 5 (3, 7–11) 6 (1, 3) 7 (5) 11 (5)
L	Jewish Jump Time	Rosenkrantz, H. (2014) Jewish time travel gets real. The Covenant Foundation. <a href="http://www.covenantfn.org/news/152/Jewish-Time-Travel-Gets-Real">http://www.covenantfn.org/news/152/Jewish-Time-Travel-Gets-Real</a>		8 (11)
C	Journey	<a href="http://thatgamecompany.com/games/journey/">http://thatgamecompany.com/games/journey/</a>		11 (12)
L	Mad City Mystery	Squire, K., Jan, M. (2007). Mad City Mystery. <i>Journal of Science Education and Technology</i> , 16(1), pp. 5–29.		8 (2)
L	MapAttack	n.a.	Case, A. (2013). Introducing MapAttack: An Urban Geofencing Game, blog from Oct 17, 2013, <a href="http://pdx.esri.com/blog/introducing-mapattack/">http://pdx.esri.com/blog/introducing-mapattack/</a>	3 (8)
L	Mentira	Holden, C., Sykes, J. (2012) Mentira: Prototyping language-based locative gameplay. In: S. Dikkers et al. (eds.) <i>Mobile media learning</i> , pp. 113–129.		8 (9)
L	Munzee	<a href="https://www.munzee.com">https://www.munzee.com</a>	Munzee (n.d.). In Wikipedia. <a href="https://en.wikipedia.org/wiki/Munzee">https://en.wikipedia.org/wiki/Munzee</a>	11 (5)
L	Mystery Trip	Martin, J. (2009) Mystery trip. In: S. Dikkers et al. (eds.) <i>Mobile media learning</i> , pp. 99–110.		8 (9)
L	Neocartographer	Feulner, B., Kremer, D. (2014). Using Geogames to foster spatial thinking. In: R. Vogler et al. (eds), <i>GI-Forum-14: Geospatial Innovation for Society</i> , VDE: Berlin, pp. 344–347.	<a href="http://www.geogames-team.org">http://www.geogames-team.org</a>	1 (16) 3 (8) 5 (3, 7–13)
D	NextCity	Poplin, A. (2012). Playful public participation in urban planning, <i>Computers, Environment and Urban Systems</i> , 36(3), pp. 195–206.		4 (7)

Type	Game or technology	Primary reference	Additional reference	Chap. (page)
D	Origami	Geogames and Geoplay, Chap. 3		1 (15) 2 (8) 3 (1–23)
L	Pac-Manhattan	<a href="http://www.pacmanhattan.com/">http://www.pacmanhattan.com/</a>	Lantz, F. (2007). Pacmanhattan, In: F. von Borries et al. (eds.) Space, Time, Play, pp. 262–263.	2 (8)
L	Parallel Kingdom	<a href="http://www.parallelkingdom.com">http://www.parallelkingdom.com</a>	Parallel Kingdom (n.d.). In Wikipedia, <a href="https://en.wikipedia.org/wiki/Parallel_Kingdom">https://en.wikipedia.org/wiki/Parallel_Kingdom</a>	7 (5)
L	Pokémon GO	<a href="http://www.pokemongo.com/en-us/">http://www.pokemongo.com/en-us/</a>	Colley, A. et al. (2017). The geography of Pokémon GO, In: Proc. CHI-17, ACM, pp. 1179–1192.	1 (1) 6 (1)
L	Re-activism	Macklin, C., Guster, T. (2012) Re:activism: Serendipity in the streets. In: S. Dijkers et al. (eds.) Mobile media learning, pp. 151–169		8 (14)
L	Riverside	Geogames and Geoplay, Chap. 8		8 (12)
C	Second Life	<a href="http://secondlife.com/">http://secondlife.com/</a>		9 (4)
C	SimCity	<a href="http://www.simcity.com/">http://www.simcity.com/</a>	Gaber, J. (2007). Simulating planning: SimCity as a pedagogical tool. Journal of Planning Education and Research, 27(2), pp. 113–121.	2 (13) 9 (2)
L	SustainableU	<a href="https://mobile.wisc.edu/mliprjects/project-sustainable-u/">https://mobile.wisc.edu/mliprjects/project-sustainable-u/</a>		8 (11)
P	TaleBlazer	<a href="http://taleblazer.org/">http://taleblazer.org/</a>	<a href="http://education.mit.edu/portfolio_page/taleblazer/">http://education.mit.edu/portfolio_page/taleblazer/</a>	8 (2)
D	The Moon Exploration	Geogames and Geoplay, Chap. 11		11 (1–17)
C	The Sims	<a href="https://www.thesims.com">https://www.thesims.com</a>		7 (3)

Type	Game or technology	Primary reference	Additional reference	Chap. (page)
C	Tomb Raider	<a href="https://www.tombr Raider.com">https://www.tombr Raider.com</a>		9 (5)
L	To Pave or not to Pave	Mathews, J. (2010). Using a studio-based pedagogy to engage students in the design of mobile-based media. <i>English Teaching</i> , 9(1), pp. 87–102.		8 (11)
L	Up River	Wagler, M., Mathews, J. (2012). Up river: place, ethnography, and design in the St. Louis river estuary. In: S. Dikkers et al. (eds.) <i>Mobile media learning</i> , pp. 39–60.		8 (12, 15)
L	WeBird	<a href="https://mobile.wisc.edu/mlip/projects/field-research-project-webird/">https://mobile.wisc.edu/mlip/projects/field-research-project-webird/</a>	<a href="https://mobile.wisc.edu/mlip/projects/field-research-project-webird/">https://mobile.wisc.edu/mlip/projects/field-research-project-webird/</a>	8 (11)
C	World of Warcraft	<a href="https://worldofwarcraft.com">https://worldofwarcraft.com</a>		4 (19)
D	YouPlaceIt!	Geogames and Geoplay, Chap. 4		1 (15) 4 (1–22)
L	Zombies Run!	<a href="https://zombiesrungame.com/">https://zombiesrungame.com/</a>	Zombies, Run! (n.d.). In Wikipedia. <a href="https://en.wikipedia.org/wiki/Zombies_Run!">https://en.wikipedia.org/wiki/Zombies_Run!</a>	7 (5, 19)