



## The Games

**WM 2042 World Cup Planer**

So, Herr Präsident, auf ans Werk! Wir haben viel zu tun, die zehn Jahre bis zur WM sind schneller vorbei, als Sie glauben. Womit sollen wir anfangen?

Das Wichtigste sind erstmal die Fußballstadien! Denn ohne Stadien keine WM, und ohne WM war die ganze Mühe umsonst.

Tolle Stadien haben wir, aber wir sollten das Geld der Fifa erst einmal nutzen, um unser Verkehrssystem auszubauen. Davon hat Tropicco auch nach der WM noch etwas.

Das ist unsere Chance, der Welt zu zeigen, dass Tropicco ein echtes Ferienparadies ist. Kümmern wir uns zuerst einmal um den Tourismus!

**Tasks**

- ☒ Erfolgreiche Bewerbung
- ☐ Errichte 10 WM-Stadien
- ☐ Urlaubsland Tropicco
- ☐ Aufschwung für Tropicco

**Stats**

Money

Economic gain

Reputation

**WM 2042 World Cup Planer**

Was Südafrika, Brasilien und Qatar können, können wir auch, Herr Präsident! Vom kleinen Jungen auf der Straße bis zu den Profis mit Millionenverträgen in den europäischen Ligen - Fußball ist auch in unserer Republik Volkssport Nummer eins. Es wird höchste Zeit, dass auch wir eine Weltmeisterschaft ausrichten. "Die Welt zu Gast im wunderschönen Tropicco", könnte es 2042 heißen. Finden Sie nicht auch?

Fantastische Idee! Unser Land kann die Milliarden, die uns die Demokratische Föderation des Nordens (DFN) oder die Sozialistische Süd-Genossenschaft (SSG) geben werden, gut gebrauchen. Und das Volk wird mich dafür lieben, ein solches Ereignis nach Tropicco gebracht zu haben!

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## World Cup Planner 2042

“World Cup Planner 2042” deals with the common myth, that countries profit greatly from hosting huge sports events like a soccer world cup or Olympic Games. The player as president of the fictional country Tropicco (inspired by the classic game of that name) will face a series of situations in a quiz-like game. He will have to make complex decisions and prioritize political, economic and touristic consequences. The outcome of the game will be judged by how much money he spent and how much of that spent money actually benefits the country in the long run. If the player fails to fulfill all tasks before the World Cup starts, the event can not take place - and Tropicco will be the laughing stock of the free (and not so free) world!

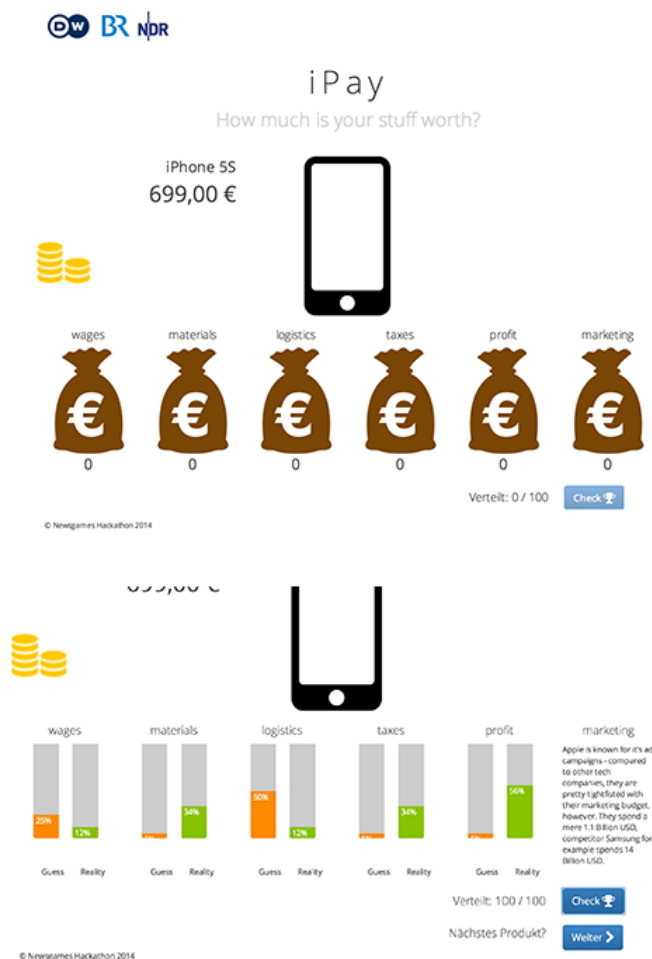
Technology used:

- Javascript
- jQuery
- html
- CSS

Link: <http://www.stekhn.de/worldcup>

Team Süddeutsche:

- Sophie Kaiser, screen designer, [sophie.kaiser@sueddeutsche.de](mailto:sophie.kaiser@sueddeutsche.de), @hejsophie
- Steffen Kühne, code and else, [steffen.kuehne@sueddeutsche.de](mailto:steffen.kuehne@sueddeutsche.de) @stekhn
- Matthias Huber, journalist, [matthias.huber@sueddeutsche.de](mailto:matthias.huber@sueddeutsche.de), @djmacbest



iPay

"iPay is a small web app that challenges users to guess what percentage of a retail price of every day products goes into marketing, wages, components and other segments - and compares the estimates with reality. Thus, the user is playfully informed about topics such as market mechanisms, fair and unfair wages, tax evasion schemes of multinationals, et cetera."

Technologies used:

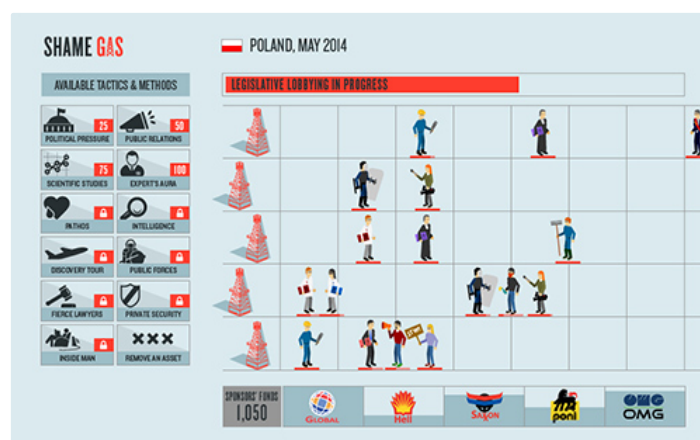
- Twitter Bootstrap
- JQuery
- JQuery Flippy
- HTML
- CSS3
- Font Awesome

Link to the game: <http://bit.ly/ipayproject>

Team Name: Public Broadcasters (DW, NDR & BR)

Teilnehmer:

- Henry Lai, Bayerischer Rundfunk, [henry.lai@br.de](mailto:henry.lai@br.de), @madd4mon,
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SHAME GAS

“Shame Gas is a newsgame about lobbying methods used by most of major players in the shale gas industry. By playing a lobbyist across Europe, you will act in the backstage and learn which tactic is used against which type of opposition.”

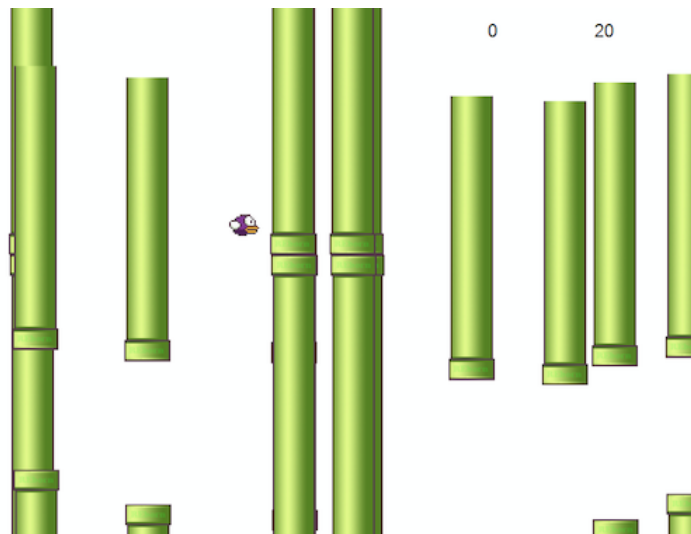
Technology used:

- Web-based flash game

Link to the game: <http://www.shamegas.com> (coming soon)

- Team:

- Pierre Chabiland (Game developer)  
- <http://www.twitter.com/PierreChabiland> / [p.chabiland@croquepixel.net](mailto:p.chabiland@croquepixel.net)
- Florent de Grissac (Game designer)  
- <http://www.twitter.com/FlorentDGrissac> / [florent.degrissac@gmail.com](mailto:florent.degrissac@gmail.com)
- Bastien Kerspern (Game designer / Interface designer)  
- <http://www.twitter.com/Kastien> / [bastien@antiped.com](mailto:bastien@antiped.com)
- Magnus Rydnér (Journalist) - [magnus.rydner@lnu.se](mailto:magnus.rydner@lnu.se)
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- <http://www.twitter.com/xdvega> / [xdelavegal@gmail.com](mailto:xdelavegal@gmail.com)



### Flap your privilege

“Flap your privilege is a flappy bird clone that lets you experience how different dimensions of your identity – like race, class, gender, sexual orientation, education or ability – will affect the ease or difficulty with which you fly through life. Or in this case: pipes. White heterosexual educated male is the easiest setting.”

Technologies used:

- Action script
- Audacity (sound editing)
- Flash

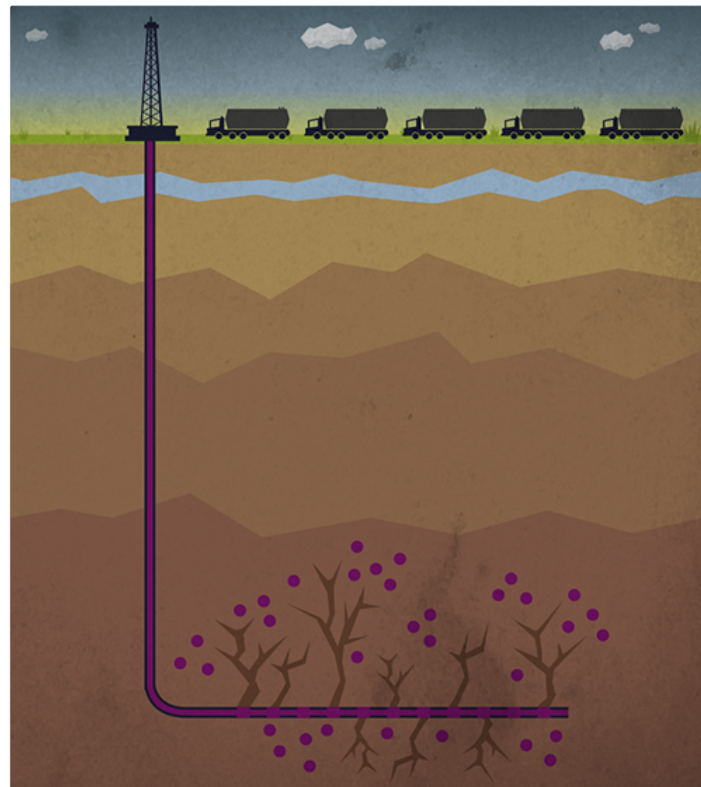
Link: [flapyourprivilege.olja.at](http://flapyourprivilege.olja.at)

Name of Team: Quack'n'Drty

Team members:

- Thomas Wenzler-Horn (programmer) Cologne, [thomas.wenzler@daarboven.net](mailto:thomas.wenzler@daarboven.net)

- Olja Alvir (co-designer) Vienna, <[olja.alvir@gmail.com](mailto:olja.alvir@gmail.com)>
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### Let's frack!

'Let's frack' is a newsgame about the impact and the risks of fracking or hydraulic fracturing, a technology used to drill gas from deeply buried gas deposits. By playing it you will learn about the difficulties of deep drilling, the dangers and health risks of different chemicals used to release the gas from the rock and about the effects of fracking for housing and environment.

Technology used:

- Adobe Illustrator
- Construct 2

Link: <http://newsgameshack.thegoodevil.com/fracturing/>

Team members:

- Linda Kruse, Game Designerin (@ldacruz\_)
- Thi Binh Minh Nguyen, Multimediadesignerin (<http://tibimi.de>)
- Joachim Seyther, Nonlinear-TV, NDR (@josey107)
- Peter Lissner, Redaktionsleiter NDR aktuell (@Aktuell\_TV)
- Kai Voigtländer, Seminarleiter Akademie für Publizistik (@oceanikai)



### Find Me...

“A satirical search and rescue game inspired by the media reaction to the Nigerian schoolgirl kidnap story. An FBI agent tries to keep media interest in the story alive to buy extra time to **find** the girls.”

Technology used:

- Unity
- Playmaker

Link: <http://bit.ly/findmegame>

Team members:

- Stephen Armstrong, freelance journalist, London, [stephen.armstrong@me.com](mailto:stephen.armstrong@me.com) +44 (0) 7973394936
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