



Alternate Reality Game

By Frederic P. Miller

Alphascript Publishing Nov 2009, 2009. Taschenbuch. Condition: Neu. Neuware - An alternate reality game (ARG), is an interactive narrative that uses the real world as a platform, often involving multiple media and game elements, to tell a story that may be affected by participants' ideas or actions. The form is defined by intense player involvement with a story that takes place in real-time and evolves according to participants' responses, and characters that are actively controlled by the game's designers, as opposed to being controlled by artificial intelligence as in a computer or console video game. Players interact directly with characters in the game, solve plot-based challenges and puzzles, and often work together with a community to analyze the story and coordinate real-life and online activities. ARGs generally use multimedia, such as telephones, email and mail but rely on the Internet as the central binding medium. ARGs are growing in popularity, with new games appearing regularly and an increasing amount of experimentation with new models and subgenres. 148 pp. Englisch.



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