Location-based games with smartphones – developing a toolbox for educators

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Abstract

1. Introduction

 

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2. MILE (move-interact-learn-eat) – a transdisciplinary development project

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3. Methods & Material

3.1 Mobile, location-based games design process for MILE games

A diagram consisting of a horizontal line. On the left side of the line, there is a vertical tick mark labeled 'I'. On the right side of the line, there is a vertical tick mark labeled 'J'.

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5. Discussion and conclusion

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Figure 1. Template of a location-based task. The green tabs represent the workflow of the game design

Acknowledgment

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