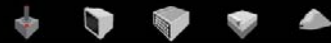


Opportunities for Game Culture and Technology in Public Libraries

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and



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Computer Games in Libraries

- A little background on game culture and technology
- New game opportunities for public libraries
- Libraries as community centers for games culture and technology

Game Culture and Technology

- Games as immersive, experiential literary form -- *game play as emergent narrative*
- Gaming as rapidly growing global industry
- “Modding” and making games as practice-based *learning* and *career development*
- Games as *new media* and cultural form
- Game culture as *social movement*



CSPORTS.NET
WORLDWIDE COMPUTER GAMES RANKINGS

Gaming as rapidly growing global industry

GET THE MOST FROM CSPORTS.NET:

- UNRESTRICTED ACCESS
- NO PROGRAMMED DELAYS
- CUSTOMISABLE ENTRY PAGE
- RANK BANNERS
- CLAN RANK BANNERS
- HARDWARE AND SOFTWARE DISCOUNTS
- PRIORITY SERVICE
- MINI CLAN LADDERS
- BUDDY LISTS
- NO ADVERTS

IN FACT GET CSPORTS.NET THE WAY IT IS SUPPOSED TO BE. SUBSCRIBE NOW!

Home MyLadders Forum Offers

Welcome to CSPORTS.net

Worldwide Rankings and Stats
Welcome to the most comprehensive ranking and stats system in the world for online gamers. From Half Life to Battlefield/Vietnam, CSports.net tracks the performance of individuals, clans and games providing definitive worldwide rankings. To find out how good you are just use the quicksearch tool at the top of the menu.

Optimal Online Gaming
We provide a suite of tools to help you get more from your online gaming. Rank freezing, buddy tracking, a customisable home page, ranking banners and much more. Do you perform better than your buddies? Find players and where they play and much more. Check out the features below.

CSPORTS.net News

- DoB: Source Added
- SWAT 4 Added
- Version 4.8.2 How Bedded In
- Another Clanstats Flash Object
- Interview with our CEO Edward Watson
- Doesnt this look Great
- Csports.net Launches MyLadders (beta)
- File hosting: RedOrchestra & BF2 patch

CSPORTS.net Stats

All-time Player Names	533,745,173
Active Players	20,589,961
Player Hours Today	3,148,706
Players Online Now	263,520
Servers Online Now	87,491
Modifications Recorded	3,184
Maps Recorded	315,318
Registered Members	183,606

What's on CSPORTS.net

SourceForge.net: Software Map - Mozilla Firefox

http://sourceforge.net/softwaremap/trove_list.php

Making games as practice-based learning

SourceForge.net: Software Map

OSTO | ThinkGeek | Slashdot | ITMJ | IT Product Guide | Linux.com | NewsForge | Freshmeat | Newsletters | TechJobs | Broadband

Conquered Systems
Tailored workflow solutions for business process management.
www.conquered.com

Web Services Projects
Free information and white papers. Must-read material. From Infravio.
www.infravio.com

Out of the Box Workflow
Document Management Solutions Easy to use, extendable & powerful.
www.braveta.com

Knowledge Management Tool
Improve Your Team Collaboration View On Demand Microsoft Webcasts.
www.epmwebcasts.com

my sf.net | software map | donate to sf.net | about sf.net | My Favorites

SourceForge.net

Login via SSL
New User via SSL

Search
Software/Group
Search

results by YAHOO! search

SF.net Subscription

- Subscribe Now
- Manage Subscription
- Advanced Search
- Direct Download
- Priority Tech Support
- Project Monitoring

SF.net Resources

- Site Docs
- Site Status (03/02)
- SF.net Supporters
- Compile Farm
- Foundries
- Project Help Wanted
- New Releases
- Get Support

Topic

- Communications (11247 projects)
- Database (4652 projects)
- Desktop Environment (2437 projects)
- Education (2424 projects)
- Formats and Protocols (178 projects)
- Internet (18355 projects)
- Multimedia (9407 projects)
- Office/Business (3949 projects)
- Other/Nonlisted Topic (1832 projects)
- Printing (356 projects)
- Religion and Philosophy (218 projects)
- Scientific/Engineering (7463 projects)
- Security (2025 projects)
- Sociology (294 projects)
- Software Development (13221 projects)
- System (14830 projects)
- Terminals (464 projects)
- Text Editors (2070 projects)

Browse by:

- Database Environment
- Development Status
- Intended Audience
- License
- Operating System
- Programming Language
- Topic
- Translations
- User Interface



Bookmarks Location: <http://www.unrealtournament.com/editing/>

MAIN PC PS2 DC LINUX MAC

Unreal TOURNAMENT

Making games as career development

latest news announcements	latest file downloads
» New Maps by BadKarma	» TouchSense Patch [250KB]
» Pearman Alpha Released	» UT Patch v436 [7MB]
» Unreal Engine News for July 2001	» UT PS2 Footage [26MB]
» Community Spotlights	» UT Technology Movie [42MB]

Discussion

- » General
- » UT Matches
- » Rocket Arena
- » Chaos
- » Editing
- » Signup!

What's Hot

- » LAN Parties
- » Events
- » Buy it

Left Sidebar:

- Latest News
- In the Press
- Gallery
- Gameplay
- Tips & Tricks
- Community
- Behind the Scenes
- Fan Alley
- Downloads
- Game Help
- Editing & Scripting
- European Web Site

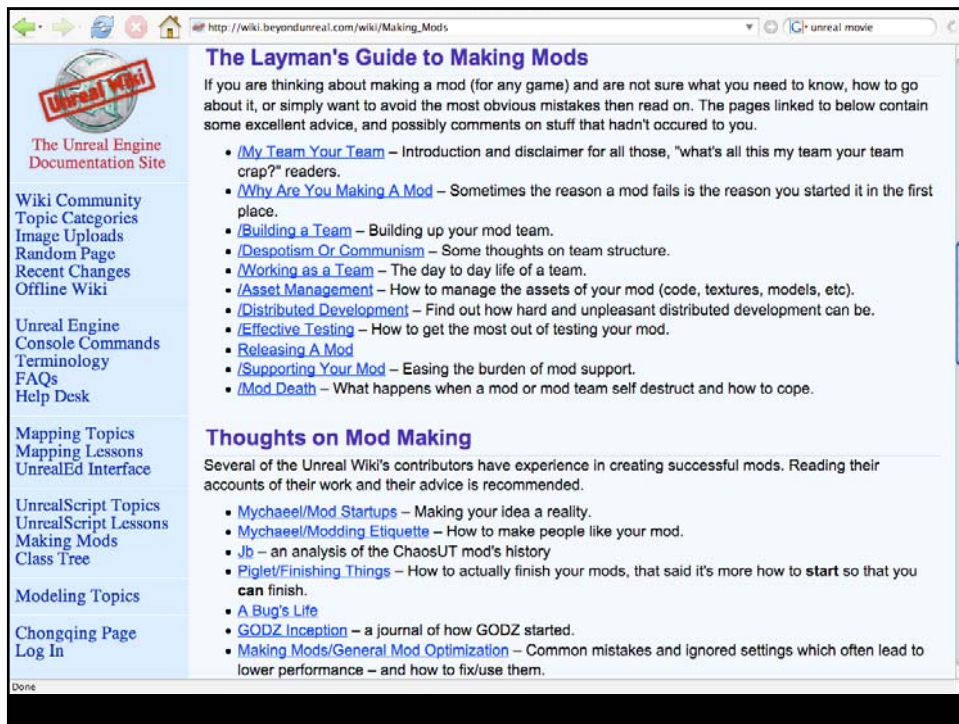
Editing & Scripting

The greatest thing about the Unreal Engine Technology which Unreal Tournament uses, is that you can actually create your own levels, mods, skins, models, and more; making for an endless amount of new things to play with, and new things to see. Heck, people even get hired for doing these things, so give it a shot, you just might like it.

Below are links to various sections which give some detail on where to learn about editing, as well as a few tutorials and downloads to help get you started. Good luck!

• Editing Resources

Logos: Epic Games, InfoGames





New Game related R&D efforts

- visual and performing arts
 - Games as cultural media (www.selectparks.net)
- humanities and social sciences
 - Games as graphic narratives for storytelling; *machinima* — game-based cinema
- alternative game cultures and venues
 - “hot rod” game machines, LAN parties, and *GameCon*’s
- science learning and technology education
 - Games for informal education in science
 - Learning STEM domains and practices through immersive (role-playing) games



Llama Man Flamingo Girl

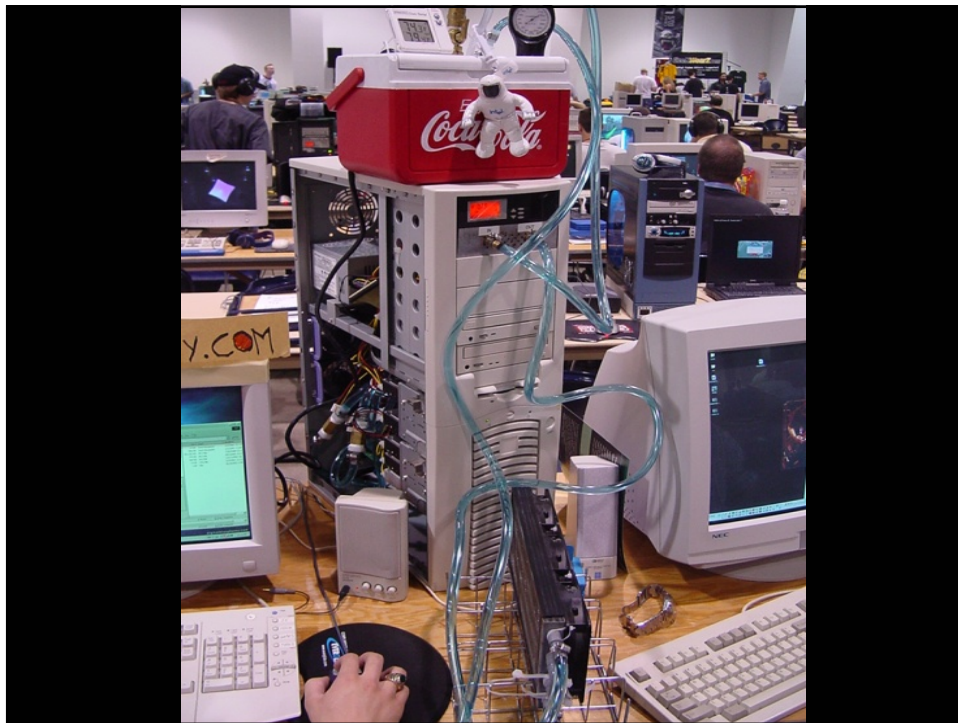
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The old water works...

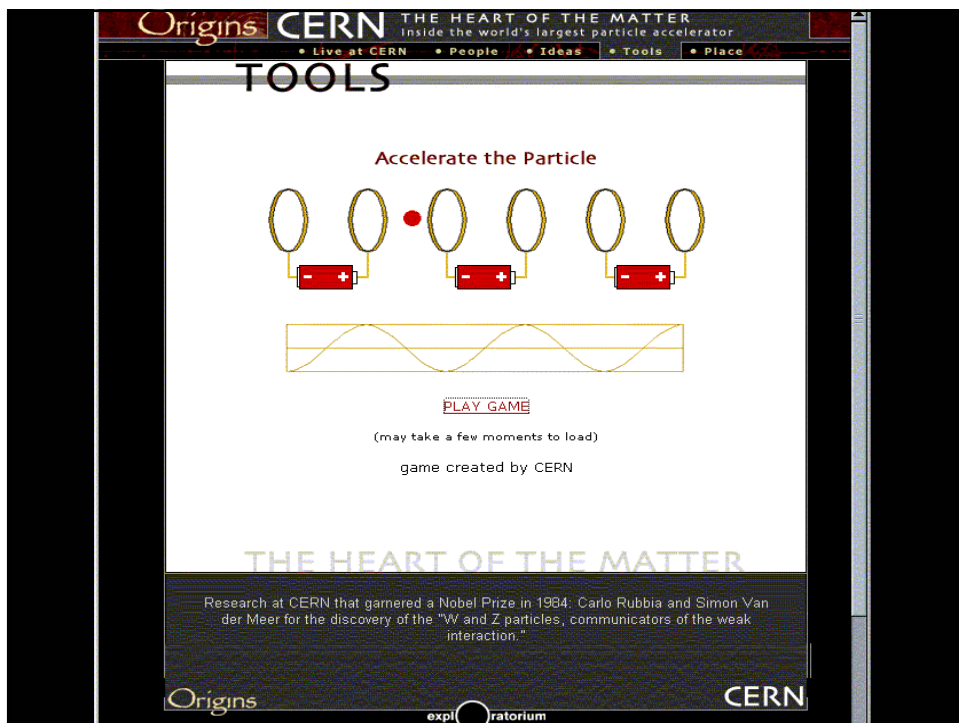


LM-"Look... another bull. That makes three. Hmm... three bulls. Must mean something."
 FG-"Seems odd somehow, just sitting out here. Maybe it's a clue telling us where to go next."
 LM-"It does look like it's pointing towards that door. Maybe that's the way to find innocent trillionaire Bill Gates who's only crime is his failure in the Windows manual to inform people of easy ways to fix problems with thier computers by using scanreg/fix and such. Come, we must hurry."










0.39 in	packers	0.39 in
828 lbs/in	springs	828 lbs/in
6.9 lbs/in/s	fast bump	6.9 lbs/in/s
10.3 lbs/in/s	slow bump	10.3 lbs/in/s
13.7 lbs/in/s	fast rebound	13.7 lbs/in/s
15.4 lbs/in/s	slow rebound	15.4 lbs/in/s
-2.5 Degrees	camber	-2.5 Degrees
19.6 psi	tyre pressure	19.6 psi
3.35 in	ride height	3.35 in

front splitter	3
anti-roll bar	628 lbs/in
front toe in	-0.2 Degrees
rear wing	15
anti-roll bar	143 lbs/in
rear toe in	0.0 Degrees

-1.0 Degrees	camber	-1.0 Degrees
18.9 psi	tyre pressure	18.9 psi
3.74 in	ride height	3.74 in
0.69 in	packers	0.69 in
771 lbs/in	springs	771 lbs/in
6.9 lbs/in/s	fast bump	6.9 lbs/in/s
10.3 lbs/in/s	slow bump	10.3 lbs/in/s
13.7 lbs/in/s	fast rebound	13.7 lbs/in/s
15.4 lbs/in/s	slow rebound	15.4 lbs/in/s



tyre temp	255/264/266 F.
tyre temp	252/252/248 F.
tyre temp	222/218/223 F.
tyre temp	234/227/233 F.

symmetrical

Yes

STRATEGY, GEARING AND BRAKES

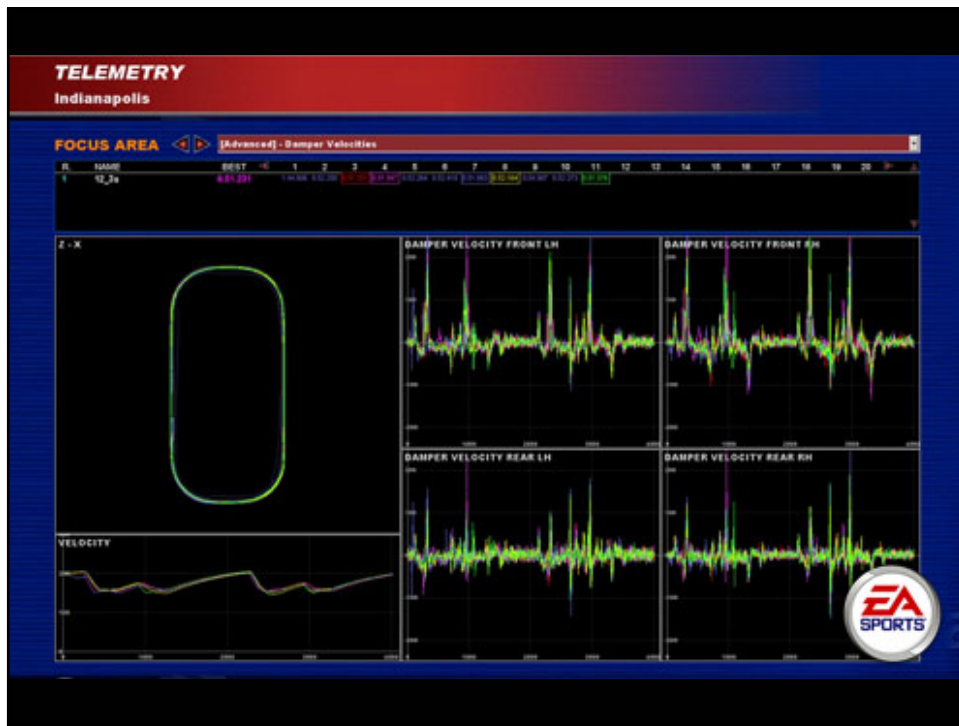
tyres	Medium
starting fuel	17.2 gal (9 Laps)
# of stops	3
1st stop	17.2 gal (9 Laps)
2nd stop	17.2 gal (9 Laps)
3rd stop	17.2 gal (9 Laps)
weight dist.	40.0:60.0
steering lock	20.0 Degrees
rev limit	6700
radiator opening	4
engine temp	-460 F.

1st gear	16/40 (7.709)
2nd gear	13/35 (5.680)
3rd gear	23/33 (4.424)
4th gear	26/30 (3.558)
5th gear	28/28 (3.093)
6th gear	29/26 (2.764)
final	12/37 (Bevel 1/ 1)
reverse	16/40 (7.709)
diff lock	20%

brake bias	65.0:35.0
brake duct	4

-460 F.	front brake disc temp	-460 F.
0.00 in	brake wear remaining	0.00 in
left		right
-460 F.	rear brake disc temp	-460 F.
0.00 in	brake wear remaining	0.00 in

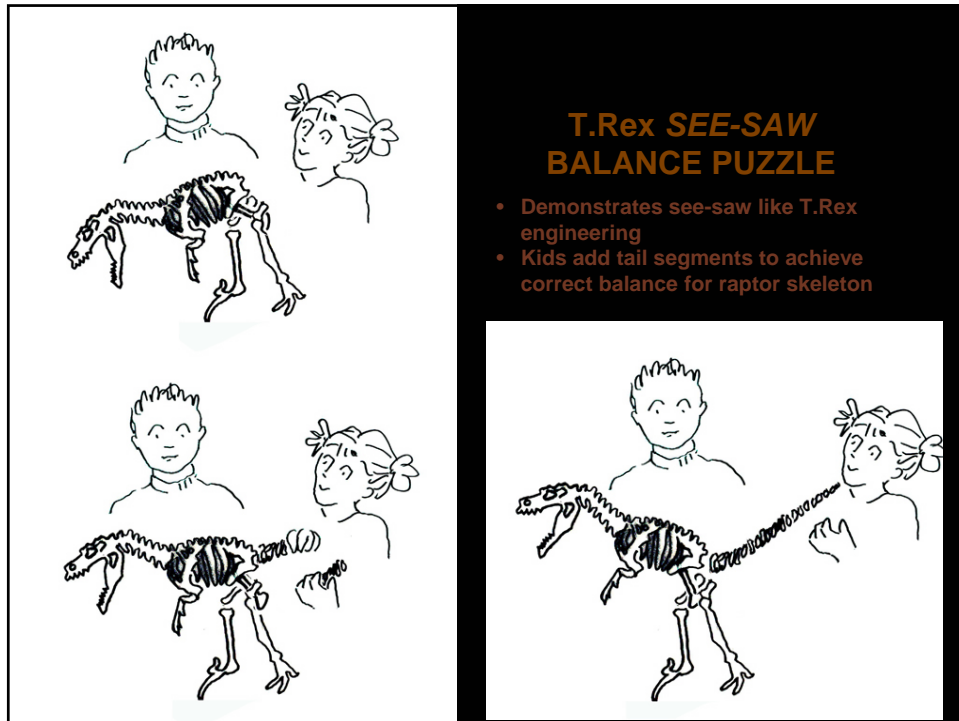


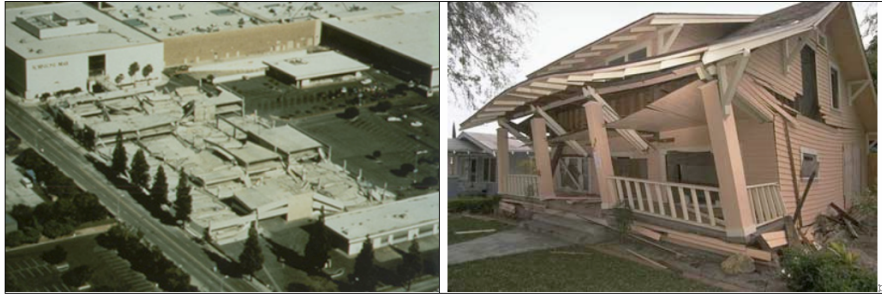




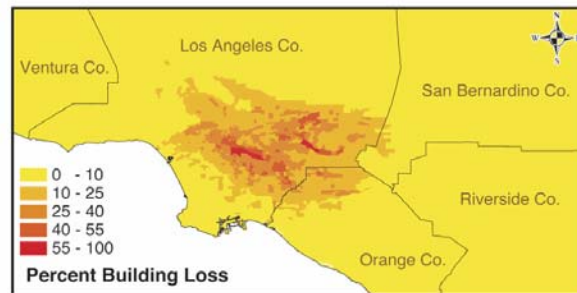
T.Rex

- Game story task 1 (grades 1-2)
 - How does a T.Rex stand and run with short arms (front legs) and a long tail?
 - Build/place tail and neck vertebra into “see-saw” balance system
 - How might the tail help the dinosaur when eating?
 - Addresses national science education standards





Examples from the 1994 Northridge earthquake showing both damaged and undamaged structures close to one another.



Distribution of forecast damage from a Puente Hills earthquake [source: www.scec.org, May 2005]

New Games for Libraries

- Commercial (PC)
 - *Civilization 4*
 - *The Movies*
- Informal science education games (Web)
 - KineticCity.com, Whyville.org, Exploratorium.org, etc.
- (Future) Library-specific games!

Library-Specific Games

- *Knowledge Quest*
 - navigational, adventure/discovery game
 - find and assemble knowledge from library resources
 - acquire practice and skill of *library researcher*
 - resident librarians as game masters/mentors
 - “open source” game engine, content development, and community participation

Library-specific games

- *Inter-library game grid*
 - MLS as *virtual public network* of online information servers accessible through local library PCs
 - Create a *virtual private network* for inter-library multi-player games and tournaments
 - Facilitate inter-library game play and game culture
 - Deploy *online community information-sharing system*
 - “MyGameSpace” Web portal, blog, wiki, RSS, forum, etc.
 - library-specific, community oriented, ethnically diverse
 - Built from open source software components
 - *Decentralized* development cost, participation, and quality assurance

Making Library-Specific Games

- *Partner* with game research laboratories
 - UIUC, UCI, UW-M, or others
- *Propose* to external funding sources
 - Government agencies
 - Philanthropic foundations
 - International partners (multi-lingual culture)
- *Empower* open source game culture and technology for public libraries

Further information

- UCI Game Lab: www.ucgamelab.net
- W. Scacchi, [Free/Open Source Software Development Practices in the Computer Game Community](#), *IEEE Software*, 21(1), 59-67, January/February 2004.
- W. Scacchi, [When Worlds Collide: Emerging Patterns of Intersection and Segmentation when Computerization Movements Interact](#), working paper, presented at the [Social Informatics Workshop](#), March 2005.

Acknowledgements

- Mark Ackerman (UMichigan), Margaret Elliott (ISR), Les Gasser (UIUC), Chris Jensen (ISR), Robert Nideffer (UCI Game Lab), John Noll (Santa Clara U), Celia Pearce (UCI Game Lab), also others at ISR and UCI Game Lab.
- Research grants from the National Science Foundation (*no endorsement implied*) #0083075, #0205679, #0205724, and #0350754.
- Discovery Science Center, Santa Ana, CA
- UC Humanities Research Institute
- Digital Industry Promotion, Daegu, Korea
- California Institute of Telecommunications and Information Technology (CalIT2)
- Creative Kingdoms Inc.