

Ingress: *Ingress* is a place-based game app that is played on a mobile device. In the game, players work capture territory for either the Enlightened or the Resistance, the two factions at war in the game. Players capture territories by hacking and linking portals. Portals are located at central sites around communities, and generally players have to physically be at that site in order to interact with the portal. Players can play alone or in groups with their own devices. There is a large *Ingress*-playing community, and the makers of *Ingress* put out weekly [videos](#) and [updates/information](#) about the *Ingress* universe.

Platforms and cost: iOS app—free, Android app—free, Google app--free

Languages Supported: English, Czech, German, Spanish, French, Italian, Dutch, Norwegian, Polish, Portuguese, Russian, Swedish, Korean, Chinese (Simplified), Chinese (Traditional), Japanese.

Ingress has many potential uses in the language classroom. These could include using the game itself, involving the portal locations around a town or city, or taking advantage of the numerous related resources online, which have applications in the classroom as well. For more information see [our post on Games2Teach](#).