

Ingress teacher tip sheet

Getting started: Players will need to download *Ingress* on their own mobile devices or the devices given to them. Teachers and learners will need to have a Google account to sign into *Ingress*. Once a player chooses a side (the Enlightened or the Resistance), they cannot change their side. A link to the main game website is provided [here](#).

Language: Players can change the language by going to OPS→ DEVICE→Language. For novice learners, it may be helpful to play in their first language first, and then play in the target language.

Troubleshooting: Teachers can get technical and gameplay-related help [here](#).

Classroom Considerations:

Ingress (the game and premise) has implications for:

- places in a city (buildings/art/structures/community spaces)
- teamwork
- city exploration
- game/city vocabulary
- international threat discussions
- scientific research controversy
- classroom debates

Only the beginning of *Ingress* can be played in one place. After players get started in the game, they will need to walk around different areas of a town and find portals. They will need to have a WiFi or satellite connection. There may or may not be portals near the school, though portals are numerous and widely distributed see portal locations [here](#)). Thus, teachers may need to plan a field trip to be able to play this game.

If learners have already played *Ingress*, teachers may want to have them work separately from the rest of the class so that they can play at a higher level and discuss the game topics together.

If not all learners have a smart mobile device, there are still options for gameplay. Learners may work in groups, may use school tablets, or teachers may contact their local university or library to get access to smart devices to use in the classroom.

Ingress has many online [resources](#) that our activities use and that teachers and learners may use as resources. Many are in English, but many are also available in other languages. Because our activities are intended to be used in a variety of language classrooms, all materials are in English. Teachers may need to translate the resources that we provide or substitute videos in other languages. Here are some possibilities:

<https://www.youtube.com/watch?v=sthMt0QoFD8> (Spanish)

<https://www.youtube.com/watch?v=NteJ826u930> (French)



<https://www.youtube.com/watch?v=ODEIEOqE2dc> (German, tutorial [until about 2:00])

Gameplay help: If learners are having trouble with gameplay, they can go through the training modules. These modules walk players through the different tasks that they need to know how to complete. Teachers may find it beneficial to assign these modules for homework before gameplay begins in class.