

Examples of games

- What is on the screen?
- What is on the Mobile?
- Is it a team or individual game?
- How do you play it with 2 persons and how with 50?
- How do you get points?
- What is the feedback between the screen and mobile?
- What do you get when you win?
- How are the video's being used (remixed)
- What should be done with the content before we start at the event?
- Game type? (Mindgame, Controlgame, Buttunbashgame)
- Time of play? (how long do you need to play?)
- Tech grade? (do we need an extra programmer?)
- Design grade? (do we need a designer)

Hélène

Who is who?

The aim of this game is to guess who should be on the screen... BUT the difficult part is that nobody will have a physical clue but only clues thanks to questions.

First, we have to give the audience the instructions, it will run 1 minute. Then the game can start! On the screen will appear the five numbered questions, each answer is a clue. The audience will have a look at the questions and can choose one thus the player (team?) will have a clue. By asking answer to the questions, they will have more clues so it will be easier and easier to guess the person.

As soon as a player knows the answer he just have to write down the name he is thinking on his mobile and to send it. When somebody find the right answer, the picture from the mosaic which is the right one will get bigger and bigger so the audience knows what was the answer. Of course, we will show the movie clip of the theme of the game they just played (Queen, Dutch actor, singer...we will define seven, before hand). Then the name of the winner, with the picture will appear. The price of the winner will be to appear on the big screen at the end! (so after the broadcasting of the movie).

- **What is on the screen?**

The screen will be divided in two parts. In the first part, it will appear a mosaic made by images from Open Images, several singers/actors/famous people will be in that mosaic. In the second part, it will be questions that they can pick up to have a clue. They can choose as much as they want, the goal is to be the quickest one to find out the personality.

- **What is on the Mobile?**

The player will use his mobile to dial the number of the question which he wants to have the answer. Then it will appear the answer on it, so only the player can see it.

- **Is it a team or individual game?**

It is an individual game. One player can play with the help of friends around him.

- **How do you play it with 2 persons and how with 50?**

With two persons, the game will be longer but maybe annoying for the audience which will wait his turn to play. It can also be funnier with a lot of persons!

- **How do you get points?**

You don't get points, you are just winning...or not by guessing right!

- **What is the feedback between the screen and mobile?**

The player dials the number that he is seeing on the screen which is related to a question. At the end, when the player guess the answer, the picture which belong to the name will immediately appears on the screen then we will broadcast the movie. Then the picture of the winner... Of course the player will have to upload it before hand.

- **What do you get when you win?**

Nothing, just the opportunity to have your picture on the big screen!

- **How are the video's being used (remixed)**

In the mosaic while the audience is guessing the person and at the end of each game, we will broadcast a movie that belong to the name. At the end, it will be the picture of the winner which should be funny for the audience, that is why they should stay and watch the movie from Open Images.

- **What should be done with the content before we start at the event?**

Before the D Day we have to choose seven themes from Open Images so we could create the five questions before hand and we also could create seven different games. Of course, the questions will be related to the image that the audience has to guess!

- **Game type?** (Mindgame, Controlgame, Buttunbashgame)

Mindgame

- **Time of play?** (how long do you need to play?)

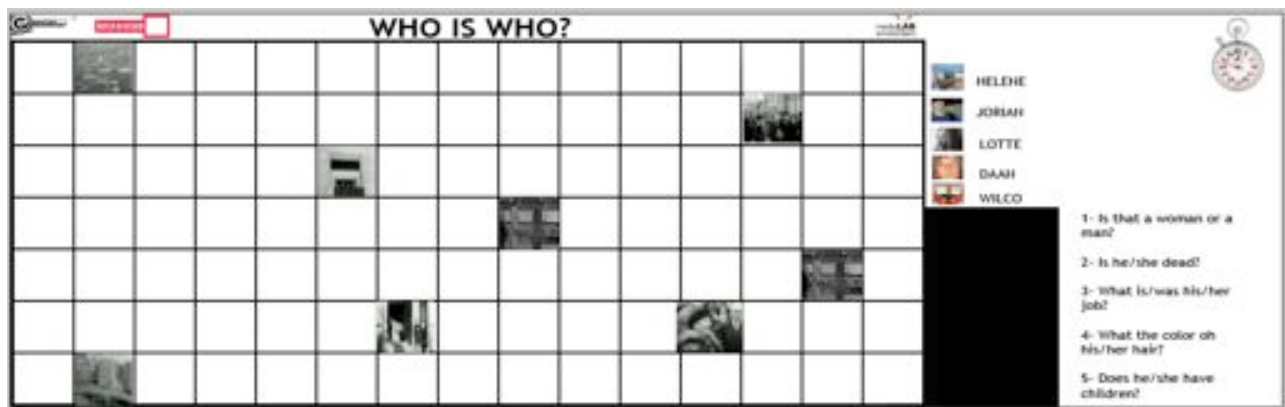
The instruction will run 1 minute. First the mosaic will be broadcasted in the whole screen and then, will get smaller and smaller. It will run 30 seconds. Then the five questions will appear next to the mosaic, so the game can starts... the time of playing will depend if somebody find the person immediately. But we can say that after five minutes of playing we can show the right answer on the screen...

- **Tech grade?** (do we need an extra programmer?)

???

- **Design grade?** (do we need a designer)

???



Hangman

The aim of the game is to guess a word. The word to guess is represented by a row of dashes (only on the mobile), giving the number of letters. If the guessing player suggests a letter which occurs in the word, it will appear on the right place on the row of dashes. Otherwise he will build his own hang man! To have a look of the progress of each players, the hang man will be broadcast on the screen.

In this game, players can only write down letter and not words.

- **What is on the screen?**

The screen will be divided. We will see a mosaic, like the game "who is who" broadcasting images from Open Images and on the other part, we will see the name of each players with their picture and the hangman to know the progress of each person!

- **What is on the Mobile?**

They will use the mobile to write down the letter they are thinking of on the row dashes.

- **Is it a team or individual game?**

It is an individual game.

- **How do you play it with 2 persons and how with 50?**

It can be funny if a lot of persons are playing this game!

- **How do you get points?**

You don't get points, you have to be the quickest one to guess the word!

- **What is the feedback between the screen and mobile?**

The player will write down letters on the mobile, on the screen will be broadcasted the hang man of each person. So players and the audience know when somebody is making a mistake and who is winning or loosing!

- **What do you get when you win?**

When you win, you get the opportunity to have your picture broadcasted on the screen!

- **How are the video's being used (remixed)**

In the mosaic while the audience is guessing the word and at the end of each game, we will broadcast a movie that belong to the word.

- **What should be done with the content before we start at the event?**

Preparing the themes to choose the movie from Open Images that we will broadcast on the screen.

- **Game type?** (Mindgame, Controlgame, Buttunbashgame)

Mindgame

- **Time of play?** (how long do you need to play?)

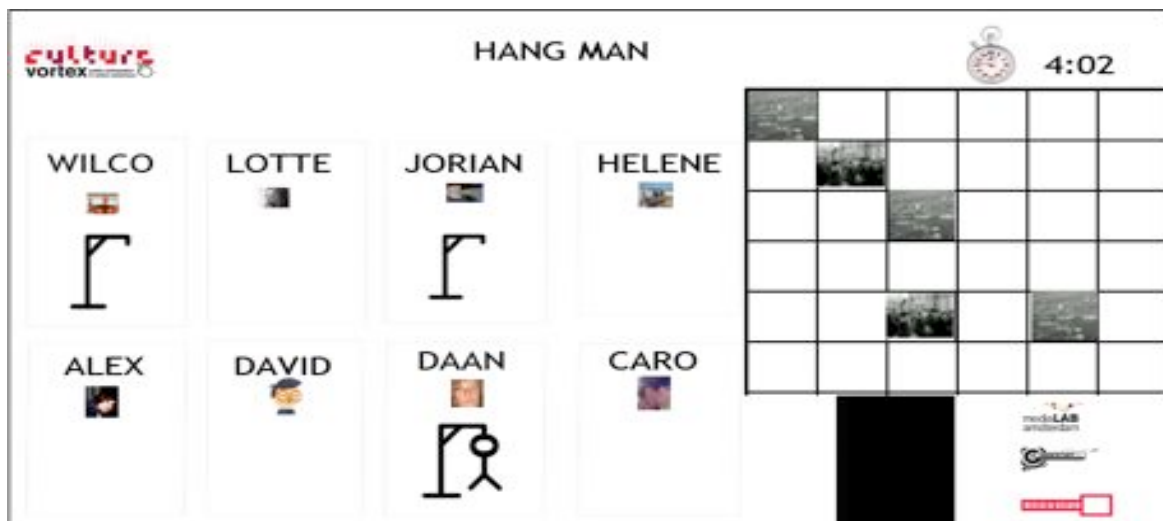
Five minutes

- **Tech grade?** (do we need an extra programmer?)

I think Wilco and Jorian can make it!

- **Design grade?** (do we need a designer)

I don't think we need a designer





Wilco

Stratego

What is on the screen:

Blue 1 VS Red 1 Grid Battle Remaining time: 4.29

Highscore

1. Wilco 172pt
2. Jorian 155pt
3. Helene 99pt
4. Daan 78pt
5. Lotte 76pt

Defeated

What is on the mobile phone:





Game-Type: Team game, Strategic Mind-game

Purpose: The purpose of this game is to eliminate all enemy team members.

Difference of play between 2 and 50 persons:

Actually 2 persons would be too few and we should maybe add NPC's (Computer controlled players). With 50 persons in this game will put 25 in each team. When persons encounter each other the battle with rock-paper-scissor.

How do you get points:

- You score points for defeating a foe.
- Points for surviving the entire game.
- Points for winning team

What is the feedback between the screen and mobile?

On the mobile you should move your avatar around the screen on the screen you can see where the enemy is standing and where you are. When you and an enemy are in the same square you will battle with the Rock-Paper-Scissor game. The battle is between two persons each person selects a rock, paper or scissor on his phone the loser will be removed from the screen.

What do you get when you win?

At the end of the game the points will be rewarded for each person and you can see a scoring board. Where you can try to get your name at first place.

How are the video's being used?

The look and feel of the screen should be made by the images/video's from open images. If persons are battling we can show little clips of battles (in sport or other).

What should be done with the content before release?

Searching the database for useful video's cut and edit the clips to create more logical movies for the screen. Also the design which should be made by those movies and images requires search of movies and images.

Time of Play

It depends on the amount of users with 8 persons it can be ended within a minute and with 50 persons it can be like 5min.

Tech Grade (1=Impossible till 10=Easy)

With NPC: 3

Without NPC: 5

Design Grade (1=Impossible till 10=Easy)

Using movies and make it look cool: 6

Other

Not the military theme

Rock/paper/scissors battles in it.

Multiplayer all together

How to integrate the images.

Boys game.

No delay problems. **Scrabble/wordseeker**

What is on the screen:

Watch for tips



Find the hidden words

W	A	B	C	E	J	L	Q	E	C	D	C	K
A	W	P	B	D	H	J	Q	K	C	Y	R	M
A	W	F	V	A	W	F	K	C	I	M	M	Y
P	O	U	T	F	E	G	T	M	I	A		
P	Y	D	N	M	W	T	D	R	C	Y	O	O
U	A	M	F	T	R	A	H	D	N	O	M	A
Y	A	T	G	E	M	A	L	D	H	O	T	A
M	A	G	D	H	E	T	C	L	A	I	H	M
M	A	D	G	E	B	A	M	D	K	H	U	Y

Leading Player



Highscore:

1. Wilco	172
2. Jorian	164
3. Daan	151
4. Hélène	148
5. Lotte	145
6. Bas	131
7. Nata	111
8. Cristian	108
9. Oscar	93
10. Janek	82
11. Chris	64
12. Peter	55
13. Dido	53
14. Bianca	42
15. Wanne	39

What is on the Mobile:



Team or Individual game:

This is something in between of team playing and individual. This because you have to guess the words which are hidden on the screen your goal is to get all words but everyone can look for words. So how fast can the audience find all words?

How do you play it with 2 persons and with 50:

This doesn't really matter because every person needs to find words in the text and if only 2 persons are looking for words or 50 persons are looking it just speeds of the finding in words. Cause 50 will see the words faster then 2 persons.

How do you get points:

Each word you will find gives you points. If you find multiple words in a solution you score a bonus. The more points you have the higher you get on the High Score list.

-Finding a word

-Find another word in the same puzzle (bonus)

What is the feedback between the screen and the phone:

If you send a word to the screen you will see that is been selected. You only use your phone for sending in words. For the info you will have to look at the big screen.

What is the reward:

Every word you send in which is correct you score points after every round the point gathers will be shown and your score will be added to the high score list if you play more you get more points and you get higher in the list.

How is the video material remixed:

By showing video material first to give hints for possible words we can use lost of material out of the open images database.

What should be done with the content ahead of the event:

It should be remixed to give hints about the theme in side the puzzle so the audience know what kind of words they should look for.

GameType:

Puzzle

Time of Play:

I think 2 persons will search for about 10min and 50 persons can complete it in 2min

Tech Grade (1=Impossible till 10=Easy)

Because i made already in Flash and Processing some look a like puzzle i would say: 9

Design Grade (1=Impossible till 10=Easy)

They lay-out need to look really nice and also the theme movies need to be nice: 6

Other

with anagrams

link clips through themes

show a clip to find words that were shown in the clip. This way you will have to watch the clips.

Combine it with the find the difference idea. This could be an overall concept of first watching a clip and then playing a game about the clip. Could be a way around the boring clips.

1 vs 100

What is on the screen:

What is the Birthday of Queen Beatrix?

- A. 31 April
- B. 31 Januari
- C. 14 November
- D. 16 Juni

Current Participants



Eliminated



Next Round in: 4:04

Leading Player



Highscore:

1. Wilco	172
2. Jorian	164
3. Daan	151
4. Hélène	148
5. Lotte	145
6. Bas	131
7. Nata	111
8. Cristian	108
9. Oscar	93
10. Janek	82
11. Chris	64
12. Peter	55
13. Dido	53
14. Bianca	42
15. Wanne	39

What is on the Mobile:



Team or Individual game:

Individual game, you get points for making the correct answer and you are not influenced by other players.

How do you play it with 2 persons and with 50:

How many people play the game the more points you get for making correct answers. If everybody knows the answer you'll get few points but if there are only 2 persons playing this is more likely to happen. You still can score points by answering the correct answers but you'll get less points.

How do you get points:

Each good answer gives points but also surviving several rounds score points and being the last standing gives you the win!

What is the feedback between the screen and the phone:

If everybody has answered the question or the time runs out all facebook photos will turn red or green depending if the answer was correct or wrong. If your answer is wrong your kicked out of the round. After one person is left or all persons are out a new round can be start.

What is the reward:

Surviving every round will hold your name on the screen and give you points for the highscore list.

How is the video material remixed:

Questions are being made by movies out of the Database of Open Images. So the audience should look close at the video material to know the correct answer.

What should be done with the content ahead of the event:

The questions should be ready before the event starts. Later on we can add more during the festival or even let the audience add questions.

GameType:

Quiz

Time of Play:

Depends on how good the audience is in answering questions after 10min the round should and no matter how much are still in the race. Each question should max take up to 1min.

Tech Grade (1=Impossible till 10=Easy)

This shouldn't be to hard cause it only is processing answer and questions: 7

Design Grade (1=Impossible till 10=Easy)

They lay-out need to look really nice and also the question movies need to be nice: 5

Other

a more interesting format for the quizzing games

Daan

Find the difference

This game is about memory.. The players will see a clip of the database and they have to remember what was in it. In the second time the clip is played there will be a black box over an object in the clip. The players have to guess what was behind the black box.

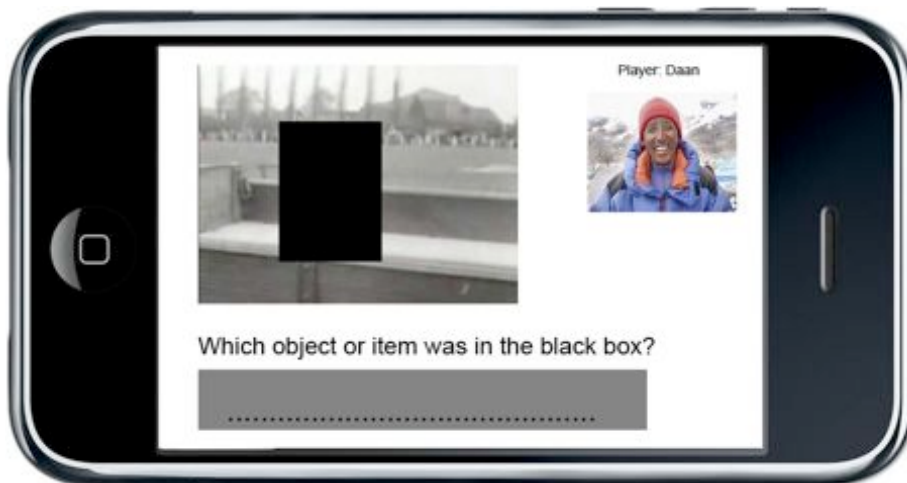
- What is on the screen?

On the screen you will see the clips, answers and the high scores. If an answer is good you picture will be green, if an answer is wrong it will turn into red. It is possible to show the answers of players too. So everybody can check what the other players have answered.



- What is on the Mobile?

You will see a still of the movie and then a form to fill in the question. Extra options for the interface are the score of the player., the score of the other players, show if the answer is good or wrong. maybe reveal whats behind the black box in the web application.



- Is it a team or individual game

This game can be played in a team or individual. If you play it in teams than you can count how much players of your own team have a good answer, do the same for the opponent. Or you can play this game individual. In both settings you will need a high score list on the right side of the screen.

- How do you play it with 2 persons and how with 50?

This game is still fun if you play it with 2 persons or with 50. If you play this game with 50 players is more fun to do it in teams i guess. Because you have more of team vs team element in game en there is more chance on failure of the players. So the game has a more match element in it.

- How do you get points?

You get point by guessing the good answer. You have to fill in the good answer by yourselves and not by clicking in a possibility in a multiple choice answer.

- What is the feedback between the screen and mobile?

The players type the right answers in their mobile application and will send it to the screen. the web application send the result to the screen. The screen sends the good answer to the web application. So the player knows if he/she answered right. The public will see the answers of the players on the big screen.

- What do you get when you win?

On the screen you see what was behind the black box. And you will get a rank in the high score list.

- How are the video's being used (remixed)

The remixing takes part in two ways. First by using the clips in the game format and second by editing black boxes in them. And we are using stills of the images where we have to photoshop black boxes in.

- What should be done with the content before we start at the event?

We have to edit a lot of video's with en put black boxen in them. I Think is what we can do by ourselves, it isn't that difficult. It will only take some time. And we have to make still for the web application.

- Game type? (Mindgame, Controlgame, Buttunbashgame)

This is a Mindgame. The players have to keep in mind what they see in the clip that is presented to them.

- Time of play? (how long do you need to play?)

Show a clip of 30 sec, than the edited clip of 30 sec or we chose for a still with the black boxes on it. The audience get like 30 sec to answer the question and to send the answer to the screen. The screen will show the answers for like 30 sec to the audience. This means that 1 round will take 2 minutes to complete from the beginning to the end.

- Tech grade? (do we need an extra programmer?)

- low, I think it isn't that difficult to program. (8)

- Design grade? (do we need a designer)

- low

- Extra

- Put more black boxes into one clip. so you the difficulty of the game will rise. We need more options in the web application too. In this format we could use multiple choice answers because otherwise it would take to long to type in all the answers.

- Questions like: What was the sign saying? What was the color of that item? Did he weare a hat? etc.

Quartet

Quarteting, You have to get 4 of the same pictures form 1 clip of the open images database to score a point. The winner is the one with the most Quartets at the end when all Quartets are made.

- What is on the screen?

If a quartet is finish you will see the clip on the screen, the players who are playing, A clock for the timing and the highscores.



- What is on the Mobile?

You see the cards that are in your hands and you can pick a card that you want to pass on. If there is a Quartet in your hands the system automatically will send it to the screen and you will get some cards from the deck.



- Is it a team or individual game?

This is an individual game. You play against all other players in one big multi player game.

- How do you play it with 2 persons and how with 50?

People can connect to the system to play, if there are more people playing we will have to put more cards into the deck. I think max number of players 20, depends on how the system can handle the game.

- How do you get points?

By getting 4 of the same cards to make a quartet. A card is a still of a movie, 4 stills makes the movie complete and we all see the clip on the screen.

- What is the feedback between the screen and mobile?

You need to select a clip on the web app and send it to the system. the system then spread out the select still to all the players in a logical sense. So you get a new still of the the system and you need to see if you have a good one

- What do you get when you win?

When all the quartets are made the game finishes and the player with the most points wins the game and gets on the winner list of the day.

- How are the video's being used (remixed)

We use stills of the clips in the game format. the system shows the the whole clip, if the quartet is made, on the big screen.

- What should be done with the content before we start at the event?

We have to make 4 stills of each clip to get the cards and put them into a database en link them the movie. We need a lot of movies so the game can go on for a long time.

- Game type? (Mindgame, Controlgame, Buttunbashgame)

This a multiplayer controlgame. Players will game individual against each other.

- Time of play? (how long do you need to play?)

Every round of selecting will take 10 sec

- Tech grade? (do we need an extra programmer?)

I would think about a 7

- Design grade? (do we need a designer)

?

- Extra

- label the cards with titles and subject so the players know which four are together

- label the cards with themes, make a deck of cards with one theme.

- More difficult, don't label the cards

- If they click a card they get extra information about the clip. The information that is standing beneath the clips at openbeelden.nl

Jorian

Gibberish

- What is on the screen?

On the screen you will see the words assigned to all the people who logged in to the application. You will see them forming a sentence as people are telling the application where they want their word to be. If we were to make a Facebook connect we could show a player list with names and photo's of the people currently playing.

- What is on the Mobile?

On the mobile there should be a simple interface. Where you can log in to the game and where you can control the word you want to place. This shouldn't be a lot more because ideally the interaction will happen on the screen.

- Is it a team or individual game?

You control one part completely by yourself. But you will have to work together to make coherent sentences.

- How do you play it with 2 persons and how with 50?

With 2 persons you would get more turns to place different words, when there's 50 people playing everyone would control one word to make the sentence complete.

- How do you get points?

You start with a number of points. Every time you move your word points will be subtracted from your total. The person who has the most points left when the timer runs out wins the game.

- What is the feedback between the screen and mobile?

You tell the webapplication which way you want your word to move, then the word will move on the screen.

- What do you get when you win?

Fame and glory for the winner, and of course every player will see the clip created from the words.

- How are the video's being used (remixed)

Every word is attached to a part of a clip, once the sentence is complete these clips will be show in order of the sentence, creating a new sort of narrative.

- What should be done with the content before we start at the event?

The clips will have to be cut up in small parts where a word is spoken. We will have to fill a database with as much words as possible. Maybe some words will have to be double as not to re use the same piece of clip over and over again.

- Game type? (Mindgame, Controlgame, Buttunbashgame)

Strategicfunmindmultiplayergame

- Time of play? (how long do you need to play?)

To keep this game fun it will have to be short rounds. There should be a timer running down, when the time runs out the clips will be locked in place and the final clip will be shown.

- Tech grade? (do we need an extra programmer?)

We might need some help on the programming.

- Design grade? (do we need a designer)

Yes we need a designer. For the webapplication as well as for the screen application.

No delay problems

Individual control

Multiplay

No wrong answers.



PacMan

Purpose: The purpose of this game is to eliminate all enemy team members.

- What is on the screen?

You will see some sort of a PacMan maze but at least twice as big as the original this way we can accommodate for more players. It will be grid based like Stratego. This way we will circumvent the problem of delays due to slow internet connections.

- What is on the Mobile?

On the mobile phone you will have an interface where you can control your character. So you should be able to steer it up, down, left or right.

- Is it a team or individual game?

The game is played in two teams. One team will be the PacMan characters the other team will be the ghosts.

- How do you play it with 2 persons and how with 50?

We can make it that everytime a new player logs on a new character is spawned on the screen. However this might adversely affect the performance of the application on the screen. Also we will have to keep in mind that we cant just keep putting new players on the screen because it should still be possible to move your character around.

- How do you get points?

By taking out members of the other team.

For every minute you are in the game.

By collecting blobs/parts whatever you want to call them.

- What is the feedback between the screen and mobile?

Through the mobile phone you are able to control you're character on the screen. To collect the blobs for points. The mobile app tells you how much points you have and how many lives you have left.

- What do you get when you win?

Of course fame and glory for the winning team. And by winning the team controls which ending the movie shown in the beginning will have.

- How are the video's being used (remixed)

The video's could be used to create some sort of scenario which the game will revolve around as to not create the standard PacMan game but make it a little more emersive.

- What should be done with the content before we start at the event?

Some clips should be combined to form a new narrative which will set a scene for the game to take place.

- Game type? (Mindgame, Controlgame, Buttunbashgame)

Team game, Strategic Mind-game

- Time of play? (how long do you need to play?)

This game shouldn't take to long. Maximum 5 minutes.

- Tech grade? (do we need an extra programmer?)

Pretty difficult, extra programmer might be needed.

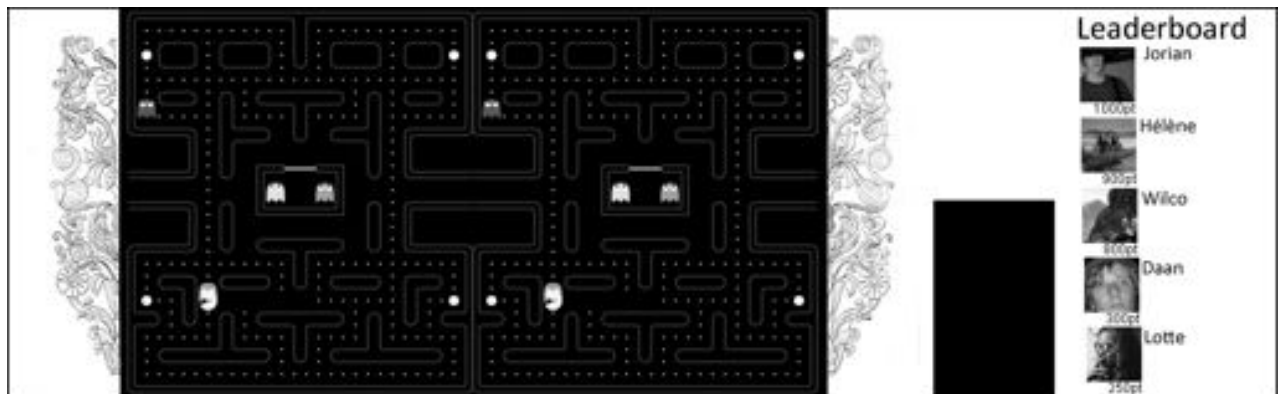
- Design grade? (do we need a designer)

Designer is needed to design the game, because we cant just rip the design straight from pacman.

two teams

uses a grid

delays





Bomberman

Uses a grid like stratego
delays

And the one from the presentation of Monday...

Moving mystery

Image memory

Camel race

Holland's Glorie