

1. Look at the locations and descriptions of the places that had portals that you visited while playing *Ingress*.

a. List several different locations that you and your partner(s) visited (ex: *sculpture in a park*)

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|----------|----------|----------|
| 1. _____ | 2. _____ | 3. _____ |
| 4. _____ | 5. _____ | 6. _____ |
| 7. _____ | 8. _____ | 9. _____ |

b. What descriptive adjectives could you use to describe the places you visited? Brainstorm with your groups. Discuss with your partner(s) the different ways you can describe the portal locations. In general, using full sentences, how would describe the places you visited?

Example: *The portals are in locations that were busy and popular, like Morning Joe Cafe.*


2. Look at your answers to question 1 above. Why might these places, with these characteristics, be good or bad places for the makers of *Ingress* to put portals? Discuss with your partner(s), and answer in full sentences.

3. Think about if you owned a company, public art installation, or other similar location. Would you want to have an *Ingress* portal there? Why or why not? Would you anticipate any problems or benefits? Answer individually and then discuss with your partner.

Ingress Novice Worksheet (Back)

Individually, brainstorm a place to put a new portal. Where would you put it? Think about the locations and characteristics you wrote on the front of this paper and places that might not already have a portal. This can be in any city/town that you have visited.

(New portal name/location)



Describe the location: _____

Why did you choose this place? _____

What are some potential problems with having a portal here? _____

What are some potential benefits of having a portal here? _____

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**Comments/feedback from classmates:**



**Votes (tallies):**

