Concepts and Technologies for Pervasive Games

A Reader for Pervasive Gaming Research vol. 1

The cover artwork was contributed by the Leipzig based artist Sascha Nau. It follows the notion of the world as a game board and illustrates the fundamental interplay of virtual and physical worlds in Pervasive Games. The physical, tangible reality of our everyday lives is shown as mostly grey and dull, passer-bys without access to the virtual dimension of Pervasive Games appear featureless and black. They sadly move through the scenery, unaware of the colorful and exciting virtual domain that pervades our physical reality. Being part of a Pervasive Game, a mighty dragon moves through the streets in the virtual domain, challenging a group of players in the front of the scene. Unlike the other physical persons, these players are not confined to the physical reality, but act as an interface between the virtual and the physical domain, unifying the colorful details of the virtual and the tangible nature of physical world. They are the future innovators this book was written for. The artist can be contacted at www.snau.net.

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