



The World Is Our Playground

Speakers

Jesper Pedersen, Concept developer

Working with theatre and filmfestivals

Teach pervasive game design and theory at The Danish Design School

MA in literature

www.ready-made.dk

Jakob la Cour, reality designer

Creates micro universes in the intersection between performance theatre, reality games and interactive technology

Owner of experience bureau Obtentus (www.obtentus.com)

Graduate student at The Danish Design School

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"We will play on topophobia to create topophilia"



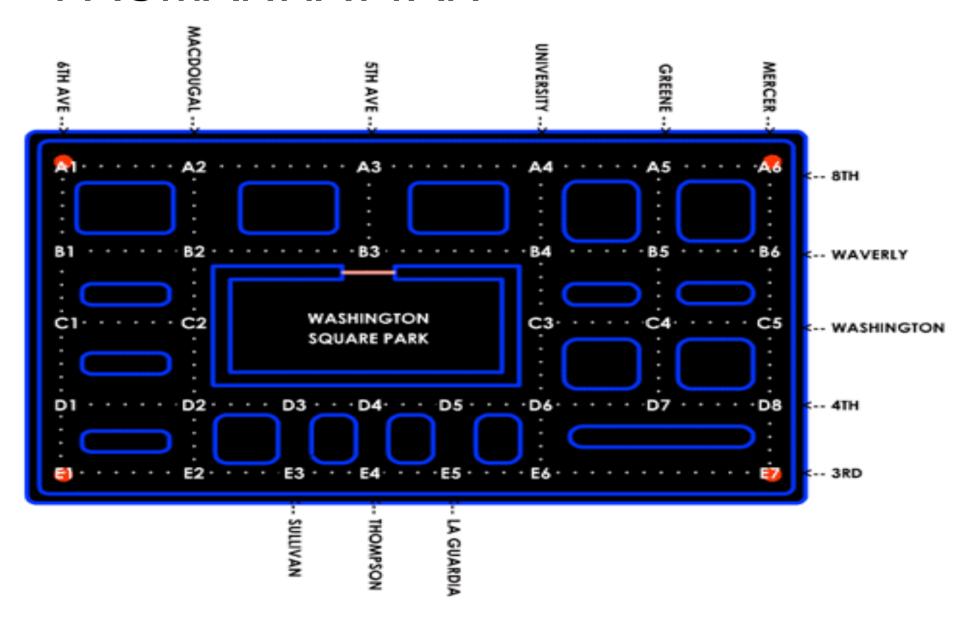




PACMANHATTAN



PACMANHATTAN



The World Without Oil



"PLAY THE FUTURE BEFORE YOU LIVE IT"





Pervasive Gaming

Public Playful Participatory

Pervasive Gaming Today





// 001 SOCIAL INNOVATION

Congratulations. You're off to a good start. You found your first EVOKE -- and you answered it. Most people won't come as far as you already have.

Now you must go further. You're ready for your first mission. You're ready to become a social innovator.

WHO WE ARE

Social innovators invent creative solutions to the world's biggest problems.

We don't wait for someone else to change the world. We do it ourselves.

Your mission this week:

Master the mindset of a social innovator

/span> Back to All Missions



poverty climate change hunger inequality water insecurity ignorance disease apathy

WHAT WE CREATE:

WHAT WE FIGHT:

economic opportunity
better education
food security
clean water access
sustainable energy
positive health outcomes
happiness
human rights
justice
community
resilience











MISSIONS .



URGENT EVOKE: Social Innovation

You're ready, aren't you. Ready for a real challenge.

It's not enough for you to read our story. You want to be part of the action. You want to know how **you** can make a difference. How **you** can change the world.





URGENT EVOKE: Food Security

We saved Tokyo. Now it's your turn.

More than one billion people go hungry every day. This week, YOU have the power to change at least one of those lives.





URGENT EVOKE: Power Shift

Today, less than 10% of global electricity is produced by sustainable energy sources.

This week, discover YOUR power to help change that number.





URGENT EVOKE: Water Crisis











Complete these 10 quests to write your origin story. Each week, a new quest unlocks. Remember: this is all about who you really are, so don't invent a fictional persona. Be yourself!

SECRET IDENTITY

Before you became a hero, you were just another ordinary person.

2

MOTIVATION

What's the spark that fuels your heroic effort?

3

ENVIRONMENT

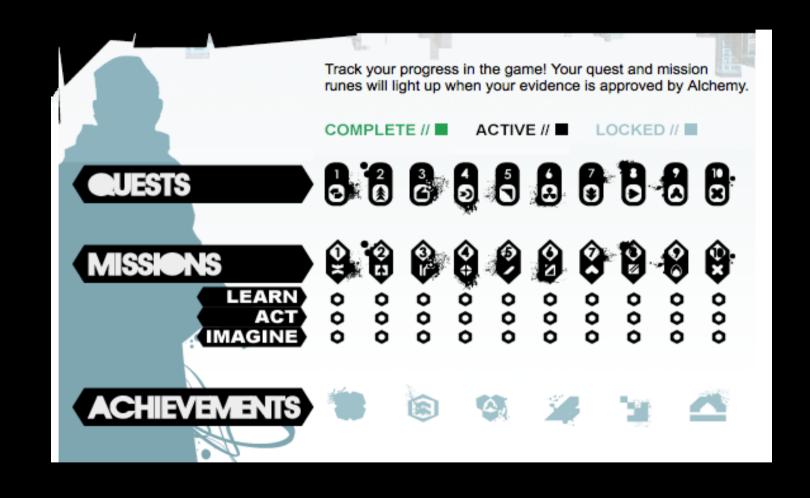
Where you act matters as much as who you are. Heroes tackle the biggest problems they can find, wherever those problems are.



AMAZING STORIES

Awe. Wonder. Amazement. Do your best to provoke it.









EVOKE Powers are the core skills, abilities, and talents that make successful social innovation possible. In other words, they are the key social innovation superpowers.

Learn more

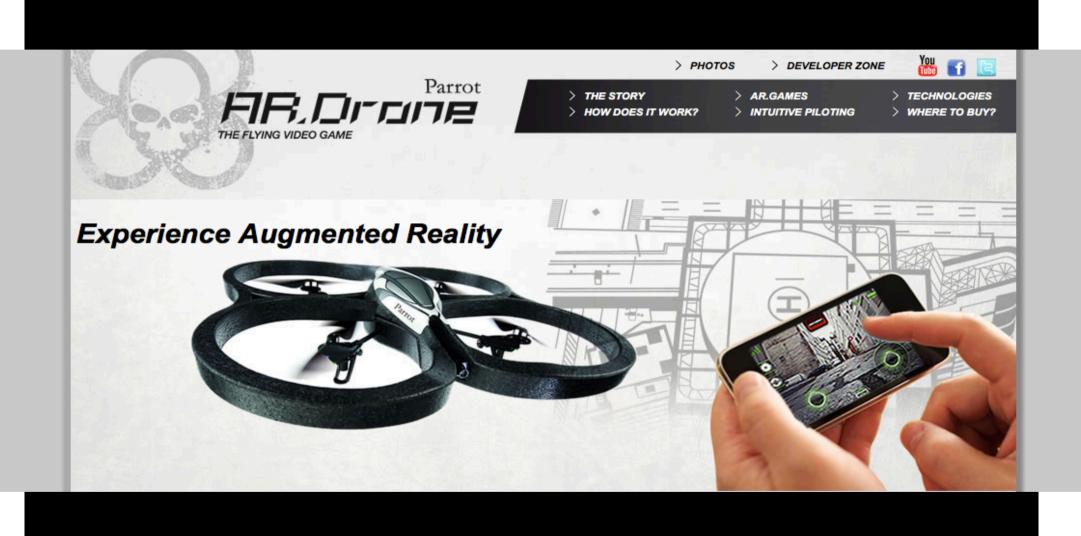


Evoke suggests pronoia

Immersion In A Playful Micro Universe

Use the world as a playground

Augmented Reality



Adventure Gaming the City



Playing the Plan

Planning to Play?

Let us play!

Q & A



Invoke



Home About How to Play Evidence Discuss Contact

MISSION EIGHT: Caravan of Pillage

APRIL 28, 2010

by kipstar

'A house cannot be sold if squatters move in and destroy it.'
- Project for the New African Century proverb

FIRST, read the story by clicking on the image below:



SUBSCRIBE!

Enter your email address to subscribe to our game mission feed. We'll be posting a mission every week, for 10 weeks.

Sign me up!



Invoke



What is Real?