



The Arts of LARP: Design, Literacy, Learning and Community in Live-Action Role Play

David Simkins

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This ethnography of a live-action role play (LARP) community examines the structure of play, how new participants are introduced and apprenticed into the culture, player expectations and motivations, and games as they are designed and as they are performed. The main focus is on LARP's affordance for learning across a variety of disciplines and interests. The book is intended for LARP participants, academics interested in play or in collaborative development, those interested in new uses of familiar learning environments, and game developers with an interest in creating games with highly interactive narratives and co-creative play experiences in which the role of designer and player is blurred.

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