

# Contents

<b>1</b>	<b>Introducing Geogames and Geoplay: Characterizing an Emerging Research Field .....</b>	<b>1</b>
	Ola Ahlqvist and Christoph Schlieder	
<b>2</b>	<b>Defining a Geogame Genre Using Core Concepts of Games, Play, and Geographic Information and Thinking .....</b>	<b>19</b>
	Ola Ahlqvist, Swaroop Joshi, Rohan Benkar, Kiril Vatev, Rajiv Ramnath, Andrew Heckler, and Neelam Soundarajan	
<b>3</b>	<b>OriGami: A Mobile Geogame for Spatial Literacy .....</b>	<b>37</b>
	Thomas Bartoschek, Angela Schwering, Rui Li, Stefan Münzer, and Vânia Carlos	
<b>4</b>	<b>Spatial Game for Negotiations and Consensus Building in Urban Planning: YouPlaceIt!..</b>	<b>63</b>
	Alenka Poplin and Kavita Vemuri	
<b>5</b>	<b>Addressing Uneven Participation Patterns in VGI Through Gamification Mechanisms .....</b>	<b>91</b>
	Vyron Antoniou and Christoph Schlieder	
<b>6</b>	<b>Teaching Geogame Design: Game Relocation as a Spatial Analysis Task..</b>	<b>111</b>
	Christoph Schlieder, Dominik Kremer, and Thomas Heinz	
<b>7</b>	<b>(Re-)Localization of Location-Based Games .....</b>	<b>131</b>
	Simon Scheider and Peter Kiefer	
<b>8</b>	<b>The Design and Play of Geogames as Place-Based Education .....</b>	<b>161</b>
	Jim Mathews and Christopher Holden	
<b>9</b>	<b>A Cost-effective Workflow for Depicting Landscapes in Immersive Virtual Environments .....</b>	<b>177</b>
	Nathaniel J. Henry	

<b>10</b>	<b>Structural Gamification of a University GIS Course . . . . .</b>	<b>195</b>
	Michael N. DeMers	
<b>11</b>	<b>Geocaching on the Moon . . . . .</b>	<b>209</b>
	Cheng Zhang	
	<b>Ludography . . . . .</b>	<b>233</b>