



Collaboratory for Interactive Learning Research (C.I.L.R.)

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WHAT GAMES DO YOU PLAY?

For many years, we used to play games like this...



Children Playing Games

Painted in 1560, Pieter Bruegel's painting is like an "encyclopedia of children's games" — it shows 250 children engaging in some kind of games. Over 80 are still being played today and have been identified, while others not known to the 20th century have yet to be recognized.

I remember playing games like this one...



“跳飞机” (Hopscotch)



Then came computers, multimedia computers, desktops, laptop, mobile PC, ...



Digital Technology... Digital Games

West of House **0/0**

ZORK I: The Great Underground Empire
Infocom interactive fiction - a fantasy
story
Copyright (c) 1981, 1982, 1983, 1984,
1985, 1986 Infocom, Inc.
All rights reserved.
ZORK is a registered trademark of
Infocom, Inc.
Release 52 / Serial number 871125 /
Interpreter 8 Version J

West of House
You are standing in an open field west
of a white house, with a boarded front
door.
There is a small mailbox here.
>_

Zork I (1981)

A standalone text-based game...

Eventually led to Multi-User Dungeon (M.U.D.)

In the early days...



Neverwinter Nights (1991)

Early graphic games...

After a few years...



Neverwinter Nights (2002)

- By BIONWARE (<http://nwn.bioware.com>)

And a few more years...



Neverwinter Nights 2 (2006)

- by Obsidian Entertainment (<http://www.nwn2.com>)

Multi-User Dungeons

- MUDs are interactive online user environments
- Mostly text-based (a few have graphical environment)
- Most MUDs are Role-Playing Games (RPG): e.g. Lord of the Ring, Star Wars, fantasy worlds, etc.
- Player assumes the role of a character in the game and interacts with other characters along a storyline that differs depending on the MUD. Some MUDs had been used for educational, social, and other purposes.
- Examples of MUDs:
 - MUCK: Multi-User Chat Kingdom » SecondLife
 - MUSH: Multi-User Shared Hallucination
 - MUSE: Multi-User Simulated Environment
 - MOO: MUD, Object Oriented



THE MUD CONNECTOR

www.mudconnector.com

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[LISTINGS](#)

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[Member Login](#)

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Mudlist Search:
1119 Mud Listings

Last Updated: October 23, 2009

Random Mud Pick: Holy Mission - Remains from the Past
Affiliate: Zmud - the most advanced MUD client for PC/Windows.

Review Search:
1157 player reviews

Latest Member Discussions

[10/23] heroic level? by Sidonie (general)

[10/22] cygwin connection troubles by Delic (admin)

[10/22] OtherSpace: Sanctuary Remem... by GavalinB (promo)

[10/22] Shot in the Dark mud lookin... by DnvnQuinn (staff)

[10/22] MUD wholists - how to? by cratylus (web_admin)

(* for more mud forums check [Top Mud Sites](#))

[10/21] Go Medieval! by TimesMUD (promo)

[10/21] Seeking Coder for Unique World by conejita (staff)

[10/21] Play Hooky Day on Threshold... by Threshold (promo)

[10/21] Trick or Treat on TNN! by Keriwena (promo)

[10/20] Visions of Conflict is seek... by VoC (staff)

Muds: New Listings:

Stained Death [October 18, 2009]

Star Wars: Galactic Horizon [October 15, 2009]

Neverwinter Nights (Cotton City) [October 12, 2009]

Immortal Wars [October 9, 2009]

Empire City [October 9, 2009]

Legends of Talraen [October 7, 2009]

Safekeep [October 5, 2009]

Final Fantasy Afterworlds [September 24, 2009]

Static Chaos [September 23, 2009]

Dragons Domain IV [September 18, 2009]

Muds: New Player Reviews:

Dragon's Exodus [October 16, 2009]

Realm of Shadows [October 16, 2009]

Star Wars: Knights of Darkness [October 16, 2009]

Godwars Dystopia Mudders Delight [October 16, 2009]

Fate of Kingdoms [October 16, 2009]

Static Chaos [October 16, 2009]

Cleft of Dimensions [October 16, 2009]

DragonBall: Infinity [October 05, 2009]

Duris: Land of BloodLust [October 05, 2009]

The Original Emperia [October 05, 2009]

The MUD Connector

<http://www.mudconnect.com/>

Most (older) MUDs require Telnet to play...

IRON REALMS

- Four, “free,” Flash-based MUDs offered by Iron Realms Entertainment
- Text-based MUDs (with color!)
- <http://www.ironrealms.com>

CHOOSE YOUR SERVER BELOW

Server Name	Description	Players Online
Achaea	An extraordinary, original world of high fantasy, epic conflict and exciting gameplay.	170
AETOLIA THE MIDNIGHT AGE	Gothic fantasy set in a realm of sepulchral intrigues and wanton artifice.	74
IMPERIAN	An eternal war rages under a shattered sky as three opposing factions struggle for survival.	70
LUSTERIA AGE OF DARKNESS	Across the manifold cosmos, mortals vie for ascendance in a realm corrupted by an ancient evil.	75

Achaea

VOTE

- Games
- Map
- Editor
- Settings
- About
- Help

Health

Mana

Endurance

Willpower

1
The Logosian Paradise (PARADISE).
A comforting feeling of privacy pervades the area. This incredible valley is one of the most wonderous places you have ever witnessed. Steep hills, wooded on one side, rise up on either side of you, and behind you, while a series of waterfalls pours water into a river that divides and rejoins as it flows across the smooth rock that forms its bed. A variety of small, furry, and cute animals roam freely, and beautiful birds of prey rest nearby, apparently content to ignore the potential prey. Further downstream, the stream crosses the final waterfall, and plunges over the edge of a thirty foot cliff, to parts unknown. You think of the crowded, bustling city, and smile happily as you stretch out on a convenient patch of sun-drenched grass. A bunny is here, foaming at the mouth.

Exits from this room are:
10737h, 10737n, 56835w, 56835w ex((((--2-)))
kick bunny
You leap into the air and launch a flying kick at a rabid bunny.
You connect!
You have scored a WORLD-SHATTERING CRITICAL hit!!!
You have slain a rabid bunny, retrieving the corpse.
10737h, 10737n, 56835w, 56835w ex((((--2-)))
say That was a lame bunny.
You say, "That was a lame bunny."
10737h, 10737n, 56835w, 56835w ex((((--2-)))

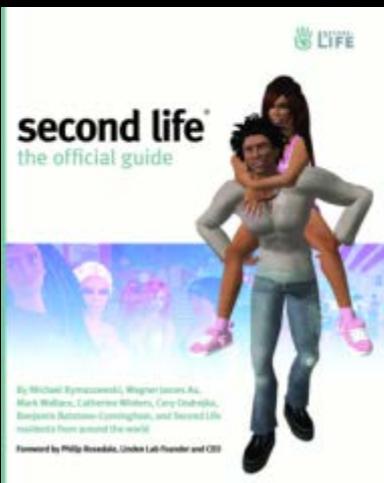
XP

say That was a lame bunny.

What Can You Learn With MUD?

Massive(ly) Multi-player Online Games

- MMORPG: Massive(ly) Multi-player Role Playing Game
- MMOG (general name) encompassing RTS, FPS, etc.
- What about SecondLife?



Second Life (SL)

- Many colleges are considering SL for educational use, some have even added SL to their programs.
- Companies like IBM, Microsoft, Xerox are creating virtual buildings in SL and holding virtual meetings
- Entire cities exist in SL (e.g. Prague)
- Universities who want to use SL must purchase private islands in SL to build on. This additional cost can pose a problem for university.
- SL is a learning tool and is still being researched by higher education and business sectors
- Use “SLURLs” to access the location (SL-URL)

What Can You Learn in SL?

Pro:

- Educators (particularly Higher Ed.) are increasingly interested in SecondLife

- Good for exploratory teaching method, research
- Innovative and experimental teaching sites (SLURL)
- ISTE and AECT both have a presence in SecondLife to provide education technology resources

- <http://secondlifegrid.net/slfe/education-use-virtual-world>

Cons:

- Not really created for education
 - Lots of distraction (flying, dancing people)
 - New Education/Teen SecondLife not as well populated as the original SL
 - Require high speed Internet
 - Steep learning curve, very time consuming
- Cautions:
 - Naked people wandering looking for cyber-sex
 - Not suitable/dangerous for minors

Second Life: Ready for Work
Spotlight on
Training

Second Life is the leader of virtual meeting, event, prototyping, and simulation solutions that catalyze innovation while reducing the cost and environmental impact.

Why Work In Second Life?

Work in SL

Conduct new hire orientation globally.

Get Started

Are you ready for work?

Join Now

Join us for a demo of Second Life.

Commercial Off-The-Shelf (COTS) Games



Education Approaches

From Easy to Hard:

- Re-purposing COTS Games
 - Think MUD
- Modding (COTS Game SDK/Editor)
 - Rezzing (Second Life specific)
- Making your own (COTS/Free Game Engine)
 - I/ITSEC: Serious Games Challenge & Showcase

Repurposing

- Very little changes to the game contents
- Straight from the shelves
- Teach – (Play) – Debrief
- E.g., Civilizations, War Games to teach geography, history
- Good: Easiest way, wait for a right game to be made
- Bad: No control of contents

Game as Tool

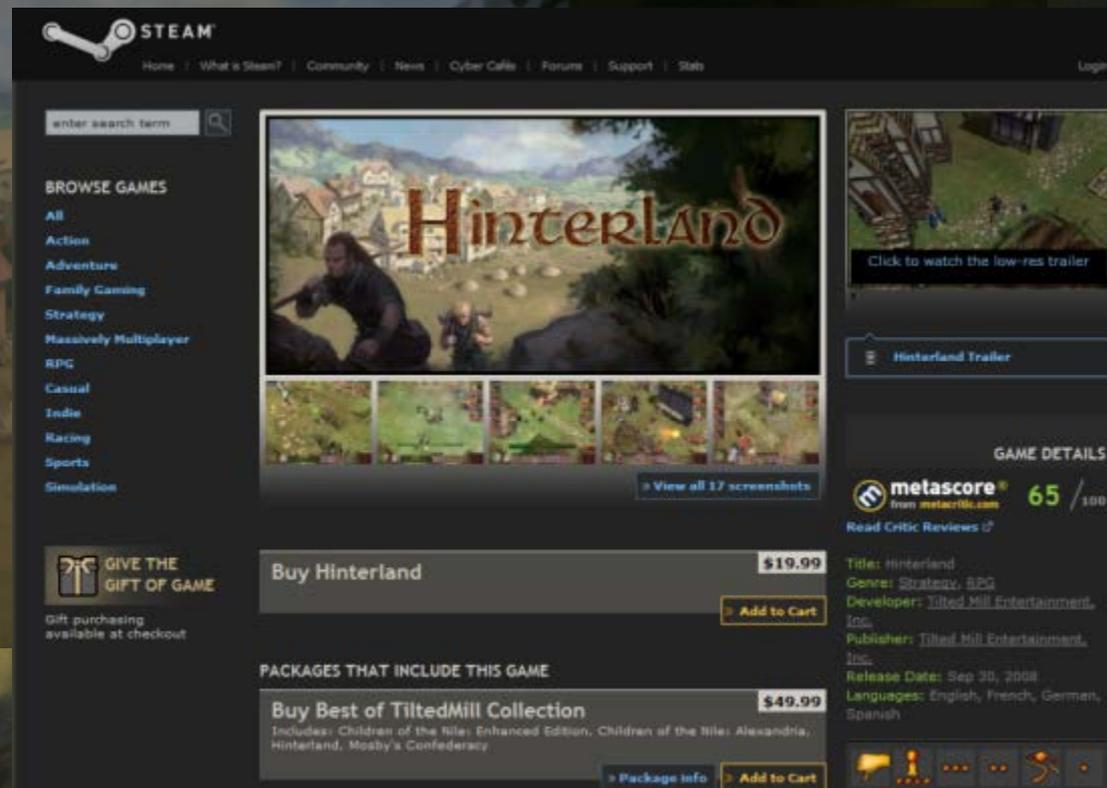
- Using images / screenshots from games to encourage writing (CWILL)
 - Obstacle: Internet connection
- Children/students making games as learning activities
 - problem: must teach programming to children
 - Alternative: GameMaker Pro (free before v 6)
- Parallel of game and real world (journalism)

Make Your Own Games

- Start from scratch
 - Flash-based
 - By hand
 - Commercial Game Engines (\$\$\$\$)
- Game Maker Pro (\$)
- Torque
- Free Engines (Standalone? Online?)
- Good: You Own It
- Bad: Time consuming, Labor intensive, High learning curve, Rarely 1 person job
- Lesser tools = Poor production quality! [example]

Hinterland

- Real COTS games – made with Torque Game Engine
- <http://www.tiltedmill.com>



The image shows a screenshot of the Steam store page for the game Hinterland. The page features a large header image of a medieval village with a character in the foreground. The Steam logo and navigation links are at the top. A search bar is present, followed by a 'BROWSE GAMES' section with various categories. The main game listing includes a 'Buy Hinterland' button for \$19.99, an 'Add to Cart' button, and a 'GIVE THE GIFT OF GAME' promotion. Below this, there is a 'PACKAGES THAT INCLUDE THIS GAME' section featuring the 'Buy Best of TiltedMill Collection' for \$49.99. On the right side, there is a 'GAME DETAILS' section with a Metacritic score of 65/100, a trailer link, and game information such as title, genre, developer, publisher, release date, and languages.

STEAM
Home | What's Steam? | Community | News | Cyber Cafe | Forums | Support | Stats | Login

enter search term

BROWSE GAMES
All
Action
Adventure
Family Gaming
Strategy
Massively Multiplayer
RPG
Casual
Indie
Racing
Sports
Simulation

GIVE THE GIFT OF GAME
Gift purchasing available at checkout

View all 17 screenshots

Buy Hinterland **\$19.99**
Add to Cart

PACKAGES THAT INCLUDE THIS GAME

Buy Best of TiltedMill Collection **\$49.99**
Includes: Children of the Nile: Enhanced Edition, Children of the Nile: Alexandria, Hinterland, Mosby's Confederacy
Package Info Add to Cart

Click to watch the low-res trailer

Hinterland Trailer

GAME DETAILS
metascore® **65** / 100
Read Critic Reviews

Title: Hinterland
Genre: Strategy, RPG
Developer: Tilted Mill Entertainment, Inc.
Publisher: Tilted Mill Entertainment, Inc.
Release Date: Sep 30, 2008
Languages: English, French, German, Spanish

TORQUE 3D

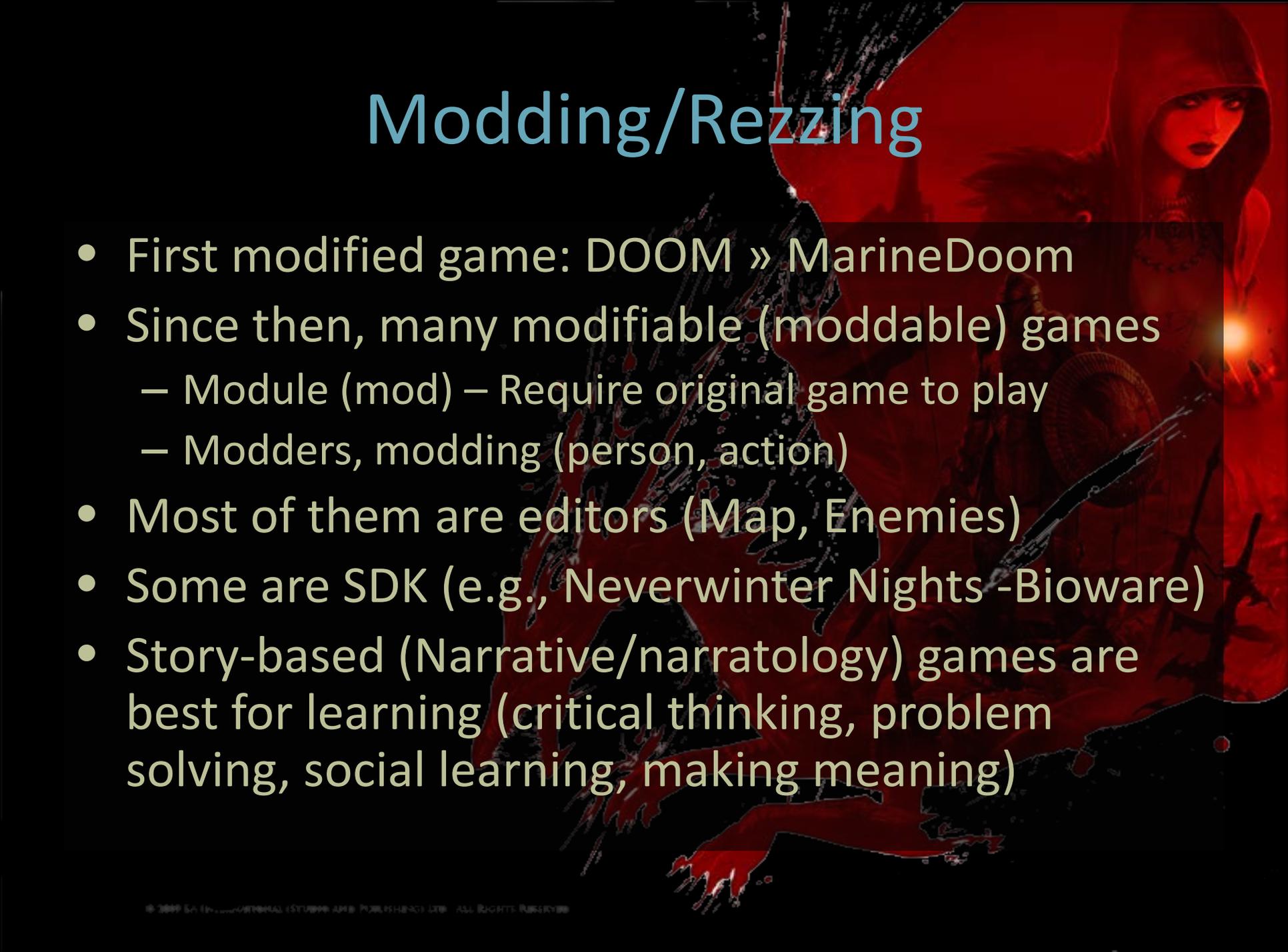
- Torque Game Engine: Proven standard (>25 successful commercial games)
- Used by game design and development programs in art & game design schools, technical colleges and universities
- Academic friendly policy & educators forum [[link](#)]
- Low pricing: Students can afford to purchase this engine
- **Important Features:**
 - Multiplatform
 - Full Source Code
 - Tools and Editors
 - Networking for Full Multiplayer

The background of the slide is a monochromatic red artwork from the game Dragon Age Origins. It depicts a large dragon in the foreground, a knight in armor with a shield and sword in the middle ground, and a woman in a hooded cloak holding a glowing orb in the background. The scene is set against a white background with splatters of red, suggesting blood or fire.

Dragon Age Origins - Bioware

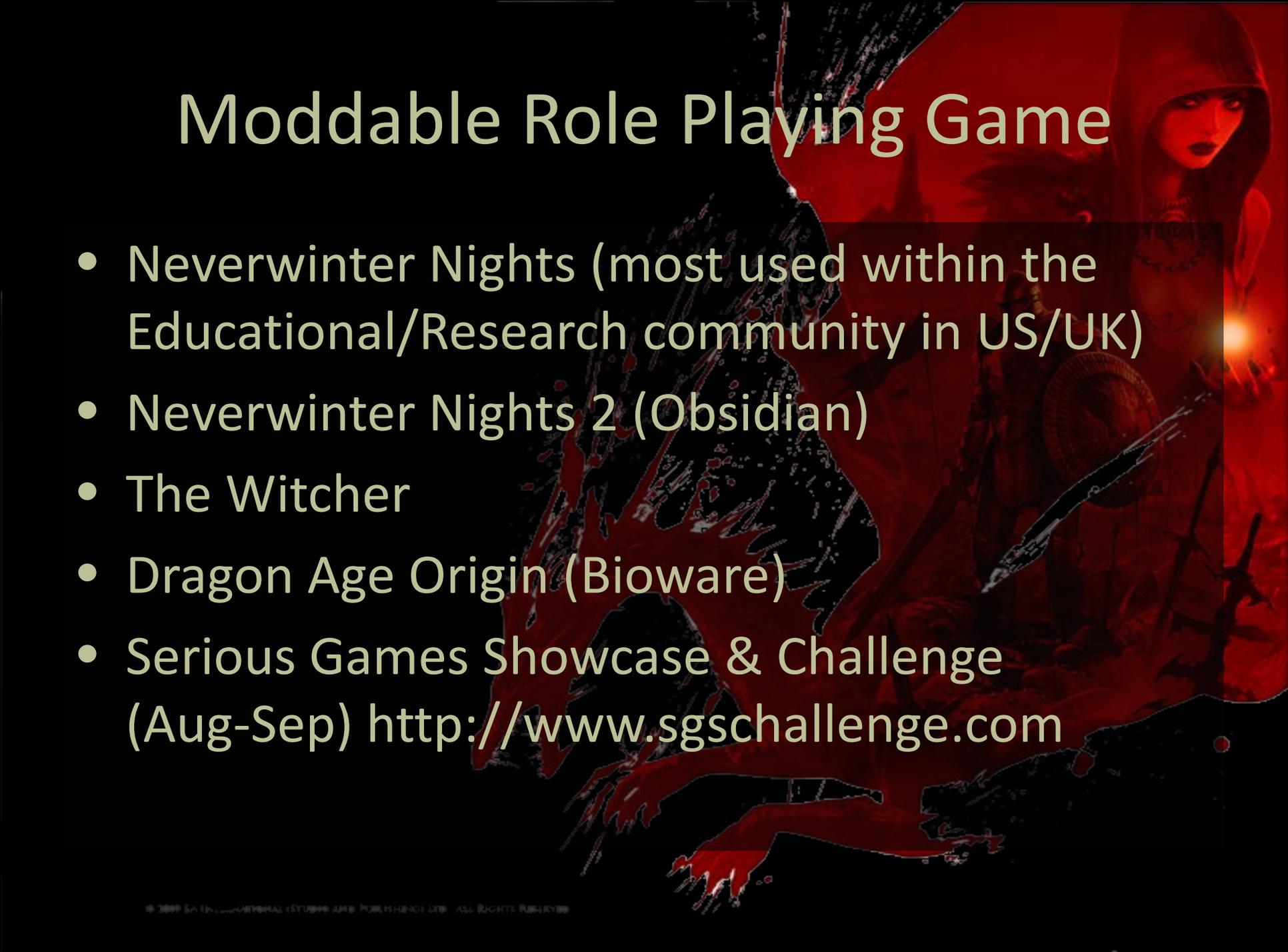
GAME MODDING

Modding/Rezzing



- First modified game: DOOM » MarineDoom
- Since then, many modifiable (moddable) games
 - Module (mod) – Require original game to play
 - Modders, modding (person, action)
- Most of them are editors (Map, Enemies)
- Some are SDK (e.g., Neverwinter Nights -Bioware)
- Story-based (Narrative/narratology) games are best for learning (critical thinking, problem solving, social learning, making meaning)

Moddable Role Playing Game



- Neverwinter Nights (most used within the Educational/Research community in US/UK)
- Neverwinter Nights 2 (Obsidian)
- The Witcher
- Dragon Age Origin (Bioware)
- Serious Games Showcase & Challenge (Aug-Sep) <http://www.sgschallenge.com>



Dragon Age Journey (Online)

Look familiar? [\[link\]](#)

Are we returning to the MUD days? Perhaps a MUD revolution?

Neverwinter Nights 2 Toolset (<http://idt.siu.edu/nwpedia>)

Q & A / DEMO SESSION