



t-crepe





Play & Design ChoiCo Games in T-CREPE

1. Introduction to ChoiCo

2. Games & Examples

3. Modifying a ChoiCo game

4. Creating a new ChoiCo game



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Introduction to ChoiCo games

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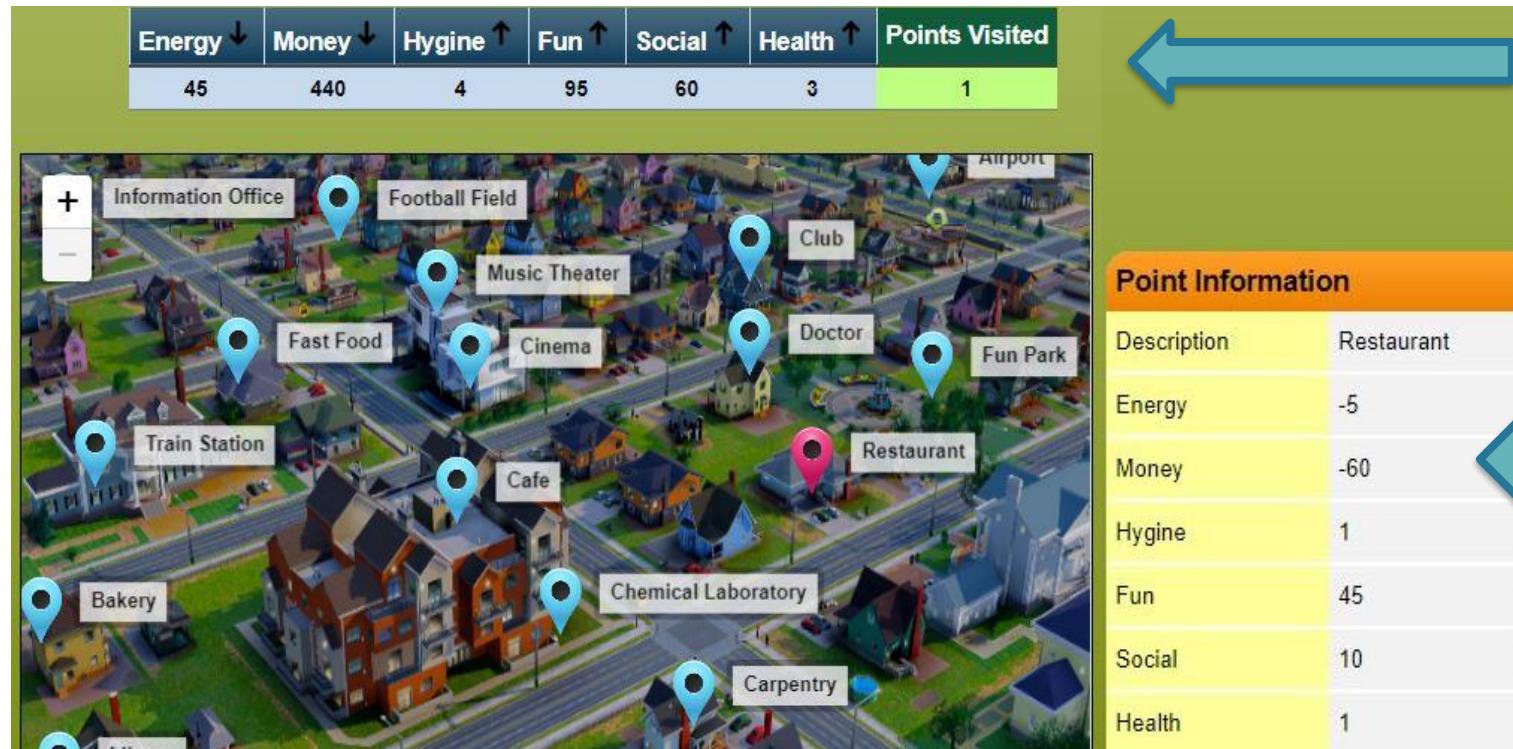


1

ChoiCo = Choices with Consequences

Choice-driven simulation games

Resemble Simulation-Tycoon Games (SimCity, Zoo Tycoon, Tropico etc)



Game fields

Choices with positive and negative consequences

ChoiCo Gameplay

- Informed **Decision Making**
- Game and System **Balance**
- **Prediction** of consequences
- **Question** the game values and **modify** them

Examples:

- Ecological footprint & Production / climate change
- Bioethics
- Design of textile solutions

The ChoiCo games – choice-driven simulation games

1. **Don't** have a single and clear solution
2. With every **choice/action** you **win** something and **lose** something
3. **Decide** wisely and **balance** the consequences of your actions
4. Every choice matters – the combination of choices matters as well

Examples of ChoiCo games in the planet

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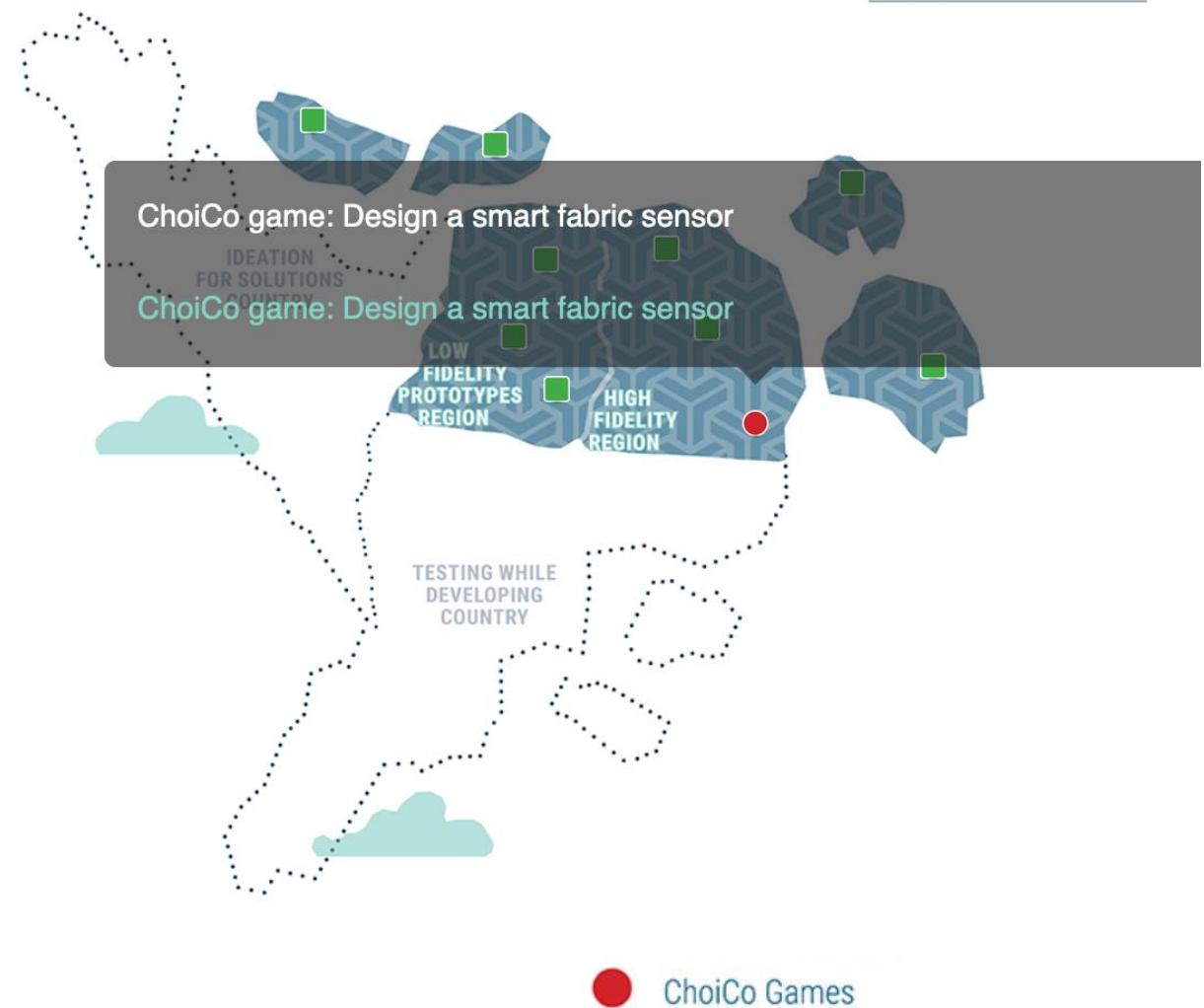


2



ChoiCo games in the planet platform

Cities: the “tools” that you can use to understand concepts, e.g., empathy, sustainability, entrepreneurship. You may find links to external sources, but, most importantly, our ChoiCo Games that we hope to make your journey more fun!

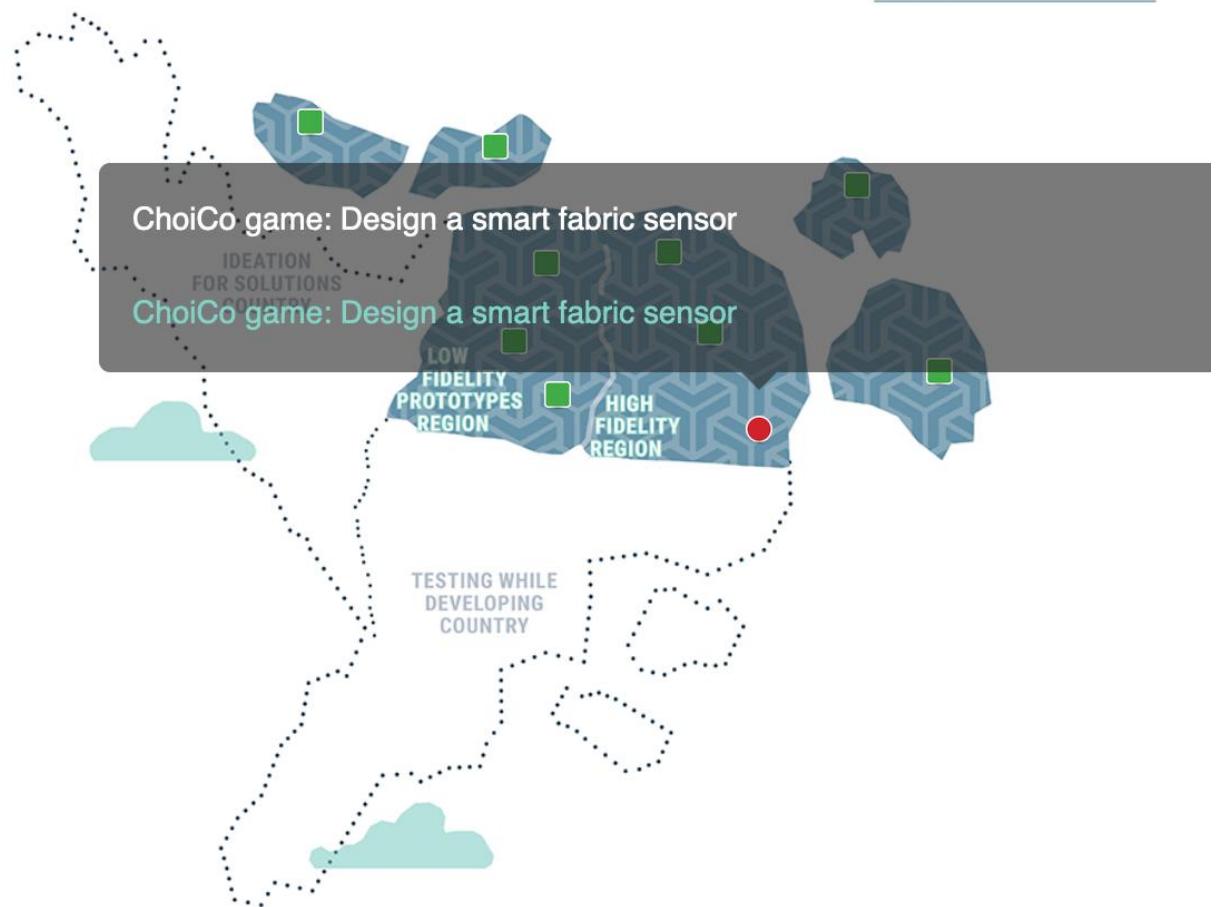


ChoiCo games in the planet platform



E.g. A ChoiCo game to :

- Explore tools for empathizing
- Compare different material
- Explore different user profiles
- Discover possible uses of a product
- Explore the consequences to the environment
- Come up with sustainable/balanced solutions



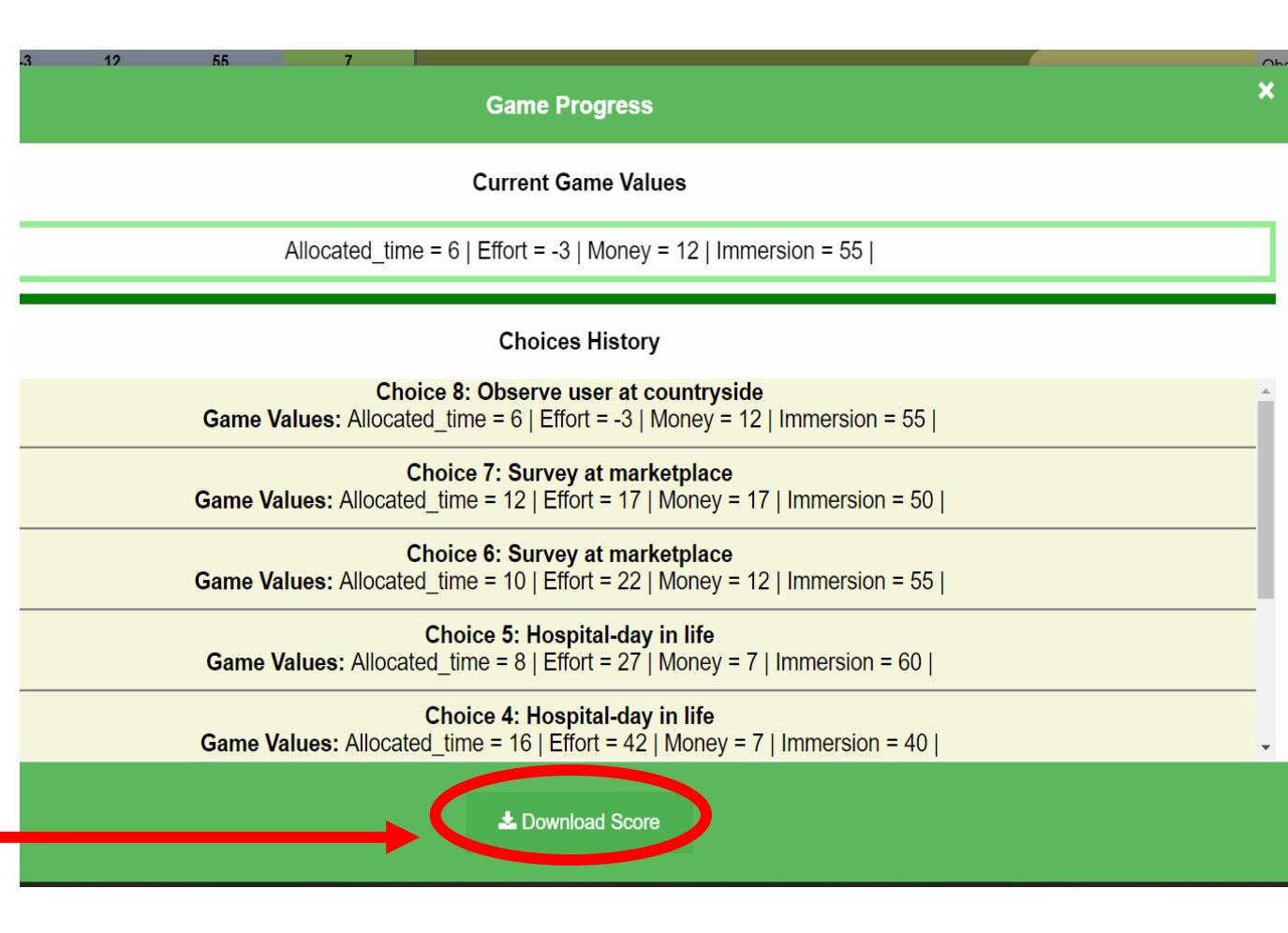
Let's Play Together!!

-
1. <http://etl.ppp.uoa.gr/choico/?approachingEmpathy>
 2. <http://cocreationplanet.eu/>

Download your Score!!

Remember....

After the game ends
to download your score



Modify a ChoiCo game

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3

How to...modify a ChoiCo game

1. After you open the game, click the “Edit Game” icon



2. The “Design Mode” will open, consisting of 4 tabs

- **Game interface:**

- **Modify** the game scene with the map GIS editor (e.g background, choices, layers etc).
- Modify the game **choices, consequences and fields** with the database interface

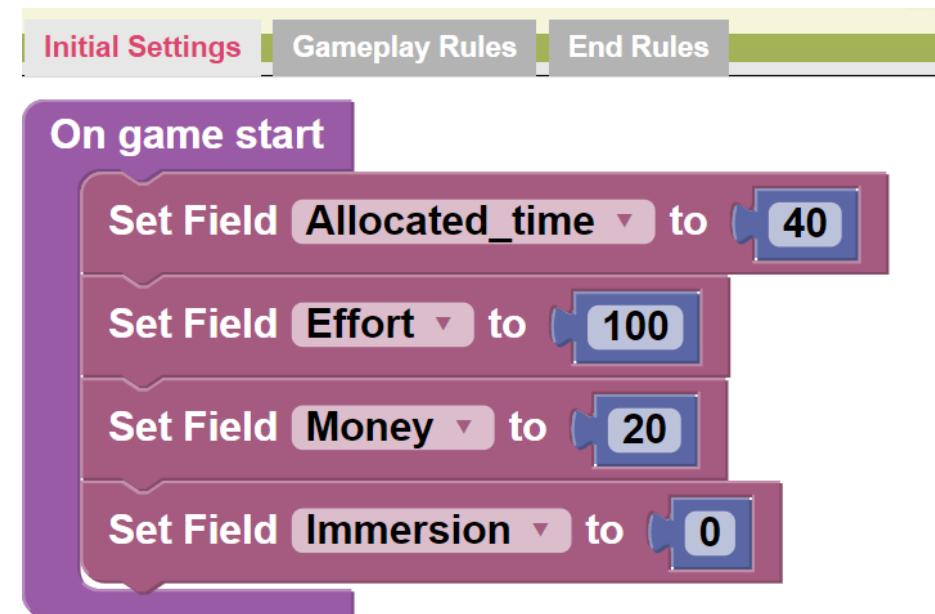


The screenshot shows the "Design Mode" interface. At the top, there are four tabs: "Game Interface" (highlighted in red), "Initial Settings", "Gameplay Rules", and "End Rules". Below the tabs is a map of a city with various locations marked by pins, each labeled with a task name: "Observe at the airport", "Interview at train station", "Survey at school", "Interview in school", "Online survey", "Observe user at work", "Day in the life at the office", "Survey at marketplace", "Interview in coffe", "Day in the park", and "Interview at hospital". On the left side of the map are icons for adding (+/-) locations, zooming in/out, and a location pin. To the right of the map is a table titled "Design Mode" with columns for "Description", "Allocated_time", "Effort", "Money", and "Immersion". The table contains 15 rows of data, each corresponding to one of the tasks listed on the map.

Description	Allocated_time	Effort	Money	Immersion
Online survey	8	20	5	-5
Observer a user	-4	20	0	5
Interview in schc	6	-15	15	0
Interview in coffe	-4	-15	-10	-5
Hospital-day in li	-8	-15	0	20
Observe at the a	-6	-6	-10	5
Interview at train	-4	-15	10	-5
Survey at marke	2	-5	5	-5
Survey at school	2	5	5	-5
Observe user at	-6	-20	-5	5
Observe user at	-8	-5	0	5

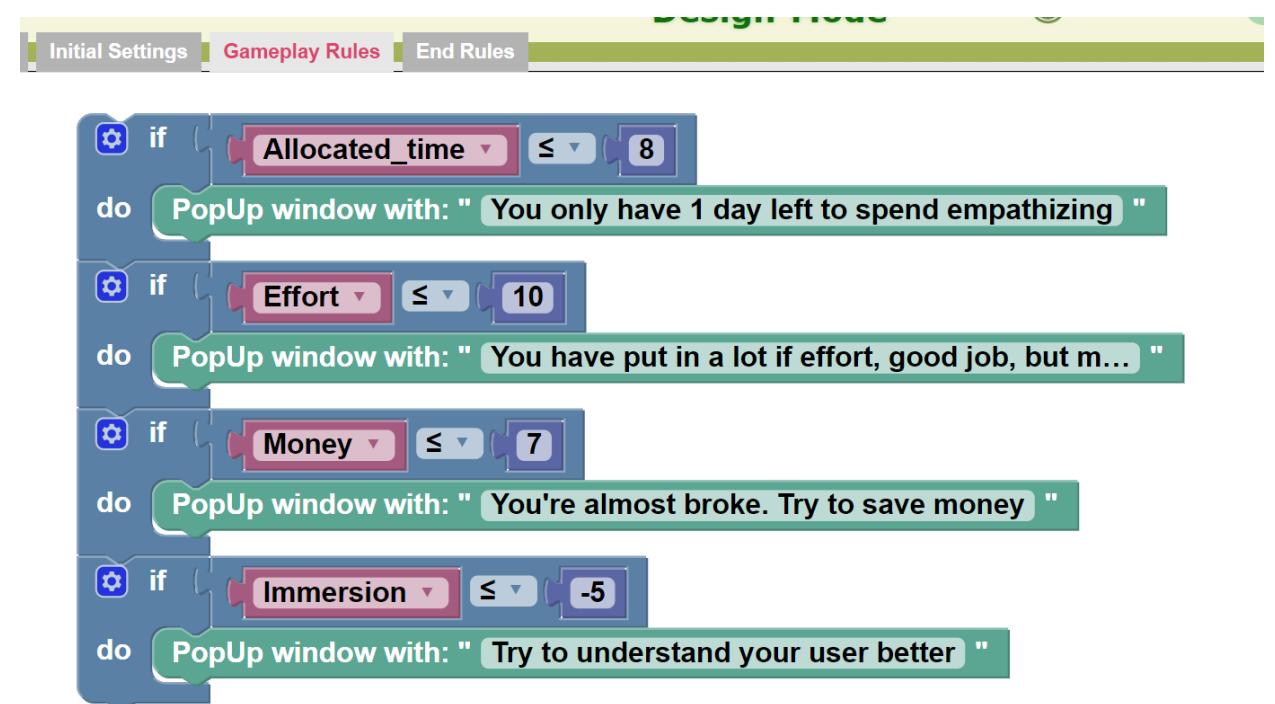
How to...modify a ChoiCo game

- Initial values:
 - Set the **initial values** of game fields with block-based programming



How to...modify a ChoiCo game

- Gameplay Rules
 - Set **feedback messages or game actions** that will occur every time the player selects a choice (e.g. hide a point, show a warning message) with block-based programming



How to...modify a ChoiCo game

- End rules
 - Set up the conditions under which the game ends (the red lines) with block-based programming



Design a new ChoiCo game

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4

ChoiCo Design Mode

Create **rapid prototypes** (games) for simulating complex, real-world situations/systems/phenomena

Climate change

**Sustainable
product design**

Balanced diet

Urban pollution

Uses of Social media

Covid-19

Biodiversity

Consumption habits

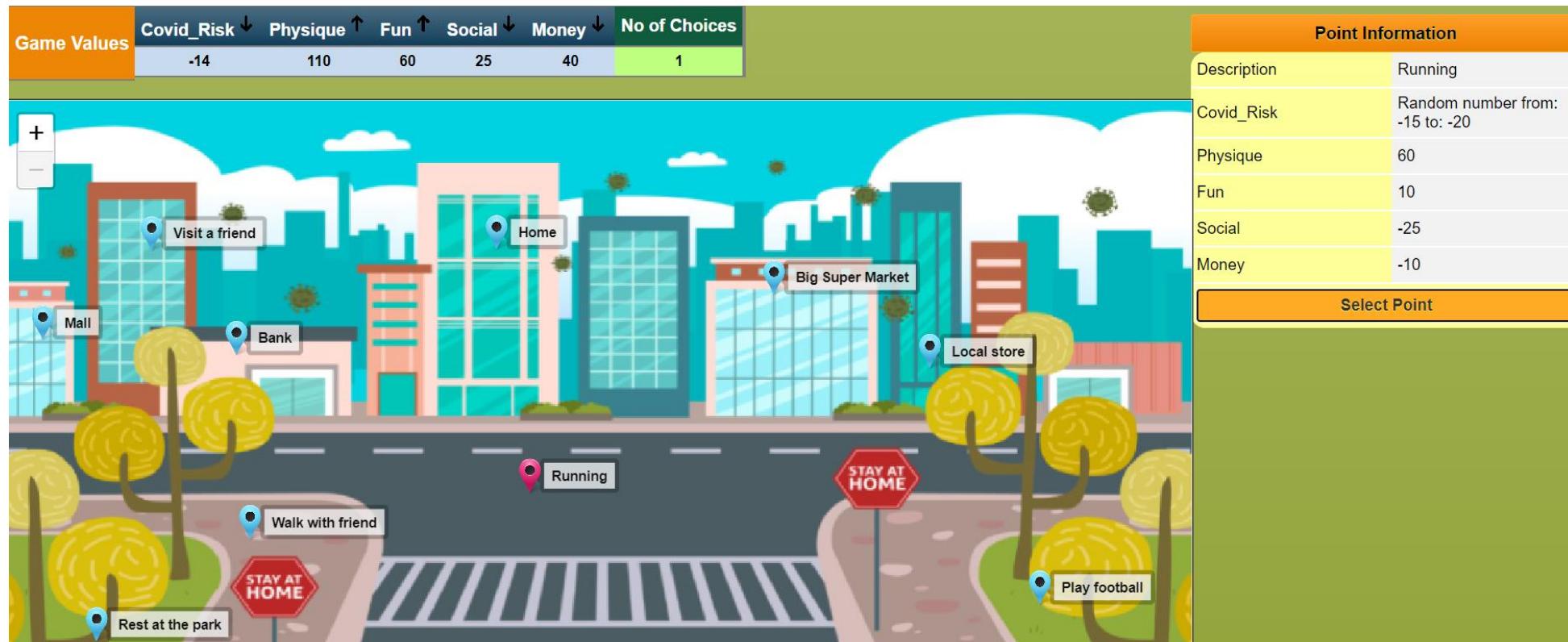
Why to Create a ChoiCo game for your project?

-
- 1. To empathize – discover a new problem with your team
- 2. To discover user needs/preferences (give them the game and see their choices)
- 3. To simulate and explore different solutions-impacts
- 4. To create a rapid model of your product and test it with users
- 5. To design/simulate sustainability plans for your product
- 6. To simulate different uses of your product
- 7.??

The covid game –discover/empathize

1. What are the people habits and needs during the pandemic?
2. What different players (users) may need?

<http://etl.ppp.uoa.gr/choico/?covidgame>



The Smart Jacket game – test/present/Deliver

1. How my product will be used?
2. Does it cover user needs (testing/simulating)?

<http://etl.ppp.uoa.gr/choico/?smartJacket>



ChoiCo design - Main Concepts

1. **Game Setting:** The setting (background) that the game takes place
2. **Choices:** The choices the player can make many times (e.g. places to go, material to use/collect, actions to do etc)
3. **Game fields:** Parameters of the game that are affected by all the choices (e.g. Money, Health, Danger, Pollution, Happiness, Population)
4. **Consequences:** How much (numerically) each choice affects each field

ChoiCo design - Main Tools

1. **Game Interface:** A map-like scene with pinpoints
2. **Database:** Choices->rows, Fields->columns, Consequences->cells
3. **Gameplay rules:** What happens when the player makes a choice
4. **Ending conditions:** When the game ends and what happens then

Game Interface & Data

Game Interface Initial Settings Gameplay Rules End Rules

Design Mode

?

+ -

Observe at the airport
Interview at train station
Survey at school
Interview in school
Online survey
Observe user at work
Day in the life at the office
Survey at marketplace
Day in the life at the office
Interview in school
Interview at train
Survey at market place
Survey at school
Observe user at work
Observe at the park

Stack icon

Home icon

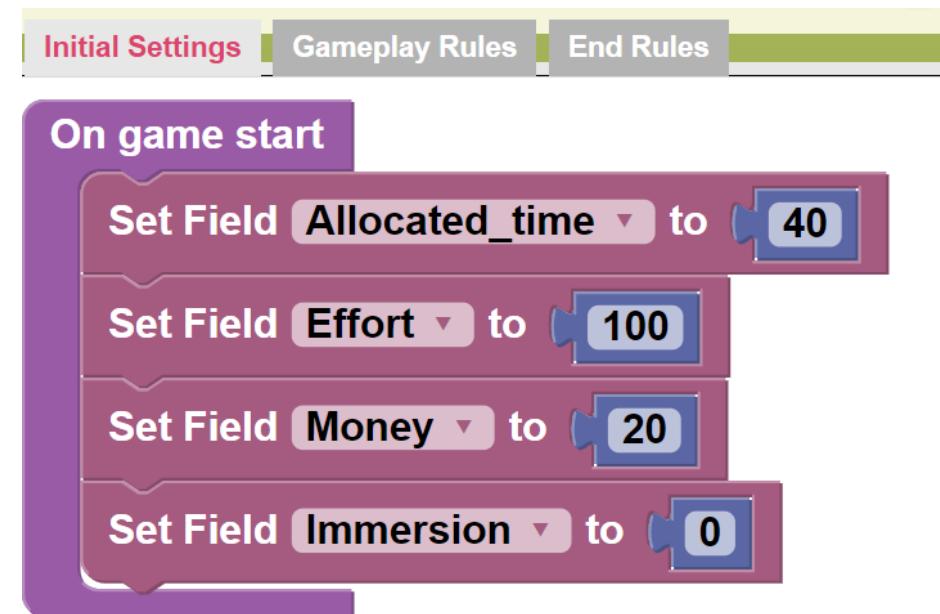
Play icon

Save icon

Description	Allocated_time	Effort	Money	Immersion
Online survey	8	20	5	-5
Observer a user	-4	20	0	5
Interview in school	6	-15	15	0
Interview in coffee	-4	-15	-10	-5
Hospital-day in life	-8	-15	0	20
Observe at the airport	-6	-6	-10	5
Interview at train	-4	-15	10	-5
Survey at market place	2	-5	5	-5
Survey at school	2	5	5	-5
Observe user at work	-6	-20	-5	5
Observe user at work	-8	-5	0	5

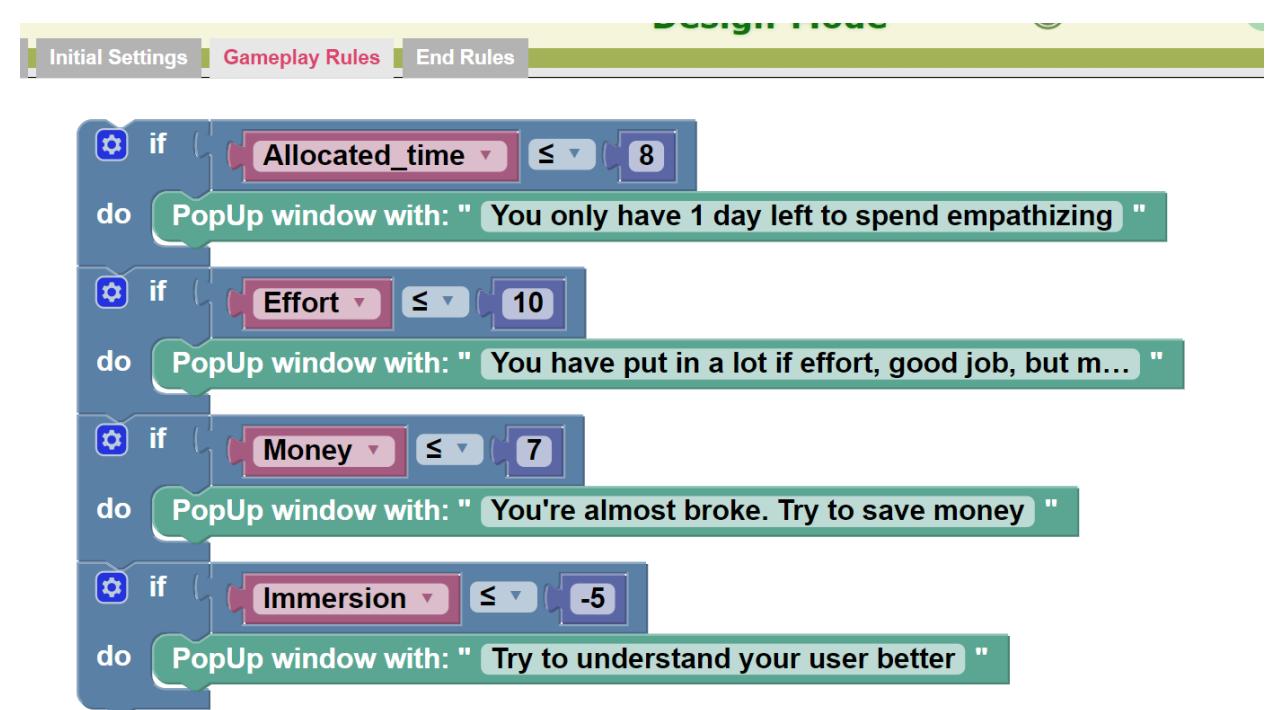
Initial values

- Initial values:
 - Set the **initial values** of game fields with block-based programming



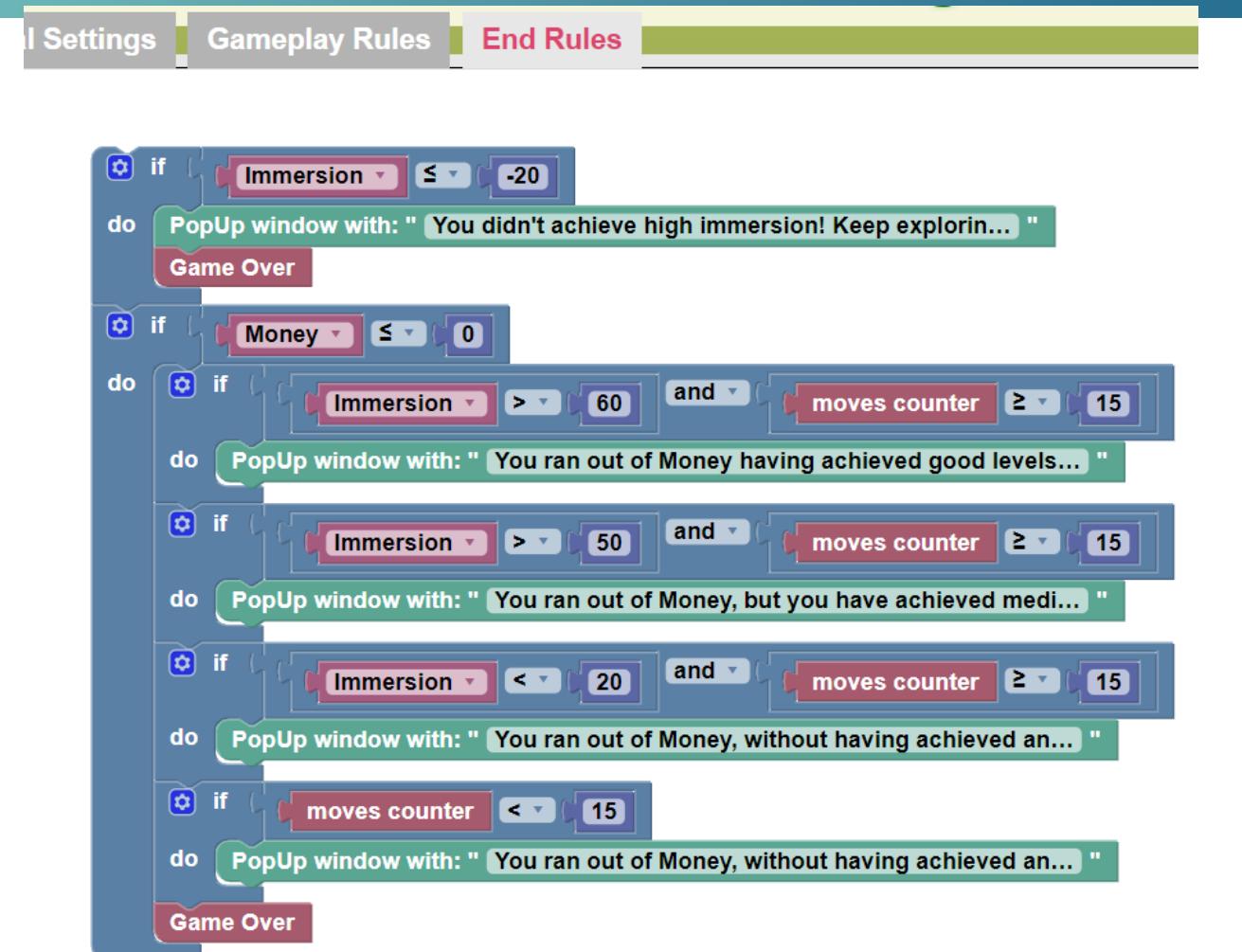
Gameplay Rules

- Set **feedback messages** or **game actions** that will occur every time the player selects a choice (e.g. hide a point, show a warning message) with block-based programming



Ending conditions

- Ending conditions
 - Set up the conditions under which the game ends (the red lines) with block-based programming



The “Game Plan Template”
is a document to help you
design a good and
balanced ChoiCo game



“Impact of Empathy” Game Description

Game Description

1. Game identity

- Title:** The impact of empathy
- Context:** Education
- Concept(s):** Discover -Empathize (diverge)
- Outline:**

There are different tools and methods to empathize with users. According to the user you want to target, some approaches are easier/better for certain groups as for others. Each tool/approach has its advantages and disadvantages. Try to empathize as good as possible with your the different audiences to understand the problem from their point of view. Make sure you don't neglect a certain audience!

2. The “Game Player” role

- State the role of the Game Player (e.g., citizen, mayor, etc.).
- State the aim of that player (what the player needs to do to stay in the game).

The player is a student who has to understand his/her target audience by trying out different empathy-tools. She/ He has to think about which tools might be more convenient for each user.

Tips for creating good ChoiCo games

1. Think of a **complex, controversial or not clear issue**
2. There should be **no choice with only positive or only negative values**
3. The point of the game is for the player **to stay on the game as long as possible**. The player staying on the longest is the ‘best’ player
4. The available choices and fields **are related to a ‘concept’/socio-scientific issue for which it makes sense** for the player **to try to keep balanced for as long as possible and hopefully indefinitely**