

Ready Player One Alternate Reality Game (RP1 ARG)

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K-State First Program:

The RP1 ARG is being developed to coincide with the activities of the K-State First Program (<http://www.k-state.edu/first/>), K-State's university-wide first-year experience program. There are four facets of K-State First, but this project will align with the K-State Book Network (<http://www.k-state.edu/ksbn/>) and our 2013 common book, Ready Player One by Ernest Cline.

Ready Player One:

Synopsis: <http://www.readyplayerone.com/synopsis>

Scoreboard Excerpt: http://en.wikipedia.org/wiki/Ready_Player_One

There are copies available on reserve at the library: <https://catalog2.lib.ksu.edu/vwebv/holdingsInfo?bibId=3332811>

Alternate Reality Game:

What they are: http://en.wikipedia.org/wiki/Alternate_reality_game

It might be best defined as an "interactive narrative that uses the real world as a platform and uses transmedia storytelling to deliver a story that may be altered by participants' ideas or actions." It's basically a game that takes place in the real world, where players are following a path of clues leading to events, games, and more clues, eventually coming to some kind of end-game. It uses multiple formats to advance the story. It's similar in some ways to a role-playing game, except the 'game world' is the real world and the players assume the role of themselves. It also usually takes a lot of collaboration between players to solve the most difficult puzzles.

Examples:

- I Love Bees: http://en.wikipedia.org/wiki/I_Love_Bees
- The Beast: [http://en.wikipedia.org/wiki/The_Beast_\(game\)](http://en.wikipedia.org/wiki/The_Beast_(game))
- Year Zero: [http://en.wikipedia.org/wiki/Year_Zero_\(game\)](http://en.wikipedia.org/wiki/Year_Zero_(game))

Our ARG paths:

- Attendance (you show up to a location or event, you get points)
- Puzzle (you solve a puzzle or a riddle, you get points)
- Cross-curricular (singular one-up events – solve a problem, you get points)
- Cooperation (Do any of the above with another person or group, you get points)
- Story milestones (gates, keys, extra life)

Scoreboard Mechanics:

- Top 10 high scores immediately visible, but able to scroll to see all who have earned points
- Students should be able to enter an eID to search and return that specific score (preferably in the context of the top scores and subscores)
- Sub scoreboards for each college, game path, etc.
- Use K-State eID as unique identifier, real time data sync with OME eID master list (single, one-time query against the database to ensure an eID is valid and activate the eID on the scoreboard)
- Admin interface: we need to be able to add, subtract, delete and freeze points, and add additional scoreboards
- Use the iTAC card swipe mechanism to hit the scoreboard real time at events
- Also need a web portal to hit the scoreboard (QR code, numeric code, etc.). They enter their code and their eID, their points go up (as synchronous as possible)
- Extra points given to the first ten players to complete a milestone task, all other point gathering shows up as part of the running total score and running sub scores
- Ability to integrate icons into the scores of those who complete milestone tasks
- Need to be able to create and delete instances that will alter the main score