DH Unplugged

Game Overview and Objectives
Think you need a computer to understand or practice the Digital Humanities? Think again! (And again.) We have built a collaborative card game, taking inspiration from tabletop games such as *Pandemic*, *Ammonia*, and Kate Compton's *Generominos*. The principal act is the creative combination of DH tools and other technologies directed towards solving social, environmental, educational, and scientific problems.

Our objective is to introduce the main concerns of Digital Humanities to those who have so far had minimal engagement with the term, in a way that is both instructive and entertaining and to promote understanding and curiosity of some of the fundamental problems of our time.

Feel free to take everything here and modify this game as you wish to better expand your understanding of DH!

Game Narrative
You have all been assembled as part of a think tank tasked to engage in creative problem-solving for local and global problems. You are asked to take 6 months to find possible solutions to these problems by proposing a potential resolution to one project per month.

The completion of these projects will require the thoughtful use of various technologies from the Library, both analogue and digital, in addition to other tools, such as raw materials and art.

As such, you will engage with these problems through a Digital Humanities lens while considering the social and ethical consequences of the technologies and materials you choose to use to solve/complete your projects.

Concepts to Keep in Mind

- Minimal Computing
- Creativity
- Generous Thinking
- "Screwmeneutics"
- Oblique Strategies
- Pedagogy of Failure
- Accessibility
- Databases

(See our "Concepts at Play" document for more information.)

The Team
This project aims to represent in game-form some key themes in the field of Digital Humanities as understood by Carleton University's DIGH5000 graduate class of 2018/2019. For more information, contact Shawn Graham: shawn.graham@carleton.ca

Game Components

- **LIBRARY**. The library holds all the TECH cards you will use to assemble proposals in order to resolve PROJECT cards. These cards will each list one or more categories and a value, which you will have to reference in order to use them for the appropriate project.
- **PROJECT + EVENT DECK**. PROJECT cards, of which one will be drawn per month/turn, will give the team a goal and the parameters they must fulfill to accomplish that goal. Each project card will do this by outlining the categories of cards from the LIBRARY that are required to fulfill that project. EVENT cards will also be included in this deck, and will each feature a call-to-action that will either demand that the team of players take a break from the game to fulfill a real-world task OR will modify the month's project card.
- **CALENDAR**. Use this to keep track of time passing - each turn represents one month out of 6. The game is over at the end of the the 6th month.
- **STORYTELLING**. Players will be asked to be creative in their justification of the use of each material they use to resolve a PROJECT card, if they are not able to find a way to creatively incorporate the item into the project's resolution, they are not permitted to use that card.

Categories of Tech Cards

Each TECH card will fall into one or more category. The categories are as follows:

Digital: Computer-based technology, systems, or items.

Analog: Technologies that don't operate with electronic processing systems.

Art: Works of art, methods of creativity, and sources of inspiration.

Raw building materials: Items or components of an item that can be repurposed to construct something new.

Some TECH cards will list more than one category. For cards with multiple categories, you must choose ONE that applies to your project - you can't satisfy more than one required project category with one card.

When you use tech cards with general labels, feel free to be as specific or as general as you want to be. For example, if your tech card is "tabletop board game", you can use the general concept of a tabletop board game, or you can choose a specific one, like Snakes and Ladders.

Starting the Game
- Gather 3-6 players
- Shuffle the cards in both the LIBRARY deck and the PROJECT+EVENT deck. Place them face down in the middle of the table.

- Distribute one TECH card from the LIBRARY deck to each player. Place them face up in front of you - no need to hide them, this is a collaborative game!
- Have a sheet of paper and writing tool or open a digital note-taking space to record the narrative for your collaborative decisions about how you are using your tech to address the projects. This will allow you to reflect on your decisions at the end of the game.

Gameplay

1) Note that you are starting month 1 and keep track of each month that you play through.

2) Draw from the top of the PROJECT+EVENT deck to receive your team's first project. If you draw an Event Card, draw again until you get a Project Card. The event cards(s) drawn will apply to this month's project.

3) Evaluate if the team has the resources to resolve the Project Card. If you do, proceed to 3(a). If not, see 3(b)

> (a) If the team has all the resources required to fulfill the project requirements, place necessary TECH cards on top of the project and have a conversation to describe and justify the use of these materials to solve the project, making sure to consider any relevant Event Cards as well. Use your note-taking space or page to record the short narrative of how you want to use the tech to address the project. After the STORYTELLING element is finished, place the completed Project Card and its affiliated Events and Tech Cards aside, keeping them together so you can reference them later in the game.

> (b) If the team does not currently have the available resources, leave the PROJECT card and any affiliated EVENT cards in the centre of the table to be completed at a later point and move on to the next month. Outstanding projects can be resolved at any point during gameplay that the team has the available resources, following appropriate steps as listed in 3(a).

4) Each player draws 1 TECH card from the LIBRARY deck.

5) Begin next month by starting a new turn (refer back to step 1)

6) Repeat until the end of Month 6.

End of Game

Look at your projects tackled collectively to see how many of each type of tech you used. Does it change your understanding or perspective on different technologies and their usefulness?

4 or more Projects completed: Congratulations! You have successfully integrated DH tools into your problem solving. Your Think Tank has received funding to implement all your resolved projects.

3 or fewer Projects completed: You have been given another year in the Think Tank. Evaluate the decisions that you made in the past 6 months, learn from them, and decide what to do better next time. Re-shuffle all Event, Project and Tech cards back into their appropriate Decks and try again!