Computer Games, Open Source Software, and other Socio-Technical Processes

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Welcome to CSPORTS.net

Worldwide Rankings and Stats
Welcome to the most comprehensive ranking and stats system in the world for online gamers. From Half Life to Battlefield:Vietnam, CSPORTS.net tracks the performance of individuals, clans and games providing definitive worldwide rankings. To find out how good you are just use the quicksearch tool at the top of the menu.

Optimal Online Gaming
We provide a suite of tools to help you get more from your online gaming. Rank freezing, buddy tracking, a customisable home page, ranking banners and much more. Do you perform better than your buddies? Find players and where they play and much more. Check out the features below.

CSPORTS.net Stats
All-time Player Names: 625,564,007
Active Players: 22,547,342
Player Hours Today: 2,655,571
Players Online Now: 229,873
Servers Online Now: 106,563
Modifications Recorded: 3,259
Maps Recorded: 726,140
Registered Members: 183,606
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 hadn't occurred to you.

- **/My Team Your Team** – Introduction and disclaimer for all those, "what's all this my team your team crap?" readers.
- **/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.
- **/Despotism 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**
- **/Supporting Your Mod** – Easing the burden of mod support.
- **/Mod Death** – 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.

- **Mychael/Mod Startups** – Making your idea a reality.
- **Mychael/Modding Etiquette** – How to make people like your mod.
- **Jb** – an analysis of the ChaosUT mod's history
- **Piglet/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**
- **GODZ Inception** – a journal of how GODZ started.
- **Making Mods/General Mod Optimization** – Common mistakes and ignored settings which often lead to lower performance – and how to fix/use them.
*DEAD*mikexz2k2: vate du_target

<Cedar Rapids NSG Cables FT 1.3> AHSV: Sorry mikexz2k2, that map isn't on the server.

*DEAD*Walmart alert Bob: who
The genie effect that takes place when you start or minimize an application via the "Dock Preferences" or via "control and left mouse button" on the dock.

The default animation effect called "genie" can be quite process-intensive, perhaps worth choosing one of the alternatives below. You can of course change the animation effect using the "Dock Preferences" menu.

The following instructions outline how to change the animation effect:

1. Open a Terminal Window
2. Type in one of the following commands to change the effect:
   defaults write .kde/applications com.apple.dock menudockgenie
   defaults write .kde/applications com.apple.dock menudockgenie scale
3. You may need to close and restart the dock in order to see the changes.
Welcome to the Software Map. The Software map will help you quickly navigate around the thousands of projects hosted on SourceForge.net. To use the Software Map, simply click on one of the popular Topics displayed. Once you’re browsing a particular topic, you’ll be able to easily filter, sort and search your project list.

**Clustering (514)**
Most downloaded: jBpm.org - java Business Process Mgmt
Most active: openQRM

**Database (7033)**
Most downloaded: phpMyAdmin
Most active: KeePass Password Safe

**Desktop (3821)**
Most downloaded: GnuWin32
Most active: KeePass Password Safe

**Development (28636)**
Most downloaded/active: Gaim

**Enterprise (2088)**
Most downloaded: wxPython
Most active: ADempiere Bazaar

**Financial (2230)**
Most downloaded: Compiere ERP + CRM Business Solution
Most active: ADempiere Bazaar

**Games (17524)**
Most downloaded: ZSNES
Most active: Arianne RPG

**Hardware (1877)**
Most downloaded/active: StepMania

**Multimedia (15738)**
Most downloaded: VirtualDub
Most active: Inkscape

**Networking (5219)**
Most downloaded/active: FileZilla

**Security (3314)**
Most downloaded: WinSCP
Most active: KeePass Password Safe

**Storage (2588)**
Most downloaded: 7-Zip
Most active: FreeNAS

**SysAdmin (3759)**
Most downloaded: TightVNC
Most active: phpMyAdmin

**VoIP (422)**
Most downloaded: trixbox (formerly asterisk @ home)
Most active: 1videoConference

**Display All »**
View all of the topics in the Software Map
WHEN YOU PROGRAM OPEN SOURCE, YOU'RE PROGRAMMING COMMUNISM

A REMINDER
from
YOUR FRIENDS AT MICROSOFT
What is free/open source software development?

• Free (as in “freedom”) vs. open source
  – Freedom to access, browse/view, study, modify and redistribute the source code
  – Free is always open, but open is not always free
• F/OSSD is not “software engineering”
  – Different: F/OSSD can be faster, better, and cheaper than SE in some circumstances
• F/OSSD involves more software development tools, Web resources, and personal computing resources
OSS Development Models

• Free Software (GPL)
• Open Source (BSD/MIT, Mozilla, Apache)
• Corporate Source (Hewlett-Packard)
• Consortium/Alliance (OSDL, SugarCRM)
• Corporate-Sponsored (IBM-Eclipse, Sun-Netbeans, Sun-OpenOffice, HP-Gelato)
• Community Source (Sakai, Westwood)
• *Shared Source (Microsoft)
OSSD Project Characteristics

• OSS Developers are always users of what they build, while OSS users (>1%) are also OSS developers
• Requires “critical mass” of contributors and OSS components connected through socio-technical interaction networks
• OSSD projects emerge/evolve via *bricolage*
  – Unanticipated architectural (de)compositions
  – Multi-project component integrations
• OSSD teams use 10-50 OSSD tools to support their development work
OSSD Project Characteristics

• Operational code early and often--actively improved and continuously adapted
• *Post-facto* software system requirements and design
  – OSSD is not Software Engineering
  – OSSD has its own “-ilities” which differ from those for SE
• *Caution*: the vast majority of OSSD projects fail to grow or to produce a beta release.
F/OSS Processes for Requirements or Design

• F/OSS Requirements/Designs
  – not explicit
  – not formal

• F/OSS Requirements/Designs are embedded within “informalisms”
  – Example OSS informalisms to follow (as screenshot displays)

• F/OSS Requirements/Design processes are different from their SE counterparts.
Evolutionary redevelopment, reinvention, and redistribution

• A major recurring evolutionary dynamic of F/OSSD is *reinvention*
  – Reinvention enables continuous improvement

• F/OSS evolve through continuously emerging mutations (incremental innovation/adaptation)
  – Expressed, recombined, redistributed via incremental releases
Evolutionary redevelopment, reinvention, and redistribution

• F/OSS systems *co-evolve* with their development community
  – Success of one depends on the success of the other

• Closed legacy systems may be *revitalized* via opening and redistribution of their source
  – When enthusiastic user-developers want their cultural experience with such systems to be maintained.
Project management and career development

• F/OSSD projects self-organize as a meritocratic role-hierarchy and virtual project management
  – Meritocracies embrace incremental innovations over radical innovations
  – VPM requires people to act in leadership roles based on skill, availability, and belief in project community

• F/OSS developers want to learn about new stuff (tools, techniques, skills, etc.), have fun building software, exercise their technical skill, try out new kinds of systems to develop, and/or interconnect multiple F/OSSD projects (freedom of choice and expression).
A pyramid (or core-periphery) meritocracy for F/OSSD
The greatest thing about the Unreal Engine Technology which Unreal Tournament uses, is that you can actually create your own levels, mods, 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!
Socio-technical and reproductive cultural processes

• New processes under study
  – Joining and contributing to a project in progress
  – Role-task migration: from project periphery to center
  – Alliance formation and community development

• Independent and autonomous project communities can interlink via social networks that manipulate objects of interaction
  – Enables possible exponential growth of interacting and interdependent community as socio-technical interaction network
  – Computer game world is a social movement that can interact with other social movements
Emerging game-related open source topics

• visual and performing arts
  – Games as cultural media

• 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 and technology education
  – Games for informal education in science
Accueil de la Galerie >> Vos mods >> Amadeus >> AMADEUS::mod

AMADEUS::mod
[535 x 415.jpg]

Proposée par arsenelupin
Ajoutée le 08 Feb 2003
Clics 111
Votes 7
Note 8.71429

Description
mon nouveau PC tune : un Piano à Queue... en hommage à Mozart pour tout le dessin et l'effort. Il est réalisé par 3 amis, pièce en bois, -4 mois de développement, pièces de récupération, 600 heures de travail et de patience... design exclusif... original et pratique... ) BON surf (arsenalupin) il n'y a que 2 photos j'espère plus à l'avenir

Commentaire(s) Posté(s)
Game case mod (1): QuakeCon2005
Game case mod (2): QuakeCon 2005
Informal Science Education and Science Learning Games

- Science Games
- (Mechanical) Systems Engineering Game
- Dinosaur and Life Science Game
  - Physical game linked to online/virtual game
  - Venue for action research
Kinetic City
Mission to Yearth
The Most Amazing Science Site on the Internet!
Accelerate the Particle

Play Game

(may take a few moments to load)

game created by CERN

Research at CERN that garnered a Nobel Prize in 1984: Carlo Rubbia and Simon van der Meer for the discovery of the “W and Z particles, communicators of the weak interaction.”
### Strategy, Gearing and Brakes

<table>
<thead>
<tr>
<th>Tyres</th>
<th>Medium</th>
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</thead>
<tbody>
<tr>
<td>Starting fuel</td>
<td>17.2 gal (5 Laps)</td>
</tr>
<tr>
<td># Of stops</td>
<td>3</td>
</tr>
<tr>
<td>1st stop</td>
<td>17.2 gal (9 Laps)</td>
</tr>
<tr>
<td>2nd stop</td>
<td>17.2 gal (9 Laps)</td>
</tr>
<tr>
<td>3rd stop</td>
<td>17.2 gal (9 Laps)</td>
</tr>
<tr>
<td>Weight dist.</td>
<td>40.0:60.0</td>
</tr>
<tr>
<td>Steering lock</td>
<td>20.0 Degrees</td>
</tr>
<tr>
<td>Rev limit</td>
<td>6700</td>
</tr>
<tr>
<td>Radiator opening</td>
<td>4</td>
</tr>
<tr>
<td>Engine temp</td>
<td>-460 F.</td>
</tr>
</tbody>
</table>

- **1st Gear**: 16/40 (7.708)
- **2nd Gear**: 19/35 (5.680)
- **3rd Gear**: 23/33 (4.424)
- **4th Gear**: 26/30 (3.558)
- **5th Gear**: 28/28 (3.083)
- **6th Gear**: 29/26 (2.764)
- **Final**: 12/37 (Bevel 1/1)
- **Reverse**: 16/40 (7.708)
- **Diff Lock**: 20%

**RPM Chart**

- Front brake disc temp: -460 F.
- Brake wear remaining left: 0.00 in
- Brake wear remaining right: 0.00 in
- Rear brake disc temp: -460 F.
Science Learning Games

• Physical interaction quest environment: *DinoQuest*
  – Life-size dinosaurs (e.g., 120’ Argentinosaurus)
  – Gesture-based, embedded electronic media activation (via user IR wand)

• Online science games: *DinoQuest Online*
  – Addressing CA science education standards for K-6
  – Content and API-level interoperation with *DinoQuest*
  – DSC Goal: migrate to MMO *SLG*

• DSC planning new SLG exhibits through 2010
  – >$35M investment
  – DSC developing network of three more DSCs (Korea, Turkey, Irvine)
Summary observations

• We find F/OSSD is helping to drive computer game culture and technology
• We seek to break down barriers between art, science, technology, culture through computer games, game environments, and open source experiences
• We seek to create a new generation of informal learning tools and techniques, together with a global community of developers and users, through a massively shared, participatory collaborative learning environments.
Further information

- ISR OSS Research site: www.isr.uci.edu/research-open-source.html
- UCI Game Lab: www.ucgamelab.net
Acknowledgements

• Mark Ackerman (UMichigan), Margaret Elliott (ISR), Les Gasser (UIUC), Chris Jensen (ISR), Robert Nideffer (UCI Game Lab), John Noll (Santa Clara U), Celia Pearce (UCI Game Lab), also others at ISR and UCI Game Lab.
• Research grants from the National Science Foundation (no endorsement implied) #0083075, #0205679, #0205724, and #0350754.
• Discovery Science Center, Santa Ana, CA
• UC Humanities Research Institute
• Digital Industry Promotion, Daegu, Korea
• California Institute of Telecommunications and Information Technology (CalIT2)
• Creative Kingdoms Inc.