

# Location-based educational games



Waag Society supports education with technology. As a sequel to the city history game *Frequency 1550*, Waag Society is currently working on a mobile education platform that allows pupils to create their own location-based educational games to be played in their direct surroundings.

## Frequency 1550

The pilot of *Frequency 1550* was played in 2005. This mobile city game was situated in medieval Amsterdam. As part of their history class, groups of pupils were furnished with mobile phones and sent out into the city as medieval characters to obtain answers to questions and perform assignments. The game had children playing with as well as against each other. The pilot was highly successful. The project received a lot of media coverage and Waag Society was presented the European Comenius EduMedia Award.

2005. Sponsored by KPN Mobile.

## Research into the learning effects of Frequency 1550

Despite the high expectations, in fact little is known about the effects that games have on learning. In the project 'The effects of *Frequency 1550*', the University of Amsterdam (ILO) and Utrecht University (IVLOS) are jointly studying the effects of games on knowledge development and the intrinsic pleasure of learning among pupils. To conduct this research, the game *Frequency 1550* is being developed further. The game will subsequently also be available for other schools to play.

2006 – 2007. Sponsored by *Kennisrotonde*, the Mondriaan Foundation and the project partners.

## Frequency Now

*Frequency Now* is a sequel to and variation on *1550*. This is a citizenship game centering on contemporary Amsterdam city themes such as diversity, creativity and talent development. *Frequency Now* is one of the games being developed together with pupils in the Games Atelier.

## Games Atelier

In the Games Atelier, established in Amsterdam in 2007, secondary school pupils create their own educational games that can be played in their direct surroundings. For these games they make use of the Internet, GPS and mobile phones. The goal of the Games Atelier is to create a new teaching methodology based on the immediate surroundings and mobile technology. For the Games Atelier, the project partners are developing a Mobile Education Learning Environment. This is to be a freely accessible platform for teachers and pupils, where gaming concepts are developed, tested and expanded. A comprehensive educational kit will be made available for inclusion in the educational curriculum, containing trainings, lesson modules and instructions. The complete kit can also be used by other parties as a starting point for further development and implementation.

2007 – 2008. Sponsored by *Maatschappelijke Sectoren en ICT* and the project partners. Partners in the development of current projects are the University of Amsterdam (ILO) and Utrecht University (IVLOS), Amsterdam schools for secondary education (MSA and OSB), the City of Amsterdam (DMO) and Waag Society.

<http://www.waag.org>

<http://www.waag.org/frequency>

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