Game Jams

Learning about Copyright, Creative Commons,
and Open Licences through game creation

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In 2016 as part of a Festival of Creative Learning, we tested teaching basic copyright, Creative Commons, and Open Licence understanding and skills through game creation.

It was a hit!

Staff & Student Game Jam, July 2016, by S.Farley, CC BY

The OER Game Jam leads groups through creating, licensing, and sharing their own game as an Open Educational Resource (OER).

- Pen & paper
- Get crafty & build prototypes
- Digital version using Twine

Msc Design Infomatics Game Jam, Dec 2016, by S.Farley, CC BY

Creators are provided with postcards featuring images from our Centre for Research Collections' Flickr account.

It contains several hundred images from our images database

https://www.flickr.com/photos/crcedinburgh/albums

Peer Support & Learning Game Jam, Jan 2017, by S.Farley, CC BY

Create a game to be shared as an OER

Participants build a game document through the course of the session. This includes:

- Game Name

- Attribution details for images used.

- Description of the Theme and Setting of the game

- Incentive / win conditions for the game.

- Game play instructions.

- Their own details and the licence they will be sharing their game under on our Open.Ed website (http://www.open.ed.ac.uk)

Theme and Setting (5min)

Theme – The underlying premise or set of assumptions the describe what the players are doing in the game.

Setting – This can be the geographic location, time period, and/or imaginative environment where the game is taking place.

End Conditions (5min)

What are the end or win conditions for your game?

What objective or purpose are your players working towards (or to avoid)?

Mechanics (10min)

Select 2 mechanics from the list provided.

"These are the procedures and rules of your game...how players can and cannot try to achieve it, and what happens when they try."

Jesse Schell, *The Art of Game Design, A Book of Lenses*

Gameplay / Rules (10min)

Confirm your rules and game instructions as a group and write these down on your game document.

Would you be able to follow these rules to reach the end/win conditions of your game?

Confederate Gold, Board Game created by Daniella Bevsenyi, Thendral David, Hanna Aiorana, Clarissa Chew, Dominika Kwecka. CC BY

Create a game to be shared as an OER

- Participants will build a game document through the course of the session. This will include:

- Game Name

- Attribution details for images used (identify at least 3 images from the cards provided to be used in your game).

- Description of the Theme and Setting of the game

- Description of each type of card including: the image used for that card, what happens when that card is played.

- Incentive / win conditions for the game.

- Set of rules/ gameplay instructions.

For the games created today we will be using a CC BY 4.0 licence:

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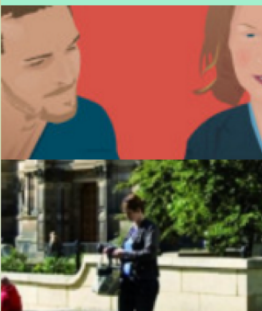
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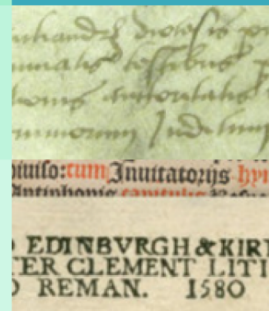
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Centre for Research Collections Flickr

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Board Game Jam ILW16

Join us at #ILW16 and design your own board game! We'll provide everythin...

February 15 @ 10:00 am - 5:00 pm

OER Workshop (King's

Blog Posts

open now

February 3, 2016 4:37 pm by Melissa Highton

Booking is now open for #OER16 . More than 100 papers accepted, some fine looking speakers, and some of the funnest people with whom you could ever care to discuss the minutae of copyright law. Looking forward to it. https://oer16.oerconf.org/ In this week we will also be launching our new

Twitter

@OpenEdEdinburgh February 8, 2016 10:02am

RT @ammienoot: Women doctors! Learn more about the intriguing James Miranda Barry at #ilw16 Wikipedia editathon https://t.co/pEtLgyP8FP

@OpenEdEdinburgh February 8, 2016

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OER Game Jams

A Game Jam is an organised event where a group of people gather with the intention of creating a full game – from conception to completion – in a pre-determined, short period of time.
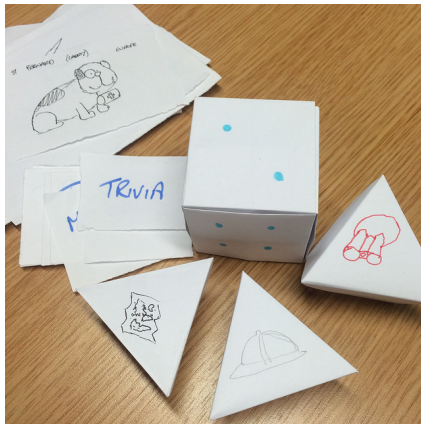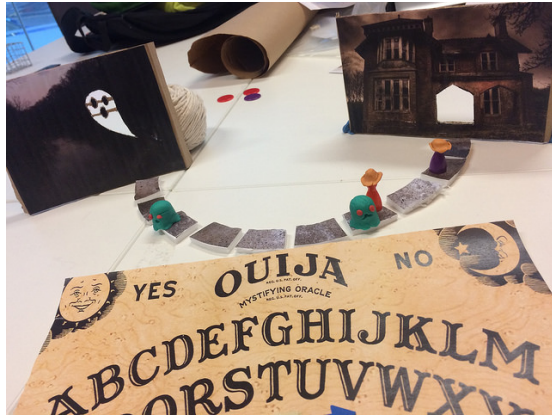
In the OER Game Jams, we lead groups through creating, licensing, and sharing a game as an Open Educational Resource (OER). This hands-on workshop, created by Stephanie (Charlie) Farley and Gavin Willshaw of Information Services, is available to be run in multiple formats. The Game Jam can be run for pen and paper, print and play, board game creation, and/or developing digital skills with an online adventure story game (new!).

The workshop guides groups through all the steps to create their own board game. It explores prototyping and play-testing and how to add variety and fun by employing different game mechanics.

Games in our workshops are created using digitised images from the University of Edinburgh Library, open media content from Media Hopper, and openly licensed and public domain images and digital resources across the web.

TAGS

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