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Augmented Reality Games 1

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URL:

www.mediamatic.net/augmentedrealitygames

Rapid Game Design Workshop

In a timeframe of three-day participants conceptualize and construct a prototype of an Augmented Reality Game using the ARToolkit, assisted by outstanding international trainers. The focus of the gameplay design will be on the relation between the virtual and the physical. Game rules can be implemented through the software by programming; and they can be implemented physically, in the real world game space; and they can be implemented socially, by designing what is and isn't allowed when trying to reach the games' goals.

For information and/or registration see:

www.mediamatic.net/augmentedrealitygames

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