Opportunities for Game Culture and Technology in Public Libraries

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Computer Games in Libraries

• A little background on game culture and technology
• New game opportunities for public libraries
• Libraries as community centers for games culture and technology
Game Culture and Technology

- Games as immersive, experiential literary form -- *game play as emergent narrative*
- Gaming as rapidly growing global industry
- “Modding” and making games as practice-based *learning* and *career development*
- Games as *new media* and cultural form
- Game culture as *social movement*
Gaming as rapidly growing global industry

Making games as practice-based learning
Making games as career development

The greatest thing about the Unreal Engine. Technology which Unreal Tournament uses, is that you can actually create your own levels, models, skins, models, and more; making for an endless amount of new things to play with, and new things to see. Heck, people even get hired for doing these things, so give it a shot, you just might like it!

Below are links to various sections which give some detail on where to learn about editing, as well as a few tutorials and downloads to help get you started. Good luck!

- Editing Resources
The Layman's Guide to Making Mods

If you are thinking about making a mod (for any game) and are not sure what you need to know, how to go about it, or simply want to avoid the most obvious mistakes then read on. The pages linked to below contain some excellent advice, and possibly comments on stuff that hasn’t occurred to you.

- Why Are You Making A Mod? - Sometimes the reason a mod fails is the reason you started it in the first place.
- Building a Team - Building up your mod team.
- Developing Or Communism - Some thoughts on team structure.
- Working as a Team - The day to day life of a team.
- Asset Management - How to manage the assets of your mod (code, textures, models, etc).
- Distributed Development - Find out how hard and unpleasant distributed development can be.
- Effective Testing - How to get the most out of testing your mod.
- Releasing A Mod - Tips for releasing.
- Supporting Your Mod - Basing the burden of mod support.
- Mod Deaths - What happens when a mod or mod team self destruct and how to cope.

Thoughts on Mod Making

Several of the Unreal Wiki’s contributors have experience in creating successful mods. Reading their accounts of their work and their advice is recommended.

- Michael/Mod Startups - Making your idea a reality.
- Michael/Modding Etiquette - How to make people like your mod.
- jul - an analysis of the ChaosUT mod history
- Pigeo/Finishing Things - How to actually finish your mods, that said it’s more how to start so that you can finish.
- A Bug's Life
- GOOS Inception - a journal of how GOOS started.
- Making Mods/General Mod Optimization - Common mistakes and ignored settings which often lead to lower performance - and how to fix them.

Games as a new medium
New Game related R&D efforts

- visual and performing arts
  - Games as cultural media (www.selectparks.net)

- humanities and social sciences
  - Games as graphic narratives for storytelling; machinima — game-based cinema

- alternative game cultures and venues
  - "hot rod" game machines, LAN parties, and GameCon's

- science learning and technology education
  - Games for informal education in science
  - Learning STEM domains and practices through immersive (role-playing) games
LM: "Look... another bull. That makes three. Hmm... three bulls. Must mean something."
FG: "Seems odd somehow, just sitting out here. Maybe it's a clue telling us where to go next."
LM: "It does look like it's pointing towards that door. Maybe that's the way to find innocent trillionaire Bill Gates who's only crime is his failure in the Windows manual to inform people of easy ways to fix problems with their computers by using scanreg/fix and such. Come, we must hurry."
The French Democracy
A film by koulamata

Click here to play...

Featuring
- Randolph d'Amore - Director
- Mohamed Rehou - Second Supporting Role

About
This is a movie about the recent French riots in suburb. It is fully subtitled in English (sorry for my English, I had some training to do). I hope you will enjoy this movie and have a better understand of what is happening in my country.
T. Rex

• Game story task 1 (grades 1-2)
  – How does a T. Rex stand and run with short arms (front legs) and a long tail?
  – Build/place tail and neck vertebra into “see-saw” balance system
  – How might the tail help the dinosaur when eating?
  – Addresses national science education standards
T. Rex SEE-SAW BALANCE PUZZLE

- Demonstrates see-saw like T. Rex engineering
- Kids add tail segments to achieve correct balance for raptor skeleton
New Games for Libraries

- Commercial (PC)
  - Civilization 4
  - The Movies
- Informal science education games (Web)
  - KineticCity.com, Whyville.org, Exploratorium.org, etc.
- (Future) Library-specific games!
Library-Specific Games

• **Knowledge Quest**
  – navigational, adventure/discovery game
  – find and assemble knowledge from library resources
  – acquire practice and skill of *library researcher*
  – resident librarians as game masters/mentors
  – “open source” game engine, content development, and community participation

Library-specific games

• **Inter-library game grid**
  – MLS as *virtual public network* of online information servers accessible through local library PCs
  – Create a *virtual private network* for inter-library multi-player games and tournaments
  – Facilitate inter-library game play and game culture
  – Deploy *online community information-sharing system*
    • “MyGameSpace” Web portal, blog, wiki, RSS, forum, etc.
    • library-specific, community oriented, ethnically diverse
    • Built from open source software components
    • *Decentralized* development cost, participation, and quality assurance
Making Library-Specific Games

- **Partner** with game research laboratories
  - UIUC, UCI, UW-M, or others
- **Propose** to external funding sources
  - Government agencies
  - Philanthropic foundations
  - International partners (multi-lingual culture)
- **Empower** open source game culture and technology for public libraries

Further information

- UCI Game Lab: [www.ucgamelab.net](http://www.ucgamelab.net)
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