



Story'Hood

Session 1 - Intro to game mechanics & Taleblazer

Overview

In this session, participants will be introduced to each other and to the standards by which our workshop will operate. Then, they will get to spend time hands on with several Taleblazer games, and be engaged in critical discussions of their respective features. With these activities we are introducing the concept of location based games/augmented reality and framing the series of workshops as a game design program for a game with taleblazer.

Learning Objectives

After completing these workshops, participants will be able to:

1. Describe geo-location based games
2. Distinguish between geo-locative games and other games
3. Analyze elements of a game including story, use of space, conditions, and what the game teaches

Materials

Games can be played in 'tap to visit' mode if there is no GPS, or without tablets via emulation on the Taleblazer site, but this sacrifices the experience of playing the games on location.

- Tablets with GPS, to effectively play the game

Time / 90 Minutes / 1 Hour & 30 Minutes

Agenda

The agenda of this workshops should be outlined as follows:

1. Icebreaker (**10 minutes**) 2:00 - 2:10
2. Guidelines (**10 minutes**) 2:10 - 2:20
3. Introduction (**10 minutes**) 2:20 - 2:30
4. Play 1st Taleblazer Game (**20 mins**) 2:30 - 2:50
5. Discussion (**5 mins**) 2:50 - 2:55
6. Play 'It Happened @ SPL' (**10 mins**) 2:55 - 3:05
7. Discussion (**5 mins**) 3:05 - 3:10
8. Play 'Jackie Robinson' (**10 mins**) 3:10 - 3:20
9. Discussion (**5 mins**) 3:20 - 3:25
10. Closing (**5 mins**) 3:25 - 3:30

The total time resulting from the suggested minute count for each section is approx. **1.5 hours**.

Icebreaker / 10 Minutes / 2:00 - 2:10

Question of the day: What is your favorite game to play and what do you like the most about it?

Guidelines / 10 Minutes / 2:10 - 2:20

Introduce the principles of the workshop series:

- Safe space
- People before technology
- Participation
- One mic

Introduction / 10 Minutes / 2:20 - 2:30

Begin asking the participants the following questions:

- Have you played Pokemon Go?
- How is this game different than the other ones you've played?
- How do you think the game was created?
- Have you heard about Augmented Reality?
- What do you think is AR?

What is Story'Hood?

A game with a story about this neighborhood. Our game will have a theme or message, a story, and strong game mechanics. Explain to the participants that they will be utilizing the Taleblazer platform to play and create geo-locative games.

Play 1st Taleblazer Game / 20 mins / 2:30 - 2:50

It's time to see what a Taleblazer game looks like, but let me ask you this question:

- Why do you think it might be important to play example games before we start designing our own game?

Now let's go outside and play our first Taleblazer game, Space Traveler (ghsfnhw).

Note: game should be 'moved' to the physical location where the game is to be played.

Divide the participants into **groups of 2-3** depending on how many tablets are available for the group of students. Show them how to **start** Taleblazer on the tablets and find **Space Traveler** via the Taleblazer interface. Instruct the participants on how to download and play the game. The participants will move from place to place in the real world, and thereby encounter agents within Taleblazer. The instructor should be available to assist the participants as necessary during this period. Once the participants have completed the game, they should return to the starting point.

Discussion / 5 mins / 2:50 - 2:55

Ask the participants briefly about their experience in playing the game:

- What's the story?
- How does the game use the space?
- How did you win the game?
- What did you learn by playing the game?

Explain to the participants that Taleblazer is a program and an app that allows them to both create and play geo-locative games.

Play 'It Happened @ SPL' / 10 Minutes / 2:55 - 3:05

Show the participants how to download 'It Happened @ SPL' (ggdochg). Note: game should be 'moved' to the physical location where the game is to be played. If participants are working in groups, have the second or third member of the group use the tablet this time. Demonstrate to the participants how to activate 'Tap to Play' mode in Taleblazer within these games. This allows players to 'bump' locations within the game and encounter the agents in the game without moving through physical space, but by simply tapping the appropriate icon on the map screen.

Discussion / 5 Minutes / 3:05 - 3:10

Have a group discussion about the following questions regarding 'It Happened @ SPL':

- What's the story?
- How does the game use the space?
- How did you win the game?
- What did you learn by playing the game?
- What are some of the similarities between the two games?
- What are some differences?

Play 'Jackie Robinson' / 10 Minutes / 3:10 - 3:20

Show the participants how to download and play the 'Jackie Robinson' (gcdtpot) game in 'Tap to Play' mode. If participants are working in groups, have them switch who operates the tablet again.

Discussion / 5 Minutes / 3:20 - 3:25

Have a group discussion about the following questions regarding the 'Jackie Robinson' game:

- What's the story?
- How does the game use the space?
- How did you win the game?
- What did you learn by playing the game?
- What are some of the similarities/differences between the two games?

Closing / 5 Minutes / 3:25 - 3:30

Thank everyone for their time and ask all the participants to name something new they have learned today.