

## AUDIO CHRONICLES

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# Space Invaders

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**Mobile games that use the player's movement within a city are leading the way in the development of connectivity**

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### The author

MIMI SHELLER

## Transcription

Locative mobile gaming refers to games that are usually built on a smart phone platform incorporating the mobile internet GPS positioning, Bluetooth connectivity and social networking. These kinds of games are contributing to the emergence of something that I call "mobile mediality". This is a new set of practices for interacting with places, with data and with screens through our smart phones. And locative mobile gaming could be thought of as the beginning of a shift away from virtual reality, as something that is inside the computer, and towards augmented reality, or augmented urban space. This is the idea that it draws on location-awareness and proximity-awareness capabilities that are gradually extending into more and more everyday activities.

In locative mobile gaming, the game world is superimposed onto the city's surface, and the game narrative begins to influence the player's **movement** within the city, which is now understood as a networked place.

These kinds of augmented-reality applications are becoming increasingly important in

the production of new mobile games. Smart phones have already brought augmented-reality applications into common use. The applications will be improving their capabilities by incorporating new kinds of motion-detection sensors and proximity sensors. We also have new wearable platforms emerging, like Google Glass.

Because mobile locative gaming offers new ways for connectivity to be drawn into gaming activity, it can be considered as a form of what the theorist Robert Grusin calls remediation, in which, he says, "the real is no longer that which is free from mediation but that which is thoroughly enmeshed with networks of social, technical, aesthetic, political, cultural or economic mediation".

We all now live in augmented realities.

### Movement

Movement is the crossing of space by people, objects, capital, ideas and other information. It is either oriented, and therefore occurs between an origin and one or more destinations, or it is more akin to the idea of simply wandering, with no real origin or destination.

More

Keywords : Modernity, Virtual Mobilities, Networks, Collective representations, Power, Forecasting

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### Mimi Sheller

Social Scientist

Mimi Sheller is a key theorist in mobilities studies. She is Professor of Sociology and founding Director of the New Mobilities Research and Policy Center at Drexel University in Philadelphia. She was co-founder with John Urry of the Centre for Mobilities Research at Lancaster.

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<sup>1</sup> <https://en.forumviesmobiles.org/marks/movement-460>

<sup>2</sup> <https://en.forumviesmobiles.org/mots-cles/modernite>

<sup>3</sup> <https://en.forumviesmobiles.org/mots-cles/mobilites-virtuelles>

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<sup>15</sup> <https://en.forumviesmobiles.org/60sec/2014/01/27/smartphones-and-geolocation-2112>

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