BattleGraphs Repository and Materials

The BattleGraphs Card Generator tool is available on GitHub:

https://github.com/velitchko/battlegraphs

You can also access the repository directly via the Files/GitHub tab in this OSF project.

In addition, printable components for gameplay are available under the Files tab:

BattleGraphs Cards (PDF)
Player Guide (PDF)
Game Master Guide (PDF)

BattleGraphs is based on NODKANT, a toolkit for creating physical network diagrams using 3D-printed parts. For more background and materials:

NODKANT Project Page: https://osf.io/2wq97_v1 NODKANT Supplementary Materials (including 3D-printable Nods and Kants): https://osf.io/tk3g5/

About BattleGraphs

BattleGraphs: Forge, Fortify, and Fight in the Network Arena is a competitive network physicalization game, designed around the principles of constructive visualization. It builds on the NODKANT toolkit to engage players in network analysis tasks through playful construction and competition.

Players build and analyze their own network configurations to solve benchmark tasks. The game is designed for workshop-based deployment to explore strategies, interaction patterns, and analytic reasoning.

The BattleGraphs Card Generator enables the creation and export of custom cards for tailored gameplay experiences. You can modify the task and edge types by editing the tasks.csv and kants.csv files in the repository.

Fast Forward on YouTube: https://youtu.be/wvGAwXxJje8

Citation

If you use BattleGraphs or the card generator in your work, please cite:

```
@inproceedings{ehlers2025battlegraphs,
    title     = {BattleGraphs: Forge, Fortify, and Fight in the Network Arena},
    author    = {Ehlers, Henry and Pahr, Daniel and di Bartolomeo, Sara and Stoiber, Christina and Filipov, Velitchko},
    booktitle = {Workshop on Visualization Play, Games, and Activities (VisGames), EuroVis 2025},
    year      = {2025},
    url       = {https://osf.io/x6zv7/}
}
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