

# Gamification

## TEACHING PACKAGE



**ALT Zone is a mobile game equipped with artistic content, developed as a teaching tool for art education in primary schools. Teaching game art is inherently challenging; it heavily relies on personal experience and analysis, making shared experiences almost impossible to achieve. ALT Zone provides a common foundation for teaching game art.**





The teaching package is easy to implement; it includes a demo game that can be tested on a mobile or PC device, as well as guiding questions for thinking about game art. The game can also be analyzed solely through videos and images. Students have the opportunity to further develop the game for later download as ALT Zone 2.0, a mobile game, from the app store. The proceeds from ALT Zone 2.0 game will go towards supporting young people's dreams through a foundation established for that purpose.

## What is Game art?



**Game art is the artistic expression within games that transcends the boundaries of entertainment, inviting players deeper into the experience by offering unique aesthetic experiences and evoking emotions. It manifests in various ways, such as visually stunning graphics, immersive soundscapes, and intricate storytelling.**

**Game art tells stories and explores complex themes, enhancing players' experiences and eliciting deeper emotions. Additionally, it is interactive, allowing players to influence the story and create personal experiences. Game art can also serve as a powerful tool for social and political commentary, sparking discussion and challenging perspectives. Overall, game art is a multifaceted form of art that provides a unique opportunity for self-expression and experiencing the world in a new and exciting way for both artists and players.**

# Reflection on game art

Visual impact

Functional impact

Connections beyond the game



## Visual impact

- Theme/message conveyed through game characters.
- Roles represented by character classes; recognizability of representation.
- Graphic style of characters; what atmosphere and mood does it convey.
- Graphic symbolism in the user interface; recognizability of the message.
- What does the symbolism in the user interface tell us about our era now in 2024?
- Graphic style genre of the user interface; what does it convey about the nature and atmosphere of the game.
- What kind of symbolism do you find in the furniture of the soul home; what do you think the artist wanted to say with these objects?

## Functional impact

- The impact of different character classes on gameplay and strategy.
- Relationships between different character classes; how they complement each other.
- How various elements of the user interface encourage user interaction and participation.
- Connection between the functional nature and graphic symbolism of icons; is it justified? (Could it be further developed?)
- If battle were a representation of life, what would it tell?
- Audiovisual storytelling of battle and looting; what message does it convey and what kind of atmosphere does it create?
- How does the game reflect the consequences of actions and the responsibility of acting as a member of the community?
- Building identity through profile information and avatar customization. What about when one cannot become visible (chat)?
- How do a player's choices affect the development and reputation of their character in the clan?
- What ways does a player have to make their voice heard? How can a player's own ideology become visible?
- What is the significance of considering accessibility from a values perspective?

## ***Connections beyond the game***

- Cultural stereotypes and gender norms reflected/challenged in characters.
- Cultural norms and societal perceptions reflected/challenged in the graphics of the user interface.
- Psychological or social reasons behind the popularity of different character classes.
- Social practices built around the core of the game (forms of collaboration, public discussions, etc.).
- How the voting mechanics implemented in the game reflect real-world democratic processes.
- What social skills does the game develop as part of clan activities and community decision-making?
- How can game mechanics serve as tools to teach cooperation, negotiation, and the values of community?



## **ALT Zone - online mobile game**

**ALT Zone is a cooperative game designed for mobile devices, where each member of the alliance has their own important role. ALT Zone brings together diverse players around our common humanity, valuing each other for the strengths that each player possesses.**

## ALLIANCE OF DIVERSE PLAYERS

Players form a 30-member team, where each player type has its own important role; collectors, builders, competitors, designers, etc. The team resides on a planet that is decorated with winnings from the game, as well as furniture and other modifications purchased from the game store. Everything is shared. The chat supports the "it takes a village" principle, as players represent their alliance and country (depending on where they are discussing).



## CHARACTERS & THEIR DEVELOPMENT

The characters in the game are equipped with defense mechanisms familiar from real life. Each character belongs to one of seven defense classes: "numbness," "slippers," "rule slaves," "reflectors," "self-flagellators," "overthinkers," "symbiotic" (working titles). The inspiration for these character classes is drawn from Gestalt theory.

The character class determines half of the character's attributes, and the remaining 50% can be adjusted (buff/nerf) by the player themselves using diamonds collected from the game field.

## Game mechanics

### PING PONG MATCH (2 vs 2)

In the 2v2 online multiplayer game, teams volley the ball back and forth in a ping pong style. There are two game modes: collector matches, aimed at collectors, where a team of 2 players plays against a bot, and competitive matches, where teams compete against each other. The game is won by the team that gets the ball through the opposing team's back wall. Players can receive the ball with their bodies or with their shield, which twists more and more with each hit, making the control of the ball more difficult. The shield activates, as in life, when a teammate comes too close to the player. The winning team gets to make a raid on the opponent's (or bot's) planet.



### RAID

The winning team of the 2v2 game executes a timed raid on their opponent's warehouse. The loot obtained from the victory moves from the loser's planet to the winners.

## Youth Work & Game Art Education in Schools

We continuously develop the game in collaboration with PRG's youth.

To become a tester and developer, join our Discord server:

<https://discord.gg/ZXaeztUb>

Once the demo is ready (estimated in spring 2024), we will tour our country's primary schools and high schools with it. Demo testing will be conducted within the game art teaching package, which also provides schools with tools for exploring and analyzing games. Our aim is to integrate game art into the school curriculum, much like theater, film, literature, visual arts, and music are already addressed there.

**Explore the game and the schedule for collective testing by scanning the QR code and joining our Discord gaming community!**



# Literature on game art

Juho Kuorikoski, Pelitaiteen manifesti 2018  
ISBN: 9789524954839

Tuukka Hämäläinen ja Aleksandr Manzos, Pelien äärettömät maailmat:  
Elämän suuret kysymykset digitaalisissa peleissä 2020  
ISBN: 9789523456068

Jaakko Kemppainen, Pelisuunnittelijan peruskirja 2019  
ISBN: 9789527347096

Jaakko Kemppainen, Pelit tekevät hyvää 2024  
ISBN: 9789523812420





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