My Initial Game ideas – Len

This is where my ideas began:

Construction game

* The idea was that Felix Cobbold was going to need help to rebuild the mansion. He would need the player’s help asking questions to construct the correct rooms in the right place. This would be done by Felix Cobbold asking what was in that room, to identify and build that room of the mansion in the game.
* This is so the players were engaging in that room to build the content
* However, I have decided to iterate on this idea as I was thinking about player engagement with the mansion. I wanted to focus on trying to engage the players at a deeper level. It was difficult to add in empathy when it is just a questionnaire that people had to fill in and it felt like this is too 1st level consciousness to stick to.
* I wanted to focus on empathy as I wanted to make the visitor’s experience of the mansion different from those other experiences.

These videos are what I looked into and were the most helpful for inspiration:   
<https://www.youtube.com/watch?v=VXhtwFCA_Kc&feature=share>

– How will museums of the future look? | Sarah Kenderdine | TEDxGateway 2013. This video is about how technology is changing the way exhibits are being shown to visitors. This is out of my league, but it was a very cool video to watch.

<https://www.youtube.com/watch?v=lMn9I2CZEWc&feature=share>

– Gamifying Museums, SS Great Britain, Aardman. This video is about a game where you have to construct a boat and you have to specifically build it right so that it doesn’t sink. It goes through a trial system to see how long it will take till the boat breaks. In the exhibit, the information is all there to build the boat properly so visitors will have to pay attention to detail as they learn how ships work at a construction level. Very educational.

<https://www.youtube.com/watch?v=aILi-pZslk4>

– Gamifying Museums, GEN at the National museum of Scotland. This is a game where you look after a pet and sustain them, using the information you learn from the biomedical exhibit in the museum.

Which takes me to my next game idea

Virtual pet survival game

* The next idea I came up with was a virtual pet survival game with a mixture of horrible histories. Where a person would be chosen, and we help them live through that period. This worked hand in hand with the quizzes of the construction game.
* This game idea was inspired by The National Museum of Scotland. They had made a virtual pet game that you have to look after and sustain by using the biomedical objects from the museum. This was very specific, and the mansion had so many different rooms all from different times.
* This game idea was not chosen because it seemed like an over scope and the mansion did not offer enough information about how people really lived as it didn’t have enough specific exhibits to go into significant depth.

At this point I was thinking about how to go about gamifying learning and adding empathy in the learning game to allow visitors to really connect better to the exhibits. To bring the rooms to life.

I felt the games ideas I have come up with had elements that had potential: Having Felix Cobbold as the main character and identifying the rooms, then interacting in depth with a specific room or exhibit.

**The game idea I then came up with was:**

**An educational puzzle & minigame compilation.**

The game idea is that a character (Felix Cobbold) would act as an interlocker to connect the mansion and its exhibits with an interactive experience. It would allow people to engage and learn more from the exhibits in an immersive way. How this was thought of was that a room with be taken and the elements of that room would be gamified so that visitors could interact with it. An example of this was a minigame idea that a room would have portraits in but is also be entrance room. It was asking the question; how do we make this interactive and can connect it to player experience? Add in a bouncer that will not let you pass because of the dress code and use the paintings as reference on how to dress. This will immediately make visitors interact and look at paintings on the wall in more depth. Each room will be tailored to a minigame that will grasp the essence of what that room has that the visitors can appreciate in depth.

Throughout my research, I had ruled out so much, but these were what impacted the process of iterating/ coming up with the initial game ideas.