



Testing the R-IDEA Conference Game - Helping illuminate great connections!

Tasks (by Tuesday A.M.)

Creating Cards (Done- good enough for testing!)

Printing Cards (Monday at Office Depot- 1K sheets of cardstock printed both sides and cut is \$_____.

Building Decks (stuffing 100 decks on Tuesday afternoon in hotel when get to SF)

Getting Supplies 5 colors of Post-its, Pack of Pens, butcher paper, envelopes for card stacks, clips (large safety pins? double sticky dots , blue tack, tacks)

Getting Prizes- Sansa Recorder & Chocolates &

Poster Announcing Card Return Point and Time & Prize Awarding

Buttons for game distribution

Red, Orange, Yellow, Green and Blue Post-it Notes for self-reporting of scores visually by group type. (idea extended from Rapid Prototyping Workshop @ GLS)

Roll of paper to tack up for score reporting – marked in linear points.

For first test at Sloan C Emergent Technologies Conference:

Printout 20 sets of cards of each role to distribute the first day of the conference.

At beginning of conference, ask people to participate by giving them a deck of their role cards and by asking them to place an identity sticker on their name tag when you hand them the deck- this makes others aware that they are participating in the game. Take their email address down on a clipboard list, just so we can solicit feedback after game play- and to make the statement that none of their information will be shared for any reason whatsoever. Then leave a sandwich board with a poster that announces where and when the game will conclude on Friday, points will be verified for the top three for prizes.

Prize? Sansa 1GB MP3 Recorder

Idea for distribution- wear a button that asks people “Please Help Us Research- Come PLAY!” (print two- have Paula wear one at the Conf. too?)

Game Background:

This game was initially designed on June 19th, 2009 in under two hours during the Games Learning & Society Educator’s Symposium workshop on Rapid Game

Prototyping led by Kevin Harris, Matt Gaydos and Ryan Martinez. The R-IDEA development team includes Michelle Aubrecht, Hank Duderstadt, Monica Martinez-Gallagher, and _____.

For questions about the development of this project, please contact Monica Martinez-Gallagher, monica.martinezgallagher@pcc.edu.

Cards (Front)



Cards (Back)



Note- all of these graphics are placeholders- I'll be generating new grafx for the cards based on these found images, but all generally more in the style of the Lego block. This test run may include these found images- this is a not for profit educational project, with no impact on the sales of any of these images, so I'm invoking fair use here in the name of research. URL's for the source images are in the following table- that should cover us for this purpose. ☺

Card	URL
Researcher	http://programerror.com/images/icon_research.png
Instructor	http://www.cisontario.ca/uploaded/School_Resources/creative_thoughts.jpg
Designer	http://www.wbdatentechnik.de/media/images/orange_icon_series-medium.jpg
Engineer	http://www.iconarchive.com/icons/deleket/sleek-xp-software/Lego-Designer-256x256.png
Administrator	http://www.istockphoto.com/file_thumbview_approve/3956659/2/istockphoto_3956659-jigsaw-puzzle.jpg

(Note: The “How to Play” text is to be printed on a card that will go with each deck)

How to Play:

Pick up a stack of role cards and put your game sticker on your name badge identifying you as a player. Write your name in the box on the Role side of the card. Throughout the conference, as you are participating in events and breaks, keep your eye open for others wearing that sticker. If you approach them and ask to swap cards, you’ll know their name and a question to ask them for their role to get the conversation started. You gain points just by swapping cards, but if you jot a few notes or collect their business card, the more that you do, the more your cards will be worth!

There are a few simple rules:

- 1) You can’t use your own card to fill your role slot.
- 2) Point totals are self reported and will be verified at the game’s end.

Points: *

Full Sets of 5 Role Cards +50 points for first set, +75 for second, +100 for third, etc.

Three of a Kind – Three of any role card. - 25 points

Notes Bonus- 25 points – just jot a few words about how the person responded to the question on the card and you earn this bonus.

Count up your points and bring your cards back here at 12:00 PM Friday immediately following the closing keynote. We’ll have a board here for you to self report your score, by writing your name and score on a post it note and sticking it on the board. First, second and third place winners will receive prizes! We’ll verify counts right then, so please bring your collected cards along with you and be accurate in your point totals.

Got feedback about playing the game? We love this idea and want to improve this experience! Please fill out our survey at _____ to help. **

*Note to team: Business Card Bonus may be dropped off of this round of testing because of time constraints and prep logistics.

**Note to team- Survey Questions- What to ask?

Notes from Sloan C test (post event)

-It was a scramble to get all of the cards handed out during the first hour.

-there were people playing the game prior to our getting decks to them; some approached us for decks once they found out it was happening and they wanted in on it too.

-We ran out of Admin. Role cards first.

- some were initially reluctant to play the game. One of two statements swayed most to participate- 1) You are aiding action research and meeting new people. 2) You may win a Sansa 1GB USB MP3 recorder.

- Multi colored star stickers confused- since there was a color for each role, people thought there was a correlation to the sticker color. I just couldn't find single color stickers in less than 48 hours. ;)

- some people filled out one card and kept it and handed the stack back, while I was explaining the mechanics of the game. They took the stack back when they were told what the game play was. Looking back at the directions, I can see that this was one of the assumptions I made when creating the how to play card- it should have said put your name on the entire stack of role cards.

NOTE: The "How to Play" rules card that was provided with each stack was never read? This is totally my opinion- I got the sense from people that if this task I was asking them to do had any complexity to it whatsoever they just weren't interested in wasting their networking time figuring it out. They wanted explicit directions, directly from me- they didn't want to have to sift out how to play after I had stepped away. I can totally understand! I was already asking them to participate actively in something- making it as easy as possible on them was a given, and I probably didn't get to that level of administrative organization in 48 hours.

For example: The page explaining all of this was missing from my website, and I was having trouble from the conference finding time to do everything necessary to administrate the game test, while also wanting to fully participate in activities and tracks while there.

(Directions from the cards- actual text.)

How to Play

1. Write your name on your role card in the box on the image side.
2. Put your player sticker on your conference name tag.
3. Find others wearing this sticker, swap cards and ask the other player the question from the card they just gave you- be sure to jot a few notes for bonus points!
4. Keep trading with other players that you meet until 1 hour prior to the game's end. (on your honor!)
5. Come turn in your final point total at the game's end. (over)

(Back of the card)

There are five different role cards: Researcher, Instructor, Designer, Engineer, and administrator. The object of the game is to collect cards by meeting other players to earn points. Note- you can't use your own role cards to complete any sets.

Points

First set of 5 cards:

First set 50

Second Set 75

Third Set 100*
Three of a Kind 50
Notes Bonus 25

*each addl. Set, add 25 points to prior set score for value.

Info: <http://spot.pcc.edu/~mmartine>

r-ideaGame_devNotes rev.1 July 02, 2009 MMMG

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