

## ABSTRACT

*Gone Beyond: Exploration of Mixed Reality through Toys Using Video Game  
Technology*

by

Anna M. Knos

This thesis researches the creation of mixed reality through toys using video game technology. The goal of this gaming environment is to remove the user from reality while simultaneously reflecting on it. By presenting the real alongside the hyperreal, this thesis will allow the user to feel and see both realities and have them exist together through experiential learning.

The contributions of this thesis include:

- a recap of toys and games as art;
- an overview of the current trend in teaching through games;
- an original game which embodies the translation between reality and virtual; and,
- an overview of uncultivated directions for future game design research/creation.