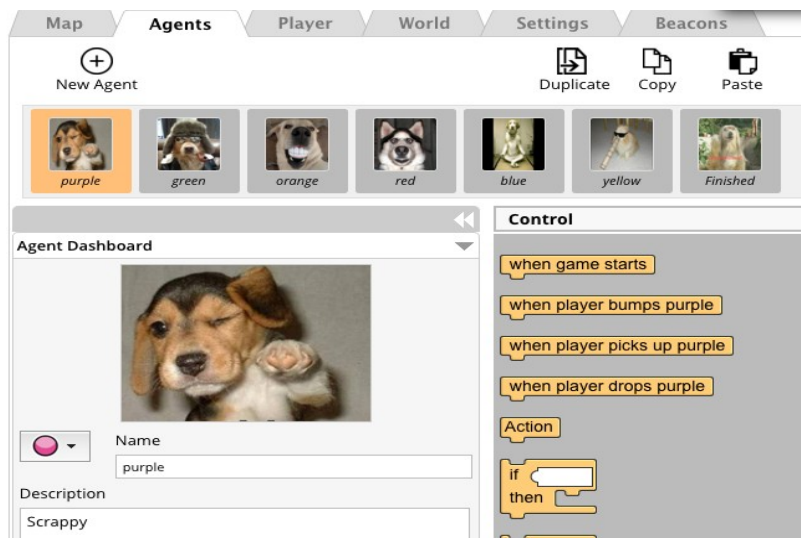
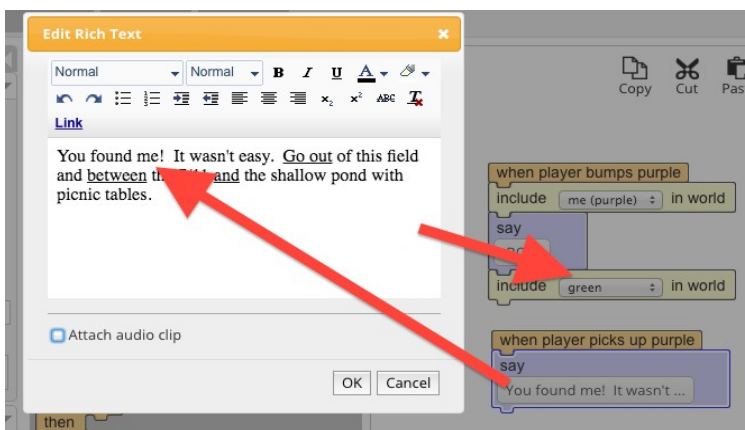
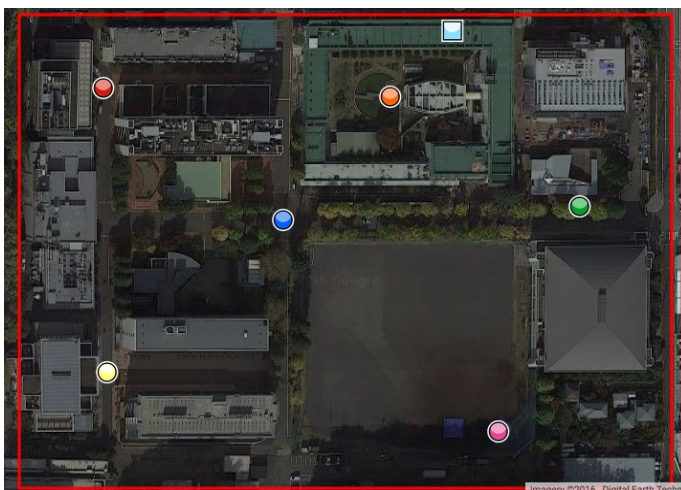


Yokohama City University Dog Catcher

Since this game cannot be seen unless you are on location, I am going to give a brief description.

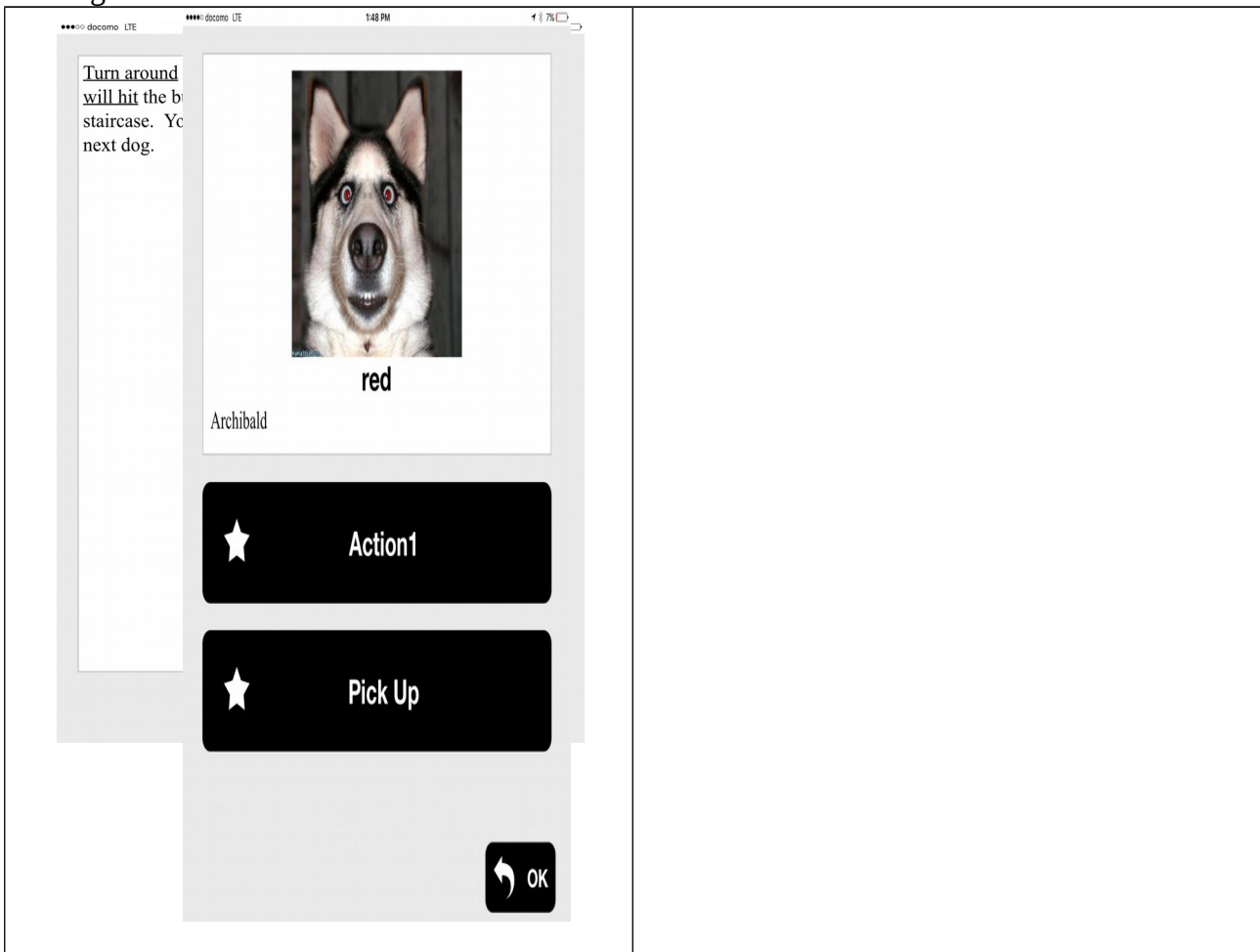


The game is based on the old tried and true scavenger hunt. This time the students are hunting for scavengers (dogs). I have placed our “dogs” at different GPS locations all over my school.



The picture above illustrates the commands I gave to the game. When a student goes to a dog's location the dog is 'bumped'. When the students “pick up” a dog, another dog is added to the game and thus is able to be found.

The dog who is picked up gives instructions as to where the next dog is. There are six dogs in total. The last dog tells students to go back to the classroom. The game is motivating in and of itself but the students that arrive first “win”. My students are aged 19 to 20 so losing this game is not going to bother them. I also make them aware that winning is a matter of luck since the dogs are all arranged in a different order.



This game can be moved to any location or earth. If you want to see how it works more clearly, get an account at taleblazer.org. Use the game code: **guinsth**.

