

Concepts draft 1.0
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Team Led It Up
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Introduction

Based on the feedback from our previous meetings we started working on concepts that combine the remixing of videos from Open Images with game elements. In our view, gameplay is a good way to engage people and stimulate participation.

The document has been divided into two chapters. The first chapter describes 5 games, while the focus of the second chapter lies with the formats in which the games could be embedded.

1.1 Stratego

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






Each player will be represented by a pawn on the big screen. To win they have to fight against each other. When two persons from different team arrive on the same square, they have to fight thanks to the game "Rock, paper, scissor". The aim is to be the last one!

Gameplay

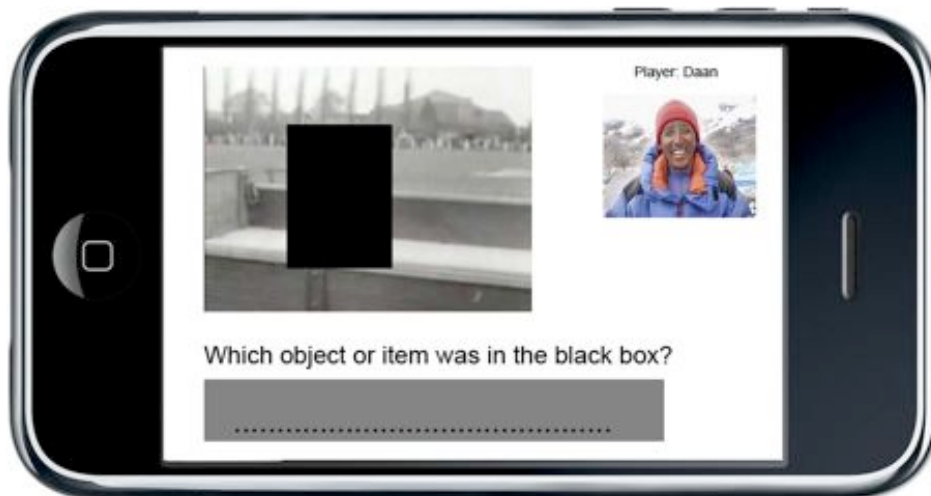
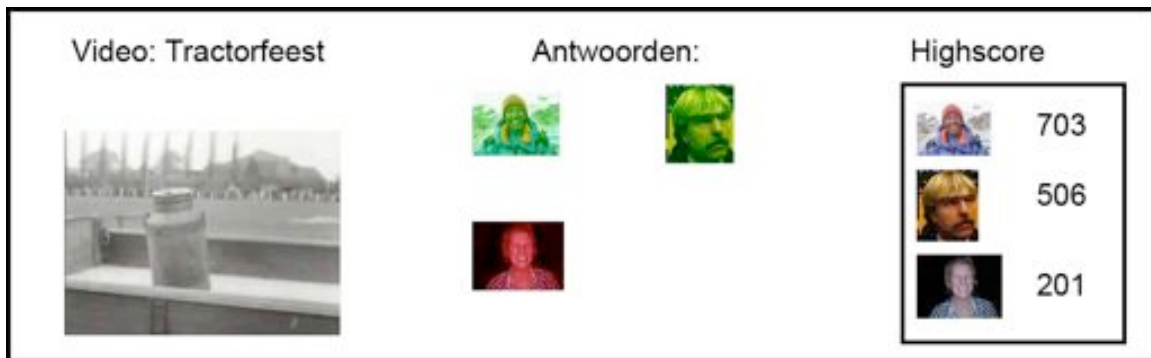
1. Go to web app
2. Set up your profile: login with Facebook to retrieve picture and name or login with chosen username and create your own avatar (by taking a picture or choosing existing) or log in anonymously (you don't get into high score)
3. When done, computer assigns you to a team - blue or red
4. wait for the round to start
5. locate where you are on the screen, this should be shown on a simplified grid on your mobile
6. start playing
7. within every 5 seconds make a decision to go up, down, left, right or stay where you are
8. every 5 seconds the system moves all players at once
9. when 2 players meet by colliding cells, they get the battle screen on their mobile instead of the ability to move
10. rock/paper/scissors decides who gets to live and who gets eliminated
11. when it's a tie, the battle continues
12. the person that wins gets to stay in the cell of the grid and continues with moving like other players
13. eliminated players will be shown on the right side of the screen in live feed
14. when more players meet each other, the amount of team members battling decides the outcome of the battle. In this case rock/paper/scissors will not be shown. It is about numbers, forcing players to team up and chase together.
15. after x time the game ends
16. the team with the most players left standing wins
17. the high score shows individual best players, sorted either by time on the field or killing off enemies
18. after the game ends players get a 're-join' button to get back into the system

On screen	There is a big grid where every user will appear at the beginning of the round. From there on they should move on the screen to encounter each other and battle.
On mobile	Your mobile can be used to move your photo on the square and play battles with the rival team.
Team/individual	teamgame
Players	it will be more fun with more players there should be at least 6 persons to make it work.
Earning points	You can score points by defeating an enemy, surviving the entire round and be on the winning team.
Feedback between screen and mobile	You can move yourself on the screen with your mobile and you battle on your mobile with the enemy on the same field.
Prize	There is a high score list where you can be on the 1st place

Remix	The battle's on the field should show up little movies from sports or other battle things.
Content preparations	We should sort out what kind of battle's will be when you battle someone. Show a part of karate or more steady a team win with a sport like pushball.
Game type	Strategic Multi Massive on Screen Game
Playtime	Rounds should last up to 5min
Tech grade	8 with AI for extra players and a 5 without Ai players
Design grade	4

Pros	Cons
Possibility of moving yourself on the screen is very interactive	Not using the images from the database
Play with a lot of people	Too manly
You control bits of the big screen	
Fun to play	
Nice for an 'in between games' game	

1.2 What's missing?



This game is about memory. 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.

Gameplay

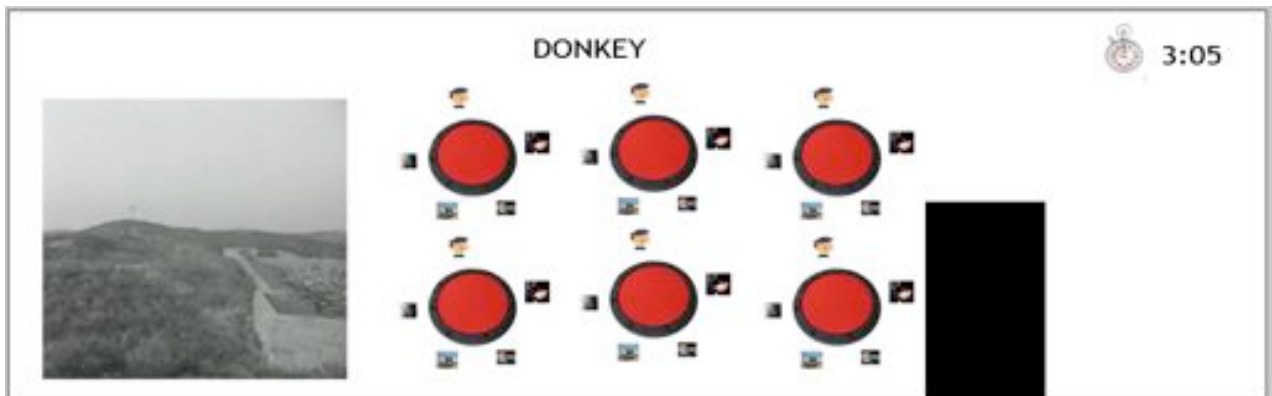
1. Go to the web application.
2. Login with your facebook account or create your own profile.
3. Look if your picture is one the screen, otherwise try again to login.
4. Wait for others players to join the game.
5. If there are enough players the game will start, On the screen the countdown of round 1 starts.
6. You need to look at screen and watch the clip and keep all it in mind
7. After the clip there is another countdown who shows when the questions will be send to the web application.
8. You receive the question on your web application.
10. You have to answer as much question as possible.
11. You can only answer one question at once.
12. After you answered the question you will receive a new question.

13. You have 1 minute to answers the questions.
14. After 1 minute you can't send in any questions and the web application will show which question you good or wrong.
15. On the screen all results of all players are shown.
16. On your web application you get your rank of this round.
17. On the screen there will be a close up of the winner.
18. Next rounds start and new people can join the game.

On 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
On mobile	You will see a still of the clip and than 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.
Team/individual	This game can be played in a team or individual
Players	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.
Earning points	You get points by guessing the good answer.
Feedback between screen and mobile	You send an answer to the screen with your web application. Your answer will appear on the big screen and on your web application.
Prize	By scoring much points you can be on the top position of the Highscore list and broadcast your name on the event
Remix	The remixing takes part in two ways. First by using the clips in the game format and second by editing black boxen in them. And we are using stills of the images where we have to photoshop black boxes in.
Content preparations	We have to edit a lot of videos 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	Puzzle, Mindgame
Playtime	1 round = 2 min (30s clip on screen + 30s clip with black box + 30s answer time + 30s showing results on screen)
Tech grade	2
Design grade	Low

Pros	Cons
Players have to focus on the screen to guess what is missing.	We need to make a lot of questions
The audience sees movies of the database	
Easy to use in a competition	

1.3 Donkey



This game is a variation/combination of Quartet and the Dutch 'ezelen'. The goal is to collect a set (4 cards) of pictures, that are all shot from 1 videoclip from the Open Images database. The winner is the one with the most sets at the end when all sets are made.

Gameplay

1. go to web app
2. set up your profile: login with Facebook to retrieve picture and name *or* login with chosen username and create your own avatar (by taking a picture or choosing existing) *or* log in anonymously (you don't get into high score)
3. when done, computer assigns you to a table - there are 5 players per table and a max of 6 tables
4. wait for the round to start

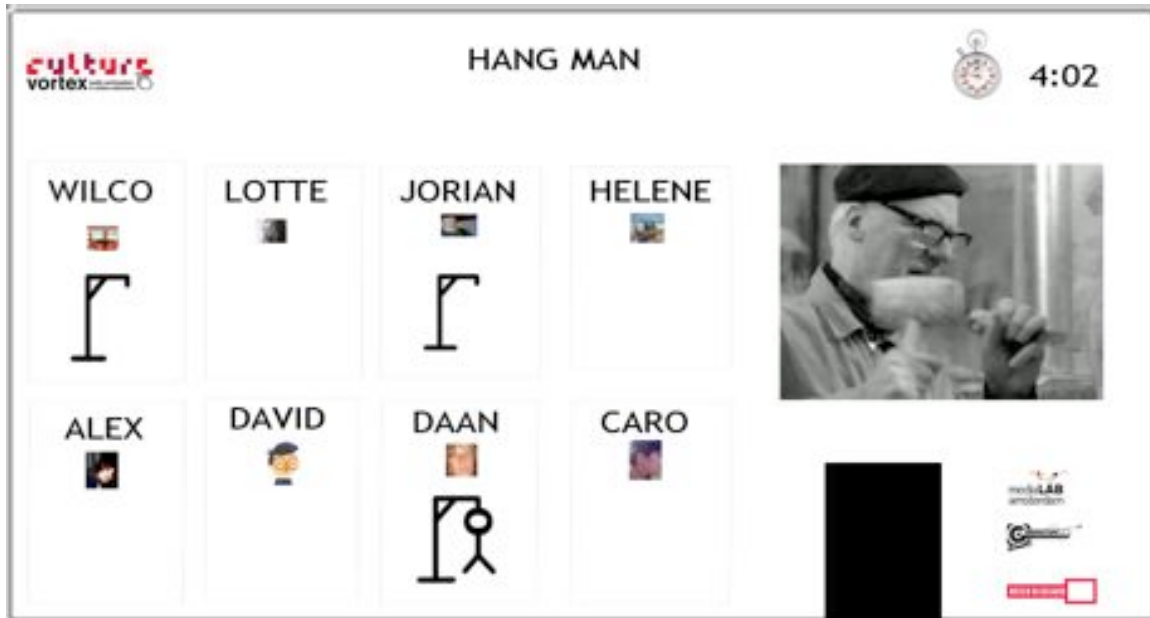
5. locate where you are on the screen, this should be shown in a simplified way on your mobile
6. countdown starts
7. start playing when countdown ends
8. player gets 4 random cards from the system. Their names (themes) and number (1-4) give information the player needs
9. player chooses which card to dismiss and clicks on it
10. every 5 seconds the system passes through the cards people chose to dismiss to the next person on the table
11. when a player has 4 of the same theme, he's the table winner and the game ends - only for that specific table. The rest plays on
12. the system automatically reshuffles cards and hands them out again
13. the 4 winning cards combine on the screen and form the clip they are shot from
14. when max amount of players is reached, your mobile shows a waiting screen and the system will automatically assign you to a table once there is room
15. on the right there is a high score

On screen	If a players wins you will see the clip on the screen, the players who are playing, A clock for the timing and the highscores.
On mobile	You see the cards that are in your hands and you can pick a card that you what to pass on. If there are foru of the same types of cards in your hands the system automatically will send it to the screen and you will get some cards from the deck.
Team/individual	This a individual game.
Players	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.
Earning 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.
Feedback between screen and mobile	You need to select a clip on the web app and send it to the system. the system than spread out the selected stills 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.
Prize	When a quartets is made the game finishes and the player with to most point wins the game and gets on the winner list of the day.
Remix	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
Content preparations	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	multiplayer controlgame, puzzle, strategic
Playtime	Every round of selecting will take 5-10 sec. For the whole game it depends of someone have four of the same cards at once.
Tech grade	8
Design grade	low

Pros	Cons
Multiplayer game	It has to be at least, 5 players on each table
Using stills of open images	Difficult to make the game
The audience can watch the video clips of open images	Watching too much on the mobile screen

1.4 Hang-man



Guess a word and find a clue in the movie. 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 on the progress of each players, all the hang men will be broadcasted on the screen.

Gameplay

1. Go to the web app
2. Login with Facebook or create a user name and take a picture
3. Wait for the next round
4. Start playing

5. Watch the video of Open Images, displayed on the screen, to get clues about the word
6. Find the word by trying to guess letters
7. First, the mosaic made by images from the database appears, and the picture and name of the players (between 2 and 20).
8. The first movie appears and it will run 15 seconds, it will be in relation with the word. Everybody will focus on the screen and on the movie cause they want to have a clue.
9. When the movie disappears , the timing can start! We put a timing because if the game ended by a tie, then the quickest on win! Also because the game can't be too long. So the players will have 5 minutes to guess a word.
10. Each players are playing on their own, on the mobile thanks to the application. On the screen the mosaic will still be broadcasted and also the evolution of each persons thanks to the hang man.
11. So the audience can follow the evolution of the players, who is going to win or loose... and they can enjoy the mosaic.
12. The players are trying to guess the word, they don't need to wait their turn, it is not a successively game. The quickest one win that it the main rule of this game!
13. The complete name appears on the screen! Then its mean that one of the player find out the name...he is the winner. This part will take 7 seconds.
14. The winner's picture will be broadcasted on the screen.
15. The other game can start...with news players and new word.


On screen	The screen will be divided. We will see a mosaic braodcasting images from Open Images and on the other part, we will see the name of each players with their picture and the hang man to know the progress of each person!
On mobile	They will use the mobile to write down the letter they are thinking of on the row dashes.
Team/individual	This a individual game.
Players	2 - 30.
Earning points	You don't get points, you have to be the quickest one to guess the word!
Feedback between 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!
Prize	The picture of the winner will be broadcasted on the screen, at the end of the game.
Remix	In the mosaic while the audience is guessing a word and at the beginning of each game, we will broadcast a movie that belong to the word, to have a clue!
Content preparations	Preparing the themes to choose the movie from Open Images that we will broadcast on the screen. A possibility would be to have artists remix videos

	beforehand around specific words, so the videos will be less 'dull' and more flashy to look at.
Game type	Guessing game
Playtime	It depend if a player guess quickly an answer... But we have to set up a timing so they will be more "stress full" also, the game can be too long otherwise it can be boring for the audience.
Tech grade	5
Design grade	6

Pros	Cons
Easy, understandable for everyone	Might be a chance of being too easy - not stimulating people to participate
Old game (people like to replay old games)	
Multiplayer competition stimulates participation - watching others hang themselves, the time limit	
Many possibilities of using the format in a new way, e.g. Beerman, Bongman, Bangman	
Open Images videos are being used and could be remixed beforehand	

1.5 Word seeker


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	A	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



This game is an interactive remix of the famous puzzle game and allows players to clear puzzles in a multiplayer setting. Find the words that are hidden within the grid and look at the screen where a video is being showed, for clues.

Gameplay

1. go to web app
2. set up your profile: login with Facebook to retrieve picture and name *or* login with chosen username and create your own avatar (by taking a picture or choosing existing) *or* log in anonymously (you don't get into high score)
3. when done, wait for the round to start
4. start playing
5. on the left of the screen the video plays for tips about the words
6. when the player locates a word, it has to type it in and click on the first and last letter in a grid on the mobile - this way 'guessing' will be eliminated and we can make sure players actually see the word

7. locating a word gives the player points
8. every player has his/her own colour, so on the screen can be seen who has located the most words
9. the high score on the right side of the screen shows top players
10. when 2 players locate a word, the fastest one gets the points and will be shown in the grid on the screen
11. every round will take x time. After that time it ends, even if words are still left to discover - this to keep the pace of the game going
12. when a round ends players will see a 're-join' button on their mobile to enter the game

On screen	There is on the left a movie with information and tips about the words that should be looked for. On the center there will be this big puzzle where you need to find words with everybody in the crowd.
On mobile	You can enter words you find on the mobile and send the word so it will be striped on the big screen.
Team/individual	Individual you can score points but the whole crowd will search for words
Players	This can either be one or even 20 persons i can imagine that it will be faster if 20 persons look for words.
Earning points	Each word which you found will score you points if you find multiple words you score some bonus points.
Feedback between screen and mobile	If you send a correct word you can see on the screen that it will be striped.
Prize	By scoring much points you can be on the top position of the Highscore list and broadcast your name on the event
Remix	The video's on the left should be remixed so they contain tips for words that need to be found.
Content preparations	The video should be connected to the puzzle so the tips are clear and the audience is more likely to answer the correct words.
Game type	Puzzle/Word finder
Playtime	Rounds can be up to 10 min
Tech grade	2
Design grade	4

Pros	Cons
Easy, understandable for everyone	
Interaction with the screen	
Using the videos for words to play	

2.1 FORMATS

Hangman	What's missing	Stratego	Wordseeker	Donkey
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The following chapter describes different possibilities to embed the games above into a unified experience, a format.

FORMAT 1. ONE GAME ONLY

In this format we take one of the games and focus on that one game only. A strong, uniform concept should be at the heart of it. The advantages of this would be that the entire experience is solid, simple and coherent. Players have no choice between games, they only get to play one. This means the screen and the project will get associated with one gameplay experience. Below the format is worked out around the game Hangman.

Game sequence possibilities:

HANGMAN: the game could be used in a conceptually different way. We could adjust it anyway we like. Think of 'Beerman', 'Bongman,' 'Bangman'. Taking the principles of this old school game and putting it in a new and visually attractive jacket.

Timespan possibilities:

- Rounds could consist of 5 games in a row. Inbetween rounds videos will be shown, festival information and the high score.
- The games that are played in one round will all surround 1 particular video. So every new round a new video will be shown and 5 games will be played around it. The video keeps playing on the big screen to entertain non playing public and to give hints to players.
-

Scoring / winning possibilities:

- A sophisticated pointing system will provide a high score.
- Example of pointing system: 0 – nothing guess, 1 – 1 letter guess, 10 – word guessed. Points could be taken away from the player the more limbs they hang (or: the more wrong guesses they have made).
- Every round has a winner. A reward system will count how many rounds a player won. Ranks can be earned when a player wins more rounds. The general high score will take this into account and at the end of the day there will be one final winner with the highest score.

PROS	CONS
Simplicity	Might be too much for us to create such a strong concept that will linger

Conceptually strong	Our games might not be strong enough to carry the entire format
Screen will be associated with one concept (and game)	If public doesn't like the game there is no back up game – only 1
The chosen game can be further 'deepened' out and receive more visual attention than 5 games	
No choices for the player between games will make it much easier and understandable to participate	

FORMAT 2. MULTIPLE GAMES, CONNECTED

In this format, all the mini games that you can see above, will be related to each other. By playing each game, the players will earn points. One round is composed by the 5 games. The aim is to earn points as much as possible. So even if a player is not good at Hangman or What's missing, he can still win the whole game by earning more points to Donkey or Wordseeker. There is an overall high score that is why nobody can join.

First game: Hangman

Maximum, 20 people can play the game.

Score: it will be one word to guess. To determinate who is the winner it will be a classification. The winner is the one who guess the word the fastest then it will be a second one and a third one. After 3 players have guess the word, the game is over and the second game can starts.

Second game: What's missing

Maximum, 20 people can play the game.

Score: The player has to answer 6-7 questions about the video they just have seen. There are clues in this videos, then they have to answer the question, guessing what is missing. The winner is the one who have as many as possible right answers. IF players equal amount of right answers, then the time will define who is the winner, the second and the third one.

Third game: Word seeker

Maximum, 20 people can play the game.

Score: The players will have to find out words in the grid within 5 minutes. To win, you have to find as much as possible words and to be the quickest one.

Fourth game: Donkey

Maximum, 20 people can play the game.

Score: The players will have 4 images on their mobile. The aim is to have 4 of the same images coming from the same theme. Two solutions:

- If there are only one table of 5 players then the aim is to be THE WINNER, there is no classification.

- If there are 5 tables, then we will have 5 winners, so we have to determine who will be the winner of the whole game Donkey. Then the time will determine this.

The first round is over. Now we have to determine who is the winner. So we will check the classification of each game and calculate the points so we know who is the winner.

- First place: 20 points
- Second place: 10 points
- Third place: 5 points

PROS	CONS
More competitive	Too long (around 5 minutes per game)
	Not choices: they have to play all the games
	At least 4 people have to play
	People have to stay till the end of all games
	People can't join if the round is already started
	If people quit in the middle of a round, this will affect the experience of others in a negative way

FORMAT 3. 1 VS 100 (elimination)

This format is based on the idea of having multiple games connected and using an elimination based system to determine the winner. It's based on 1 vs. 100. People join the battle by logging in. All games will be played. Players have to play through the entire round, consisting of 3-5 games, to determine the winner. Aim is to stay alive and not get eliminated. By showing Facebook avatars on the screen, the public can see who's still in the race and who has fallen in the battle. The unifying idea is that of a battle or race in which you need to try to stay alive as long as possible. No point system, but elimination (more like GAME OVER). All different mini-games are the 1, unified vehicle to win the overall game. Survive the games to stay in the race.

To stay in the game, per game possibilities:

- HANGMAN continue: guess the word.
 elimination: don't guess the word in time, hang yourself.
- WORDSEEKER continue: guess at least 1 word.
 elimination: don't guess any word before time runs out.
- DONKEY continue: win a set.
 elimination: don't win a set.
- WHAT'S MISSING continue: get at least 1 answer right.
 elimination: don't get any answer right.
- STRATEGO continue: win at least 1 battle.

elimination: lose a battle or don't win a battle at all.

The player that stays in the game, throughout the rounds, the longest - wins.

Game sequence possibilities:

- The chosen games (3-5) will start in a selected order and form together 1 round.
- The chosen games (3-5) will start randomly and form together 1 round.
- 1 battle consists of 3-5 games, but it doesn't matter which games. So the system randomly picks a game, and it could be that the same game gets picked twice within 1 battle.

Timespan possibilities:

- The battle goes on until there is a winner, so there will be no general timespan, only specific ones to determine the winner of the individual games. This means that if, after 5 games, there are still people alive, the games continue on.
- The battle ends after 5 games. The timespan per game differs, according to the game itself. Once 5 games have been played and there are still players left, the winner will be the one who did best in the last game.
- The battle ends after 5 games. The timespan per game differs, according to the game itself. Once 5 games have been played and there are still players left, the winner will be chosen through a decisive game of stratego.

Scoring / winning possibilities:

- Scoring is not the aim, but staying alive is. To do so you have to 'score' in the individual games, by actively participating and not losing.
- Winner is the one that stands the longest. Depends on the timespan chosen, see above.

PROS	CONS
Highly competitive	Might be too long
Elimination pays off right away – ‘winners’ are seen on the screen throughout the entire round	Impopular games can destroy the experience
Exciting to see on the screen who has already fallen in the battle	At least 4 people have to play
	People have to play all games, even if they dislike them, in order to win
	People can’t join if the round has already started
	If people quit in the middle of a round, this will affect the experience of others in a negative way

FORMAT 4. ARCADE HALL (scoring points)

In this format players have the possibility to choose which game they want to play. There are 3-5 games to choose from. It is based on the idea of multiple but individual games. Scoring points is the way to win. The concept of the screen is an old school arcade hall with different, individual games. Aim is to gain points to get as high as possible in the overall high score or the individual high scores of the specific games. People are not pressured to play games they don’t like, they can either sit a game out or actively vote to play their favourite game. The unifying idea is that of an arcade hall, where whenever you come back to the machine with your favourite game, you can check whether you’re still in the high score list.

Game sequence possibilities:

- Every round consists of all games, surrounding 1 particular video that keeps playing on the screen to show hints.
- We loop the games for an hour. Meaning: 1 hour of hangman, after that an hour of wordseeker.
- After a game people play an ‘inbetween’ game, based on stratego, to ‘vote’ which game is going to be next.
- After a game people can vote which game they want next by moving their avatar on the screen to one of the corners. The corners stand for the different games. The corner where the biggest avatar bulb gathers will win and the corresponding game will start.
- During the game players have the choice to participate or ‘sit out’ the specific game, if it’s not the game of their choice.
- Games are started randomly, regardless of the public’s preference.

Timespan possibilities:

- The time rounds take will differ per specific game
- When looped for an hour, after 2 rounds of gameplay there can be festival info / video on the screen

Scoring / winning possibilities:

- Every game has it's own scoring system and high score list. So inbetween games the screen shows different high score lists of the different games.
- Scoring systems of each game are based on the same scale and are combined in an overall high score list. Inbetween games the screen shows this overall high score. The screen can also show specific high score lists for specific games.
- The individual games have winners at the end of the day.
- At the end of the day there is 1 winner of all.

PROS	CONS
Players have the choice of the game they want to play	Might not work as a strong, solid concept (too many elements not integrated)
By not 'connecting' the games people can play specifically the game of their choice	
High scores per specific game will create high competition between fans of that game	
Matches timespan of festival public – they can enjoy the experience in a short time but can also stay for longer	
If game sequence will be 1 hour per game, players can come back later to get a new experience	