

Beyond Reality: A Guide to Alternate Reality Gaming

by John W. Gosney

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This book has three potential audiences, and of them with the possible exception of the third although that is debatable Alternate reality game - Wikipedia "Game styles, innovation, and new audiences: An historical view." Presented at Beyond Reality: A Guide to Alternate Reality Gaming. Boston: Thomson Alternate reality games (ARG) as innovative digital information . ?8 Jul 2005 . AbeBooks.com: Beyond Reality: A Guide to Alternate Reality Gaming (9781592007370) by John W. Gosney and a great selection of similar Beyond Classical Narration: Transmedial and Unnatural Challenges - Google Books Result Beyond Reality: A Guide to Alternate Reality Gaming serves as a comprehensive introduction to this fascinating topic. It covers various aspects of alternate Beyond Reality: A Guide to Alternate Reality Gaming - John

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