

Electronic Games and the Outdoors Resources

Hopelab Ruckus Nation - <http://www.hopelab.org/innovative-solutions/ruckus-nation/>

The Ruckus Nation idea competition tapped into the power of the global community — including kids — to generate new ideas for products to get kids moving. The competition was the first initiative in HopeLab's work to develop fun, effective products that increase physical activity in young people to help address the devastating effects of sedentary behavior and obesity.

Hopelab Zamzee - <http://www.hopelab.org/innovative-solutions/zamzee/>

Zamzee is an online rewards program for young teens powered by their physical activity. To earn rewards, teens wear the Zamzee meter, a three-axis accelerometer specially calibrated to record short bursts of movement as well as vigorous activity. Physical activity recorded by the Zamzee meter powers a teen's online account at Zamzee.com.

Shinobi Labs Adventure Walks - <http://www.shinobilabs.com/p/mobile-adventure-walks.html>

Treasure hunting meets every day walking! The world is full of fun, bizarre, and hidden objects - and even ordinary objects that we mostly ignore. Mobile Adventure Walks allows players to explore and find visible treasures - anytime, anywhere!

Two Bulls - <http://two-bulls.com/about/>

Two Bulls is an immersive content development company. With a focus on mobile, we develop the innovative technology that powers engaging experiences for people of all ages across a broad range of platforms. Fusing commerce, art and technology, we are trans-media specialists and acclaimed & recognized innovators in our field.

Geocaching Kids - <http://geocachingkids.com/>

Get an introduction to the sport and find out how it works.

REI Geocaching - <http://www.rei.com/expertadvice/articles/geocaching+kids.html>

If you love the outdoors, it is only natural to teach your children about its wonders. Geocaching offers you a great way to do just that. It's a high-tech treasure hunt that can help engage your kids in the natural world.

Scribd Outdoor Electronic Games - <http://www.scribd.com/doc/49055020/Outdoor-Electronic-Games>

GeoGames are electronic games implemented in a distributed peer-to-peer architecture using a scalable ad hoc geocast protocol to implement inter-player messaging. This design provides a low overhead message addressing primitive that is natural for this style of gaming. It allows us to design games for vigorous outdoor play any-where, including rural venues lacking network infrastructure and crowded venues such as campuses, stadiums, and down-town streets. This paper describes the GeoGames Architecture (GGA), examples of implemented GeoGames, and evaluates GGA's strengths and limitations.