

KSU Alternate Reality Games

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KSU ARGs

[The Lost Book](#): an ARG designed for K-State Libraries

[Ready Player One](#): based on the book by Ernest Cline, designed for the 2013 Kansas State Book Network Common Read

[The Ghost Map](#): based on the book by Steven Johnson, designed for the 2014 Kansas State Book Network Common Read

Online Components

[The Lost Book](#): aka “Researching the Lost Artifact”

[Ready Player One](#): aka “Anorak’s Almanac”

[The Ghost Map](#): aka “Snow’s Laboratory”

[A scoreboard for augmented reality games](#) by zombiepaladin on GitHub

[Games Based Learning on Pinterest](#)

Recommended Reading

The Ecology of Games by Katie Salen

[The Horizon Report](#): An ongoing research project on emerging technologies and their impact on education

[Library discovery through augmented reality](#): a game plan for academics by Dan and Ben and Joelle

Reality is Broken: Why Games Make Us Better and How They Can Change the World by Jane McGonigal

This is Not a Game: A Guide to Alternate Reality Gaming by Dave Szulborski

[Why I Love Bees](#): A Case Study in Collective Intelligence Gaming by Jane McGonigal