“A population of players searching a real-world optimum in a virtual problem space, driven by real world data entering that space” (Xie et al.).
[ Using the logic behind geo spatial relationships, -operations and -imagery is already quite common in today’s gameplay. ]
Creating context
‘Restructuring’ context
Spatial battle strategies
Location based strategies
Transreality gaming describes a more professional, serious type of mobile, geo-location-aware, role playing strategy game, that is part of a player's daily routine as it evolves and moves seamlessly through various physical and virtual aspects of a scenario, brought together in one unified game space.

Trans-Reality Gaming, Craig A. Lindley, Institution Technology, Art and New Media, University of Gotland, Visby, Sweden, 2004; Courtesy and © of Google Ingress
[ Why would that be of any importance? ]
Connecting disruptive technologies

Transreal
Immersive
Projection of an
Environment
(TIPE)

Game mechs
Sensors and wearables
Data feeds
Internet of Things
Game mechs
Game mechs
Reality mining
Input from mind files
Game mechs
Professional use of transreality in a platform of serious games might be used to support safety by training police officers, engaging citizens, foreplaying scenarios (for better decision making) and providing opportunities for research that can underpin evidence based policing.