GAME OF GDANSK

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Commented by: Magdalena Zakrzewska – Duda, Project Coordinator,
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Our Goals in Game Design

- To create a digital game based on Old Suburb neighbourhood, its space and people

- To incorporate Minecraft model of the district

- To include young people as game creators

- To provide a universal format

Game's Format: Gamebook

- Unlocking creative powers in many ways

- Nonlinear interactive narrative

- Playing the book vs reading the book (player's agency)

- Game designed as the website

- Creative use of Minecraft

- Playful educational content

a fragment of a story | player's decision

a fragment of a story | player's decision

a fragment of a story | player's decision

a fragment of a story | player's decision

a fragment of a story | player's decision

a fragment of a story | game over

a fragment of a story | player's decision

U^C

Our Gamebook's Objectives

- Guidebook for DIY game with resources

- Created by students of Gdansk schools

- Plot based on the stories of Old Suburb's local community

- Actual locations and events but not literal description of them

- Tasks encouraging to learn more about this neighbourhood

„Game of Gdansk"

The Map of the Old Suburb (Stare Przedmieście)

Educational Objectives

- Raising interest in Old Suburb area through its spatial and social history

- Creating structures and visualisations in the world of Minecraft

- Learning basics of website development

- Developing non-linear narration of stories/urban games

- Using the Twine tool to frame the plot digitally

IT Tools Database

Tutorials and training materials on:

- Twine – a tool for telling interactive, nonlinear stories, including adding variables, conditional logic, images, videos

- Creating structures and visualisations in the world of Minecraft

Narrative Resources

- Rules of constructing a plot, a step by step tutorial which includes essentials of a good story

- Designing leading theme, characters, game's action time and space

- Developing non-linear plot construction including choices

- Defining alternative endings

- Knowledge Base about history, urban space, and people of Old Suburb (with help of the Society of Storytellers of the Lower Town)

GAME OF GDANSK

Q Search

The National Museum

The Polish Gymnasium

The White Tower

The Wiebe Barracks

Embankment Square

The Small Armoury

The city pawnshop

The Lowland Gate

The Zręb Tower

Unimor

The Southern Railway Station

The Majchrowski Bakery

Primary School no. 67

Primary School no. 7

St Peter and Paul Church

The grocery shop

★ Spare time

★ Post-war press anncmnts

★ Bibliography

The Stone Lock

The Stone Lock (Kamienna Śluza), earthen fortifications known as Lunettes, the islets (Pig's Heads) and four Maidens – the stone turrets

- The Stone Lock is positioned at the intersection of the Motława Arm and the Motława River. The Motława Arm and the Old Motława are characteristic water courses in the area of the Old Suburb.

- The Stone Lock used to be a strategic element of the urban fortifications.

- It was constructed in the 17th century.

- The designers were Dutch engineers: Adrian Olbrants and Wilhelm Jansen Benning.

- The Stone Lock used to be a defensive structure. If necessary, the lock made it possible to flood the eastern and southern city outskirts.

- Apart from its defensive function, the Stone Lock also made it possible to regulate the water levels in the moats and to control the water supply to the auxiliary mill.

- Two islets referred to as the Pig's Heads also performed a defensive role as the points of

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Workshops: main objectives

- Two parts: Narrative and Programming

- Narrative (expert: Karolina Cisło)
  - Story inspired by true events, memories, history, architecture of Old Suburb
  - Plot corresponds with the real world but not literally describes it
  - "Imaginative improvisation on stories and places"

- Programming (expert: Tomasz Fedak)
  - Implementing the plot conceived by the students into Twine
  - Illustrating with sets generated in Minecraft
  - Creating actual digital game

Workshops

June 2020, online

- 1st group: students of primary school, age: 12-13
- 2nd group: scouts, age: 12-17

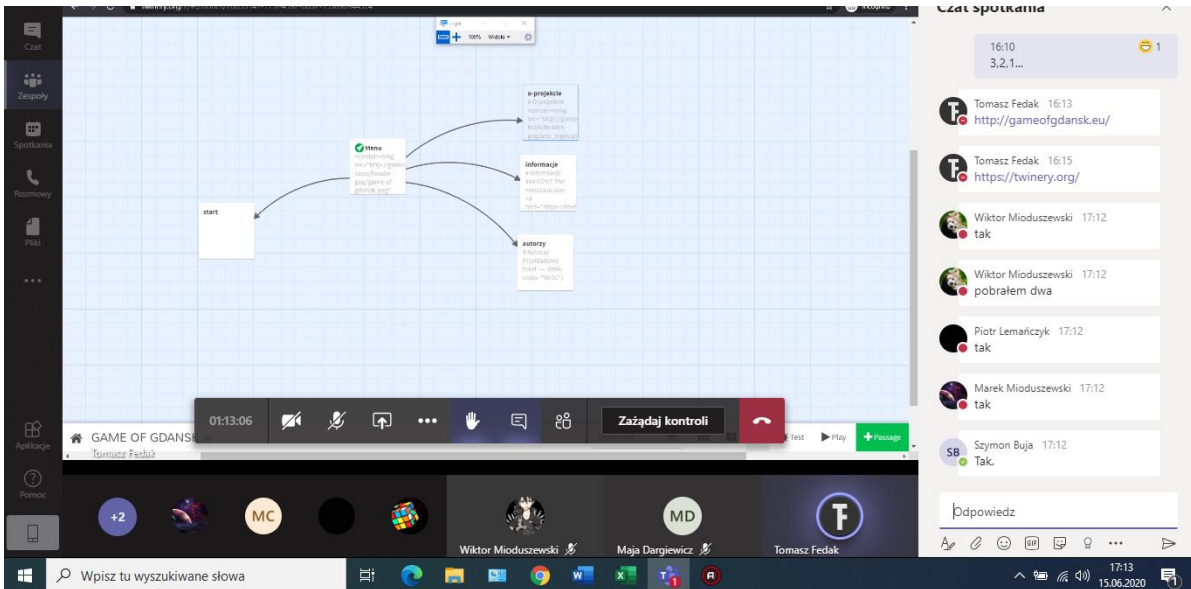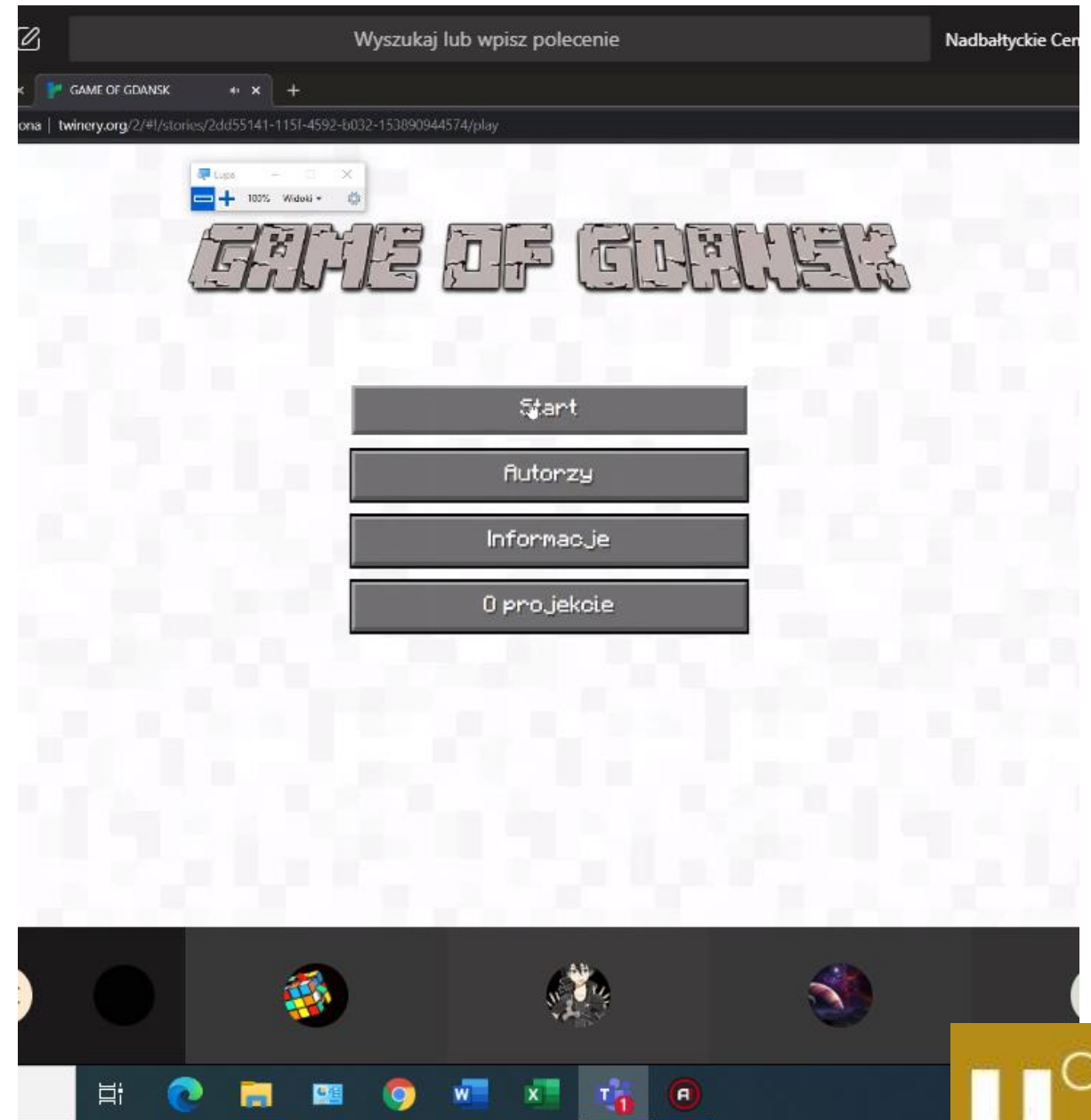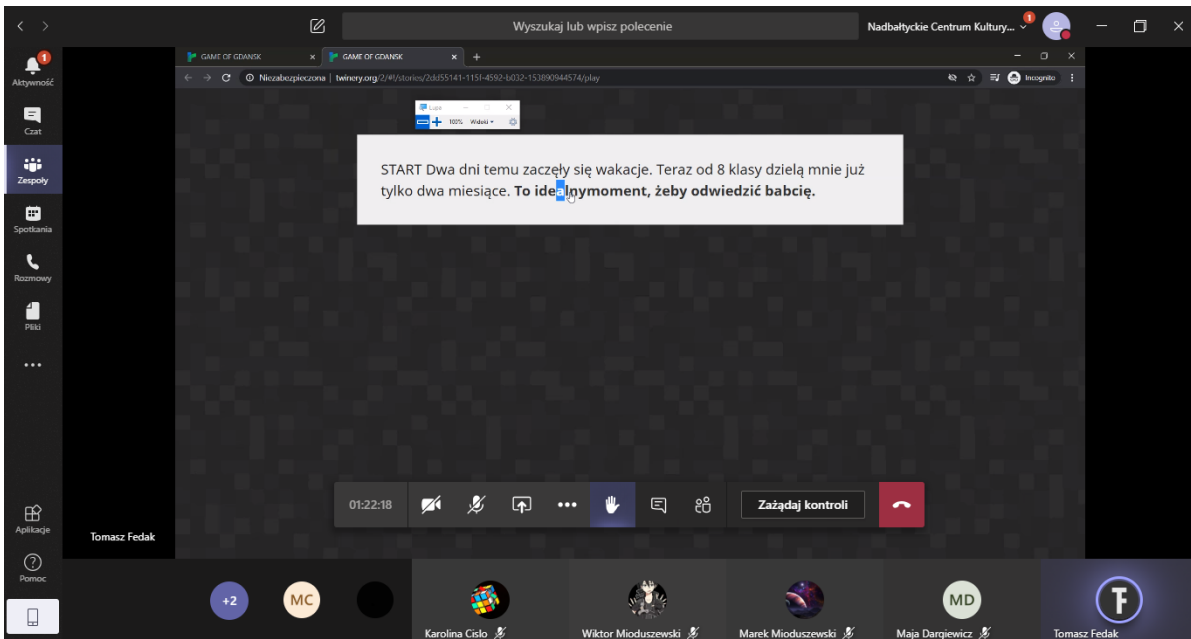October/November 2020, blended

- Face-to-face

- 3rd group: high school students, age: 15
  - Study visit
  - Workshops at school and in BSCC – narrative part

- Online

- 4th group: students of primary school, age: 13-14
  - Programming part

Dalsza część historii

"Kiedy byłam młoda, trochę starsza od ciebie, to już było po wojnie, na Placu Wałowym czekałam na sprzedawcę pianina, zauważyłam podejrzanego mężczyznę.
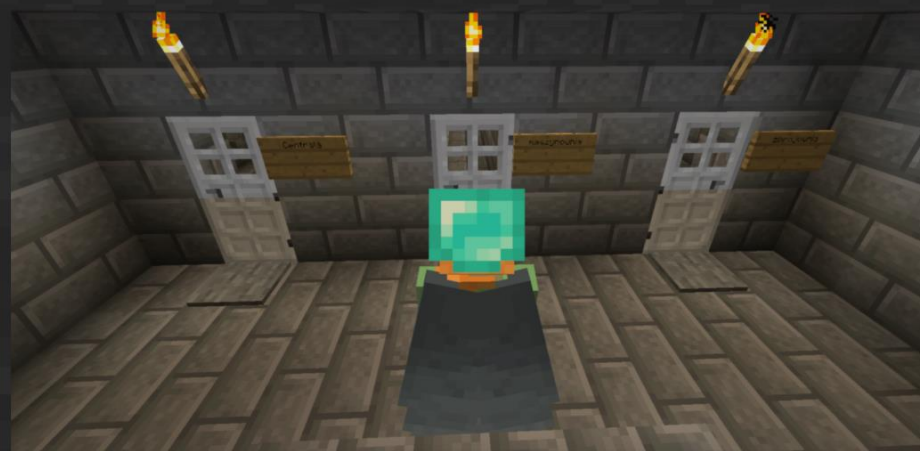
It happened when I was young, a bit older than you, it was already after the war.
While I was waiting for a piano seller in Walowy Square , I noticed a suspicious man.

Przed tobą są 3 korytarze
centrala
zbrojownia
maszynownia

In front of you there are 3 corridors:
To the headquarters,
To the armoury,
To the engine room.

Conclusions

Positive feedback

- Participants happy and satisfied they could learn more/new facts about history, urban space, and people of Old Suburb but also "I have learnt new things about my city"
- New experience
- Developing the game unlocks imagination, builds creative skills like problem-solving and idea generation
- Practicing effective brainstorming, encouraging new ways of thinking without judgement or criticism
- Team work on complex issues

Elements to improve

- Time: workshops require more effort and focus than we considered

- Teamwork: Exercises illustrating and explaining teamowrk and prototyping would be helpful

- Demonstration game: could help students understand rules of constructing a plot and possibilities of Twine

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https://gameofgdansk.eu/

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W ramach projektu | Within the project: **UrbCulturalPlanning**

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