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Titolo	Augmented Reality Games I : Understanding the Pokémon GO Phenomenon // edited by Vladimir Geroimenko
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Descrizione fisica	1 online resource (260 pages)
Disciplina	794.8
Soggetti	User interfaces (Computer systems) Computer games—Programming Education—Data processing User Interfaces and Human Computer Interaction Game Development Computers and Education
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Preface -- The Pokémon GO Phenomenon in Theoretical, Cultural and Conceptual Contexts -- The Nature of the Pokémon GO Phenomenon and Lessons Learned -- The Pokémon GO Phenomenon in Educational Context.
Sommario/riassunto	This is the first of two comprehensive volumes that provide a thorough and multi-faceted research into the emerging field of augmented reality games and consider a wide range of its major issues. These first ever research monographs on augmented reality games have been written by a team of 70 leading researchers, practitioners and artists from 20 countries. In Volume I, the phenomenon of the Pokémon GO game is analysed in theoretical, cultural and conceptual contexts, with emphasis on its nature and the educational use of the game in children and adolescents. Game transfer phenomena, motives for playing Pokémon GO, players' experiences and memorable moments, social interaction, long-term engagement, health implications and many other issues raised by the Pokémon GO game are systematically examined and discussed. Augmented Reality Games I is essential

reading not only for researchers, practitioners, game developers and artists, but also for students (graduates and undergraduates) and all those interested in the rapidly developing area of augmented reality games. .
