D5.3 Collaborative Games

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EXECUTIVE SUMMARY

Deliverable D5.3 "Collaborative Games" describes the mobile games that were created to showcase the capabilities of the collaborative gamification app (GameHunter) of PLUGGY's suit of applications. At the time of delivery, the following three collaborative games have been created.

- Exhibition Centuries in Art
- Exhibition Carpathian Nature
- History of ESM by an architecture

The games were tested and evaluated during the summer pilots (August – September 2019) in East Slovakian Museum.

The GameHunter app along with the respective created games can be found in Google Store and App Store.

1   INTRODUCTION

In the next paragraphs, we describe the mobile games that have been created to showcase the collaborative gamification app (GameHunter) of PLUGGY's suit of applications. The app consists of two modes:

1. The Game Creation Tool (For Advanced Users), which is part of the mobile app but also integrated into PLUGGY's Social Platform and is a part of the platform's Curatorial Tool. It was developed to facilitate the creation of collaborative games content.
2. The Game Mode (Museum Game or City Tour Game), which is a Collaborative game. It was developed to enhance on-line and/or on-site visits to museums, monuments, archaeological sites, share tangible and intangible cultural heritage and raise motivation and experience through gamification aspects.

Figure 1: Screenshot of GameHunter modes

Three games have been created to showcase the collaborative gamification application (GameHunter). These games are created by East Slovakian Museum team. The games are developed for an age group from kids from the age of 6 to adulthood and are intended for the visitors to walk around the exhibitions, explore the artifacts of the museum and identify the different buildings of the city, that have formed a part of the East Slovakian Museum in the past, or present. They are:

- Exhibition Centuries in Art: This game is a Museum Game dedicated to European History of Art.
- Exhibition Carpathian Nature: This game is a Museum Game focused on the nature of the Carpathian region. It is distributed through three floors and it is mostly divided chronologically.
- History of ESM by an architecture: This game is City Tour Game pointing to different buildings around the city related to East Slovakian Museum

1.1   GAME DESCRIPTION

1.1.1 Game Hunter

The type of the game tested was GameHunter and visitors had to answer correctly a question in order to follow the game. There were twelve questions in total which had to be answered.

The main idea of the game hunter was to make visitors walk around and enjoy the permanent exhibition and make them enjoy it in a deeper experience. The respective questions are varied and involve the objects from the exhibition, but the player had to pay attention to details and had to find the objects in the exhibition. The player was only awarded points when he answered correctly. With each of the question one could gain 100 points. If the player did not answer correctly for the third time, he/she had to start from the beginning. The questions had no time limit.

1.1.1.1   Exhibition Centuries in Art

The visitor is asked 12 questions which should to be answered in order to pass. The first task was to find an image of an angel with a coat of arms and take a picture of its QR code. After scanning the QR code, the player had to answer a question about the authorship. After completing the task, the visitor had to search for keys in the next room and answer a question about the amount of the keys that were in the next room. The next quest was to find four human heads, put an actual puzzle together and take a selfie together with the image. The next task was to search for a musical instrument with a name of an animal in its denomination, then the player had to answer correctly and select an image of this animal. The next question included recognizing objects made by goldsmiths. Another task was to find a bust of a musical composer and take a selfie with him. In another task, one had to choose between several items, one that does not belong there. Another task included taking a selfie with a painting of Maria Theresa, but in the same pose. The next quest was dedicated to architectural piece of the original roof, one had to find it in the exhibition. The last question asked the visitor about the first task and made him come back to the beginning of the exhibition, the question was about the maker of the seal from the first question.
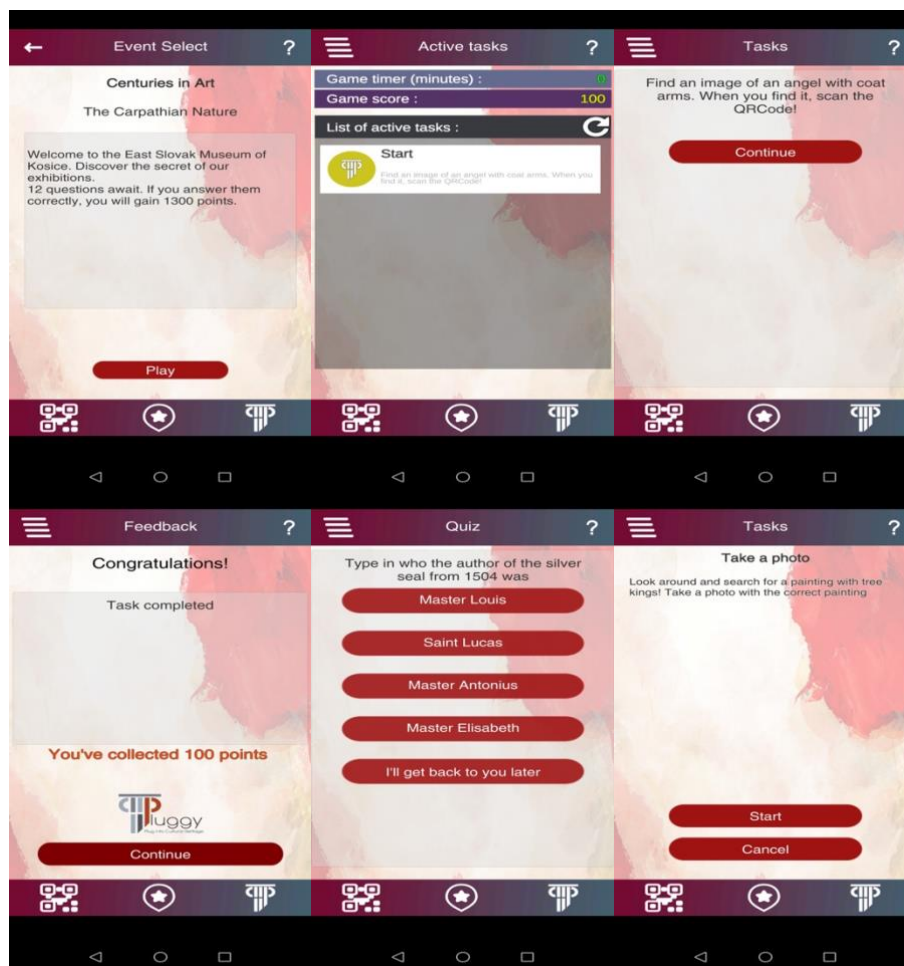
Figure 2: Screenshots of Centuries in Art game.

1.1.1.2   Exhibition Carpathian Nature

Because not everyone is interested in the artistic theme, for nature lovers (nature is also a part of cultural heritage) we have prepared a game on this theme. The visitor is asked 8 questions which should be answered in order to pass. The first task was to find a model of the Earth and take a picture of the respective QR code. After scanning the QR code, the player had to answer a question about Metheorite Košice. After completing the task, the visitor had to search for a large reptile and take a photo with him. The next question was to find an amethyst geode from Brazil and write a correct answer about its weigh. The next task was the most difficult of all – to find "houses" of various insects and take a picture of a QR code. Another question included taking a selfie with a stork. Another task was about counting antlers in our hall. The last task leaded the visitor to find another seal in our museum and take a photo with it.
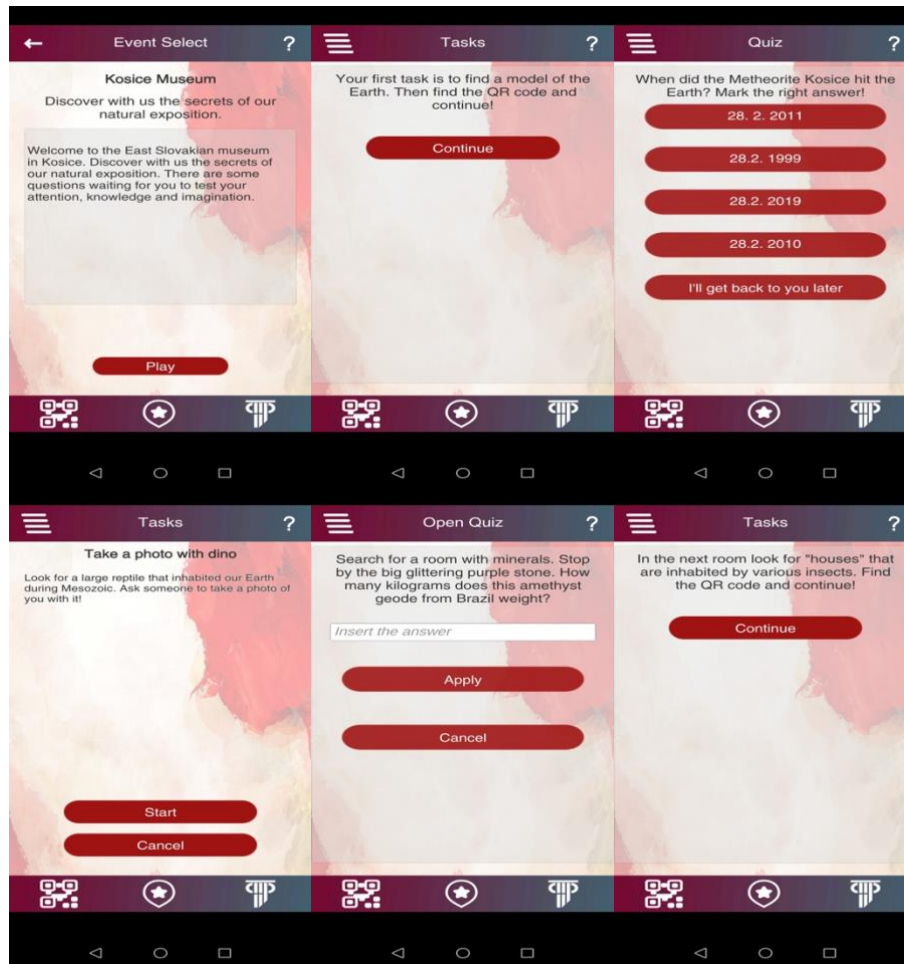
Figure 3: Screenshot of Carpathian Nature game.

1.1.1.3   History of ESM by an architecture

This game is a system to an interactive city tour. The user must discover all the building which the East Slovakian museum is located or resided in. Historical buildings with old photos are displayed and the user should find them and take a picture of how they currently look like. After completing the task, the appearing text displays some information about the past and present of the East Slovakian museum.

2   CONCLUSIONS

This deliverable presented three different mobile games created by using the collaborative gamification application (GameHunter) that is offered through PLUGGY's applications suit. This app enables PLUGGY users to curate and play their own collaborative games. Cultural professional can also benefit by enhancing the engagement of visitors/users with information related to their organizations.

The GameHunter application aims to give institutions and citizens, an immediate and easy way to curate and enjoy cultural heritage content, locations and premises through gamification aspects.

The collaborative games that were created using assets connected to the exhibited objects in the East Slovakian museum are now available online through GameHunter app (app stores), as well as within the premises of the Museum, thus enabling visitors to have a more engaging and more immersive experience of their visit to the Museum and the City.