

# Alternate Reality Games & Collaboration

[I love Bees](#) (brace yourself they are going to try to recruit you!) is an alternate reality game that is a good example of what I would describe as collaborative intelligence. [Wired](#) has a great description of what's going on.

My take on this is that 'I Love Bees' is a really great example of how human beings can express their collaborative capacity in a fun way. What stands out from the whole story for me is the intense cooperation exercised by the players scattered across the world and how ingenious they become when they combine their problem-solving capacities. Once these sorts of games have demonstrated how social capital can be activated – what will it be like when this sort of energy and focus is brought to bear on some of the more pressing human issues (other than having fun of course!)?