Fletcher Library
Game Project

Game On!
Developing a game for Library Instruction

Tammy Allgood
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at the West campus

Fletcher Library Game Project

Game Project Team

Project Sponsor: Bee Gallegos, Librarian, Lower Division Coordinator

Project Manager: Tammy Allgood – Digital Delivery and Design Librarian

Game Design Team:
Karen Grondin, Library Specialist at ASU at the West campus
Aaron Rostad, Library Specialist at ASU at the West campus
Marisa Duarte, Reference & Instruction Librarian at ASU at the West campus

Developer: Bob Wohl

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Why Games?

- **Prevalence of video games, particularly among teenagers (2003 Gallop poll reported 69% of teenagers play video games each week)**
- **Evidence suggests games can enhance problem solving skills**

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Fletcher Library at ASU

- **West campus of Arizona State University**
- **Upper Division & Graduate Programs**
- **Lower Division**
  - **Fall 2001 - First Freshmen admitted - 269**
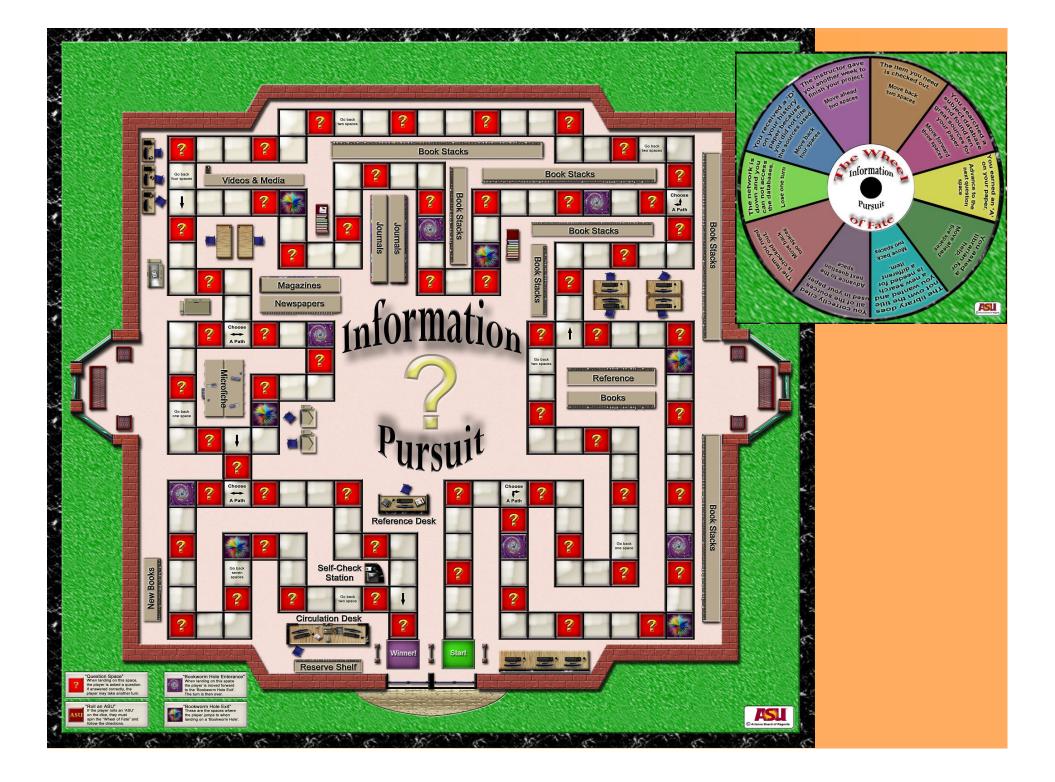 - **Fall 2006 - Around 700 Freshmen**

Learning Objectives

Introduce Lower Division students to:
- **Library as a physical and virtual place**
- **Library Services**
- **Types of resources**
- **Basics of catalog**
- **Differences between types of sources**
- **Reading, understanding, and using citations to retrieve information**

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Board Game

- **Introduced Fall 2005**
- **Began as prototype to computer game**
- **Good learning experience**

Information ? Pursuit

The Wheel of Fate
Information Pursuit

- The instructor gave you another week to finish your project. Move ahead two spaces.
- The item you need is checked out. Move back two spaces.
- You searched a subject database and found ten great sources for your paper. Move forward three spaces.
- You earned an 'A' on your paper. Advance to the next question space.
- Move ahead three spaces.
- The library does not own the title you wanted and you needed for a different item. Move back two spaces.
- You own the title used in your paper. Advance to the next question space.
- You correctly cited all of the sources used in your paper. Move back two spaces.
- The item you wanted is checked out. Move back two spaces.
- You asked the librarian for help. Move ahead three spaces.
- The network is down and you can not access the databases. Lose one turn.
- You received a 'D' on your history paper because you did not cite the sources used. Move back four spaces.

Board spaces and labels
- Book Stacks
- Videos & Media
- Journals
- Magazines
- Newspapers
- Microfiche
- Reference Books
- Reference Desk
- Self-Check Station
- Circulation Desk
- Reserve Shelf
- New Books
- Winner!
- Start

Directional spaces
- Go back two spaces
- Go back four spaces
- Go back one space
- Go back seven spaces
- Go back two space
- Choose A Path

Legend
- "Question Space" When landing on this space, the player is asked a question. If answered correctly, the player may take another turn.
- "Roll an ASU" If the player rolls an 'ASU' on the dice, they must spin the "Wheel of Fate" and follow the directions.
- "Bookworm Hole Enterance" When landing on this space the player is moved forward to the 'Bookworm Hole Exit'. The turn is then over.
- "Bookworm Hole Exit" These are the spaces where the player jumps to when landing on a 'Bookworm Hole'.

ASU
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You need to find articles and background information in order to make a presentation. Which resources are <u>best</u> to use?

a. Web sites you find using Google
b. Books and encyclopedias
c. A combination of library resources including journal and newspaper articles and books

Your instructor placed some articles on reserve for your class to read. You can:

a. Access them online
b. Go to the Circulation Desk to check them out
c. Either A or B

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"*Much better that just a lecture*"

"*It was fun! I didn't fall asleep or anything*"

"*I like the game!! Does Milton Bradley make that one?*"

Board Game Comments

- "This was a great way to learn about the library!"
- "Thanks for the great time and the game (although I lost)."
- "The game was intense, a fun way to learn about my ASU West Library."
- "The workshop was very informative and was also fun with the addition of the game. I feel like I know the library services and layout better."

Board Game Success

Student Survey Results

- **What are the three most important things I learned from the library game experience?**

    – *How to request items – 54.5%*
    – *How to search for journals in the catalog – 37.7%*
    – *How to search for books in the catalog – 33.8%*

- *Questions I still have about finding information in the library*
    – *Where media is located in the library – 33.8%*
    – *Using specialized resources such as reference books – 24.7%*
    – *Services available at the Circulation Desk – 22.1%*

Computer Game

- **Development - Began Spring 2006**
- **Group – 5 people**
- **Skills - Web development, Flash development, database design, lower division instruction expertise, extensive research in gaming as an educational tool**
- **Funding - Financial support from Library Dean, Marilyn Myers, to hire an outside programmer**
- **Platform - Flash**

Documentation

- **Project (Business) Plan**
- **High Concept Document***
- **Game Treatment Document***
- **Game Script***

* From Andrew Rollings and Ernest Adams on Game Design

High Concept Document

- **Premise of the game**
- **Intended audience**
- **Genre**
- **Unique selling points**
- **Target platform**
- **Overall storyline**
- **Example**

Game Treatment Document

- **10-20 pages**
- **Game overview**
  - **High Concept**
  - **Hooks**
  - **License**
  - **Game play highlights**
  - **Technology highlights**
  - **Art and Audio highlights**
  - **Hardware**
- **Production details**
  - **Budget**
  - **Schedule**
  - **Competition**
- **Game world**
  - **Back-story**
  - **Objective**
  - **Characters**
  - **Mission**

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Game Script

- **Everything from High Concept and Game Treatment Documents**
- **Game play outline or flowchart**
- **Design details**
- **Game text**
- **Example: http://www.designersnotebook.com/Wanna-be/ctaylordesign.zip**

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Timeline Approximations

- **Game play design, storyline decisions, documentation - Five months**
- **Design - Two months**
- **Character interactions - One month**
- **Information retrieval - Two weeks**
- **Sound creation - Two weeks**
- **Animations - Two weeks**
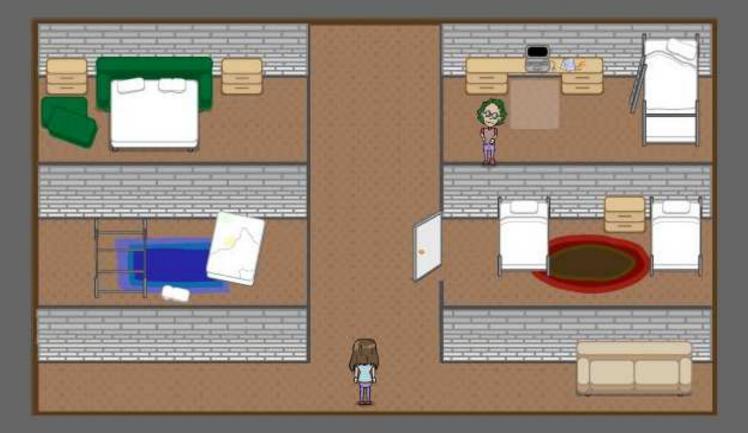- **Bug tracking and documentation – One month**

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Hiring a Programmer

- **Finding Programmers**
  - **Consulted with Game Design Instructor at the Art Institute International in Phoenix - possible student project?**
  - **Posted on local Tech ListServ (http://www.aztechwork.org/)**
  - **Flash Game Programming Wiki (http://fgpwiki.corewatch.net/)**
  - **Game creation web sites**
- **Hiring Programmers**
  - **Asked for portfolios from top three candidates**
  - **Chose candidate with the most edugaming experience**
  - **Top candidate was able to recommend game designer**

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Deliverables

- **Game logo**
- **Game design (map, isometric tiles, building interiors, characters, icons)**
- **Game skeleton (character walking paths)**
- **Character interactions**
- **Information retrieval systems**
- **Animations**

27:19

With a look of horror and dismay on her face Axl talks to Proffessor Bava.

Axl: Professor Bava? My name is Axl, I'm a reporter for the campus newspaper. I'd like to ask you a few questions about what you found at the auditorium digsite...

Continue

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Essential Sources

- *Games, Learning, and Society Conference.* **Madison, Wisconsin**

- **Branston, C. (2006). From game studies to bibliographic gaming: Libraries tap into the video game culture.** *Bulletin of the American Society for Information Science & Technology, 32*(4), 24-29.

- **Makar, J., & Winiarczyk, B. (2004).** *Macromedia flash MX 2004 game design demystified.* **Berkeley, CA: Macromedia Press : Peachpit Press.**

- **Rollings, A., & Adams, E. (2003).** *Andrew Rollings and Ernest Adams on game design* **(1st ed. ed.). Indianapolis : New Riders.**

- **Fletcher Library Game Project Web Site: http://www.west.asu.edu/libcontrib/game/website/**

Words of Wisdom for
Library Game Developers

- **Do your research**
- **Think about starting small**
- **Don't underestimate time needed for design**
- **Keep the development group small**
- **Project manager should have some understanding of game development**
- **Follow document requirements found in *Rollings and Adams on Game Design***
- **Don't underestimate time needed for design**
- **Hire a professional programmer with a educational gaming portfolio**
- **Don't underestimate time needed for design**