

Index

- Addiction, 43, 57
Adventure Sync connection, 150
Assemblage, 1, 4, 64
Augmented reality (AR), 7
- Bonding, 13, 61, 72
- Childhood, 55–57
Children's friends, 110–111
Cognisance, 144–145
Communities of play, 102–107
Community Days, 7–8
Compromises, 78–84
Concerns, 78–84
COVID-19, 149–152
Cursory connections, 146–147
- Data, 122–128
De Certeau, Michel, 12, 23–24
De Souza e Silva, Ariana, 2–5, 8–10, 25–27, 47–48
Digital labour, 145–146
Digital layer, 35, 43, 47
Digital media, 57–58
Digital technologies, 55–57, 59
Distributed imagination, 9–10
Dodgeball, 2–3
Domestic space, 56–57, 59
- Embodiment, 12, 57
Exercise, 48, 113
Existing friends, 111–112
Experience points (XP), 99–100
- Familial challenges and concerns, 147–148
Familial locative play
 fears, concerns and compromises, 78–84
 parenting and intergenerational play, 58–61
 play, childhood and digital technologies, 55–57
 Pokémon Go, 61–70
Familial mobility, 97–98
Familial rhythms, 145–146
Family roles, 70–78
Fears, 78–84
Field Research tasks, 7–8
Flânerie, 12, 25–26, 47–48
Flâneur, 25–28
Foursquare, 3, 5–6, 27–28
Frith, Jordan, 2, 3–7, 9–10, 23–24, 47–48, 57, 69–70, 148–149
- Game, 128–135, 148
 layer, 48–49
Gerbaudo, Paolo, 13–14, 94, 97, 106
Global positioning system (GPS), 2
Goggin, Gerard, 2, 4–5, 31, 47
Google, 119
Gowalla (app), 5
GPS, 2
Granovetter, Mark, 13–14, 94–97, 102–103
Grindr, 93–94
Gyms, 7–8
- Health and safety, 56
Hjorth, Larissa, 3, 4, 9–10, 13–14, 93–94, 120
Home, 55–57
Huizinga, Johan, 25, 27–28, 32–33, 47–49, 151
Humphreys, Lee, 2, 3–4, 8, 93–95
Hybrid reality game (HRG)
 gamic structure, 41–42

- Hybrid reality game (HRG), 1–2, 9, 28, 84–85, 98, 143–145
- Hybrid space, 2
- Intergenerational
connections, 58–59
play, 1–2, 7–10, 58–61
relations, 59
- iPhone 3GS, 2
- Joint media engagement (JME), 9, 59–60, 143
- Labour, 145–146
- Latent ties, 94–98, 107–110
- Learning, 13, 146–147
- Lefebvre, Henri, 12, 23–24, 47
- Liquid organising, 13–14, 97
- Liquid surveillance, 117
- Location-based games, 25, 130–131
- Location-based social graph, 120
- Location-based social network (LBSN), 2, 3–4, 27–28, 32, 144–145
- Locative data, 4, 6, 14
- Locative games, 1, 7–10
next generation of, 43–47, 148
- Locative media, 2–4
evolution, 5–6
- Locative play, 29–35, 57
- Loopt (app), 5
- Magic circle, 96, 109
- Massey, Doreen, 12, 25
- Mayorships, 3
- Mobile magic circles, 148–149
- Mobile media, 2, 24–25, 57
- Mobile phones, 2
- Mobile virtual reality (MVR), 24–25
- Mobilities, 36–43
end of, 149–152
- Niantic, 118–120, 122, 123, 150
- Non-confrontational space, 146
- Non-places, 24–25
- Obesity, 57
- Online communities, 110–111
- Ordinary life, 29–35
- Panoptic mechanism, 27
- Parenting, 58–61
- Parochialisation, 93–94
- Pathways, 36–43
- Personal development, 146–147
- Personal growth, 13, 59
- Phoneur, 27
- Physical activity, 9, 29
- Places, 24, 25, 36–43
- Play, 55–57, 96
- Playeur, 28
- Playful bonding, 146
- Playgrounds, 56
- Pokéballs, 7–8
- Pokémon Crowds, 93
- Pokémon Go, 1–2, 7–11, 28, 60–61, 93–94, 121, 143
COVID-19 and, 149–152
familial impact, 29
families playing, 61–70
and family life, 70–78
as form of surveillance capitalism, 117–122
spatial impact, 28–29
- PokéStops, 7–8
- Public space and community, 93–94
- Public symbols, 24
- Raids, 7–8
- Recursive archival functionality, 4
- Richardson, Ingrid, 9–10, 13–14, 93, 120
- Routes, 3, 28, 37–38
- Rumble (app), 5
- Screen time, 9–10, 31, 57
- SCVNGR (app), 5

- Smartphone, 1
- Sociability, 8–9, 111
- Social networks, 13–14, 94–95
- Social relationships and communities
 - children’s friends, 110–111
 - communities of play, 102–107
 - existing friends, 111–112
 - new relationships and strong tie friendships, 98–102
 - Pokémon Go, public space and community, 93–94
 - strong ties, weak ties, latent ties, 94–98, 107–110
- Social space, 23
- Social ties, 96–98
- Solutionism, 118–119
- Sonar (app), 5
- Space, 23
- Spatial activity, 144–145
- Spatial practices and mobilities
 - embodied approaches to urban life, 25–29
 - mobilities, pathways and places, 36–43
 - next generation of locative games, 43–47
 - ordinary life and locative play, 29–35
 - spatial turn, emerging mobilities and complexity of place, 23–25
- Spatial turn, 12, 23–25
- Strange space, 48–49
- Strong ties, 94–98
 - friendships, 98–102
- Surveillance, 123–124, 148
- Surveillance capitalism
 - data, 122–128
 - Pokémon Go as form of, 117–122
- Swarm, 93–94
- Technological solutionism, 118–119
- Tinder, 93–94
- Tracking children, 135–138
- Urban life, embodied approaches to, 25–29
- Video games, 59–60
- Waze, 36–37
- Weak ties, 94–98, 107–110
- Wilken, Rowan, 2–4, 8–9, 69–70, 148–149
- Worries about play, 78
- Youth culture, 13
- Zuboff, Shoshana, 5, 14, 117, 128–129, 148