More Fun and Games for Collaborative Play

Walt Scacchi
Institute for Software Research
and
Game Culture and Technology Laboratory
http://UCGameLab.net
Overview

- Collaborative
  - Science learning game (SLG) environment at Discovery Science Center
    - DinoQuest
    - DinoQuest Online (DQO)
  - Collaborative game world for semiconductor or nanotechnology fabrication
    - FabLab training simulator for Intel
    - Nanotech design environment for K-12 (pending)
  - Collaborative virtual world for envisioning possible cultural and technological opportunities
    - Intel Research (w/ Linden Labs)
Mixed reality games for informal science education for K-6 students and families

http://www.DiscoveryCube.org/

DinoQuest Research Team and Collaboratories:
Diverse Science Role Models (ethnicity, age, gender)

http://www.DiscoveryCube.org/
Web-based science learning games for informal science education for K-6 students and families

http://www.DQOnline.org/
Semiconductor/nanotech fabrication training game

FabLab Demo Reel
Envisioning collaborative virtual worlds 2010-2012

Virtual Life Demo Reel
2D, side-scrolling, WoW-inspired, role-playing game and open source game engine

Aoedipus.net
WTF?! released about two weeks ago

- 1000
- +
- linked postings already indexed by Google (viral marketing)
- Global players
  - US, UK, Netherlands, Austria, Turkey, Finland, Australia, Germany, Hungary, Greece, Latvia, etc.
- Recommendation/review sites
  - Digg, WoW Forums, Cnet News, Reddit, Boing Boing, PlayThisThing, MSN India, WIRED Blog Network,
  - orTheHorde (WoW Social Networking), NewGrounds, etc.
Goal: Develop cyberinfrastructure for networked SLG-based science centers

Tier 1: Individual player connection: your Internet connection at home.

Tier 2: Local institutional connection: library, science center, school.

Tier 3: Regional science center provides local exhibit content connected online.

Tier 4: “Gateway” science centers provide open interfaces and extensible content.

Tier 5: Science Center Grid: **Massive Multiplayer Online Science Learning Games** and collaboration infrastructure for informal K-12 science education