Project: HIVE Game Jam

Lead Facilitator: Jules Joseph

Research Sessions

Saturday, Dec. 6th 10am-4pm
Objective: Kickoff Workshop

Introduction: Kickoff Workshop (10am-4pm)

Objective: Teambuilding; Contextualize job (project goals and expectations, intro to artist, frame game jam challenge, game design concepts, and community partner)

12/6 Introduction & Project Overview

- **Icebreakers (optional):** Newspaper Tower. Construct the tallest freestanding structure out of newspaper without using tape, glue, scissors, etc.
- Go over team rules and expectations on Participant Contracts
- Elect Team and Afterschool Captains

Case Study: Artist Olga Jitlina – Land of Opportunity Game (2012) Game Board game that traces the destiny of the millions of immigrants who migrate to the Russian Federation from former Soviet Central Asian republics annually. The game lays out a litany of potential traps and consequences that migrant laborers face if they fail to navigate a tortuous web of regulations and informal expectations, from lost wages to police beatings. *The Land of Opportunity* is now given to new migrants to help guide their journey to Russia
Scaffold Up! Workshop. Introduction and overview to Platform I Pins

(powerpoint)

- Distribute Scaffold Up! Script for Platform I Pins.
- Review Scaffold Up! Introduction
- 4 C’s
- The process of earning a pin: declaration, demonstration, reflection, recognition.
- History of Public Art / Visual Literacy / Communication / Accountability

Theme Discussion: How can we visualize these Pins as a game app?

- Questions: What is the game/level called?
- How did you create it?
- What is it supposed to do?
- Why should someone play your level/game?
- How did you redesign it/what did you change to improve it?
- What would you continue working on or change if you had time?
- What was challenging today?
- What did you really enjoy during designing today?

Hive Guest Presenter: Juan Rubio, Associate Director, Online Leadership Program at Global Kids at 212.274.9335 or juan@globalkids.org

- Intro to Principles of Game design
- Intro Game Design Template
- Intro to mini Game Jam platform
- Grow-A-Game, Twine, Found Object Games

Lunch: 12pm

Game Jam: 1-4pm

- Brooklyn College Art Lab (301 Roosevelt Hall)
  2950 Bedford Avenue
  Brooklyn, NY 11210
- We'll introduce you to the principles of good game design, and then give you time to create your own game with the help of our expert staff.

- Organizations present at this game jam includes BCCP, Global Kids, MOUSE, Museum of the Moving Image, CoderDojoNYC, and Eyebeam.
- Game Jam Recap: best 3 ideas for each pin.
**Mini Game Jams (4-5pm)**

**Objective:** Teambuilding; Introduce Game Design Platforms: (Grow a Game, Found Object Game, Twine), use Game Design template to capture ideas

**12/8**  
**Introduction & Mini Game Jam with Portfolio** (facilitated by Portfolio Game Jam Captains)

- Game Design Platforms: Grow A Game, Found Object Game, Twine
- Go over Game Design Template
- **Scaffold Up! Workshop. Introduction and overview to Platform I Pins** (powerpoint) by Jules Joseph
- Use Game Design Template to capture feedback
- **Guiding Questions:**
  - Questions: What is the game/level called?
  - How did you create it?
  - What is it supposed to do?
  - Why should someone play your level/game?
  - How did you redesign it/what did you change to improve it?
  - What would you continue working on or change if you had time?
  - What was challenging today?
  - What did you really enjoy during designing today?

**12/9**  
**Introduction & Mini Game Jam with TEMA Row New York** (facilitated by TEMA Row New York Game Jam Captains)

- Game Design Platforms: Grow A Game, Found Object Game, Twine
- Go over Game Design Template
- **Scaffold Up! Workshop. Introduction and overview to Platform I Pins** (powerpoint) by Jules Joseph
- Use Game Design Template to capture feedback
- **Guiding Questions:**
  - Questions: What is the game/level called?
  - How did you create it?
  - What is it supposed to do?
  - Why should someone play your level/game?
  - How did you redesign it/what did you change to improve it?
  - What would you continue working on or change if you had time?
  - What was challenging today?
12/10  Introduction & Mini Game Jam with TEMA Ellis Island (facilitated by TEMA Ellis Island Game Jam Captains)

- Game Design Platforms: Grow A Game, Found Object Game, Twine
- Go over Game Design Template
- Scaffold Up! Workshop. Introduction and overview to Platform I Pins (powerpoint) by Jules Joseph
- Use Game Design Template to capture feedback
- Guiding Questions:
  - Questions: What is the game/level called?
  - How did you create it?
  - What is it supposed to do?
  - Why should someone play your level/game?
  - How did you redesign it/what did you change to improve it?
  - What would you continue working on or change if you had time?
  - What was challenging today?
  - What did you really enjoy during designing today?

12/11  Concept Pitch Preparation: (4-7pm) Final Brainstorming session

- Review all of the ideas generated from afterschool programs
- Review ideas from today’s Game Jam Thinktank session
- Go over Game Design Template, and finalize the 2 best ideas for each Platform I Pin (each team)
- Each team will make visuals, PowerPoints, drawings, etc. to aid concepts and ideas.
- Go over concept pitch for each idea and elect public speakers for each team

12/12  Concept Pitch / Workshop wrap-up: (4-6pm)

- Groundswell Artist to Lead Reflection / Refine Each Team’s Best Ideas
- Team Captains present!
Present Ideas to TLB Designer (Learning Opp: TLB Designer to lead discussion on how to turn ideas into web game using OpenGL?)

Leading up to 12/19, Teams will be working on “analog” versions of each game idea for Pins.

12/19  
Groundswell Holiday Party Game Jam (4-7pm)
- Teams will create “analog” game prototypes of best idea for each Platform I Pin at Holiday Party
- Groundswell community will select winning team.
- Celebrate with PRIZE!!!

EXTRA CREDIT: PIN ASSIGNMENT
To be completed individually by “Game Week” participants over holiday break (3 to 5 hours)
Create your own game and post it to Groundswell social media

1/10  
Groundswell Annual Retreat Game Jam
- Groundswell Lead Artist and select “Game Week” participants to lead Game Jam 2 during the day’s agenda
- TLB to attend and share prototype?
- Invite Hive network to “Game Jam” portion of the day

1/23  
Game Jam at Museum of the Moving Image
- Groundswell station to playtest TLB prototype at January Mobile Game Jam
- All “Game Week” participants to attend, to celebrate the result of their work
- Promoted via Hive Network