BEYOND REALITY

A Guide to Alternate Reality Gaming

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ask players to ignore barriers that separate the real world from the virtual—Web sites, television ads, movie credits, and even game-generated phone calls can be clues to uncovering the mystery the game represents. ARGs have become the fascinating new compulsion for the people who participate in them, as they share information and collaborate to solve the game's challenging puzzle. Beyond Reality: A Guide to Alternate Reality Gaming uncovers the mysteries behind this new form of gaming. It discusses the intriguing implications of blurring the lines between the real world and the virtual. Interested in trying your hand? This book takes you beyond the ARG basics, teaching you how to focus your critical thinking skills into an ARG context as you discover how to play the game. You can examine how an actual ARG was played out and then participate in an ARG simulation yourself as you step inside the world of alternate reality gaming.

John W. Gosney has been working with technology for several years, as an author of computer books, a programmer, and a teacher. His true interest in technology lies in how people use it to express their creativity and individuality. Gosney is a graduate of Purdue University and Butler University and serves as an instructor and technology director at the Indianapolis campus of Indiana University. He is author or coauthor of several books about computer technology, including HTML Professional Projects, Blogging for Teens, and Convert VHS Home Movies to DVD.

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