

# Open Data Game Jam

June 10, 2024

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# Objectives

- ▶ Express a social issues through a video game (prototype)
- ▶ Reflect on available open data
- ▶ Have fun
- ▶ Learn something new

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YOU'RE RUNNING OUT OF MONEY FAST

It's time to get a job – any job Here's what's available Choose one:

**WAREHOUSE**

**2ND SHIFT**

Looking for dependable, punctual, and hard-working warehouse associates. Must be able to lift 20 lbs and have reliable transportation.

\$9/hr.  
12p-7p

▶

◀

The slide features a dark background with a central white rectangular card containing job listings. On the left side of the card, there is a smaller card for a 'RESTAURANT' job titled 'JOIN'. On the right side, there is another smaller card for a 'WAREHOUSE' job titled '2ND SHIFT'. Navigation arrows are located on the far left and far right edges of the slide.

# McDonald's videogame

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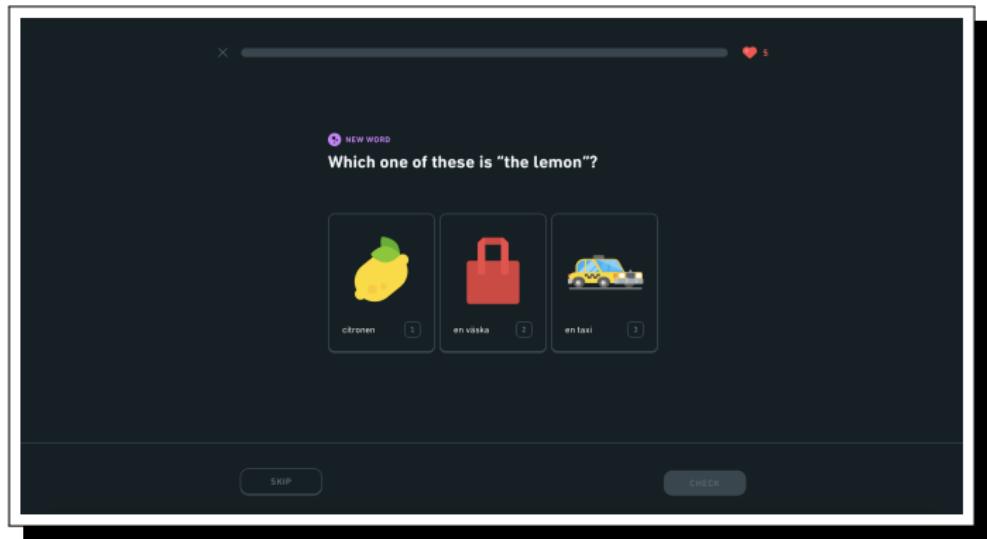
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# You don't need to be amazing at this

Some examples from develop.games

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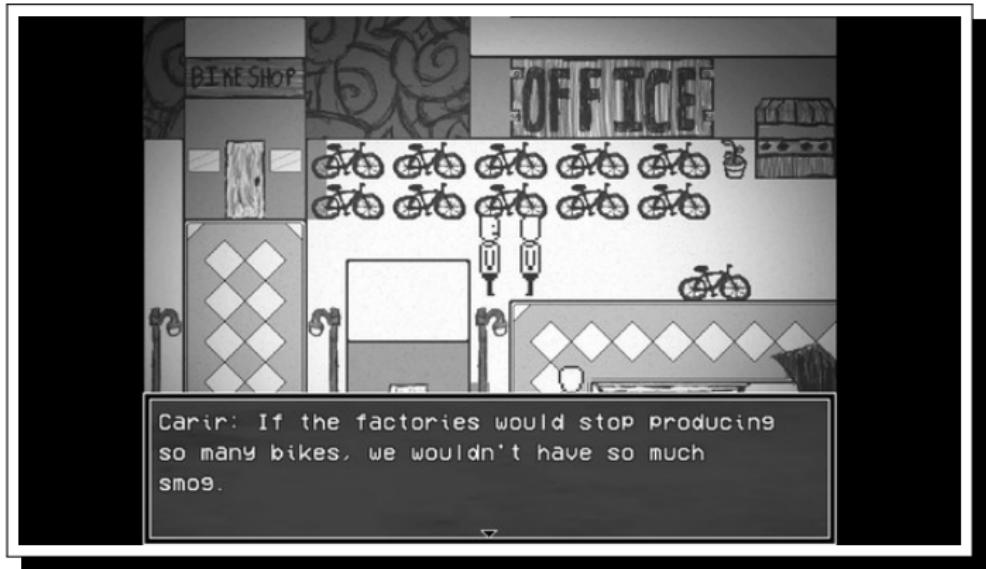
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# You don't need to be an amazing artist



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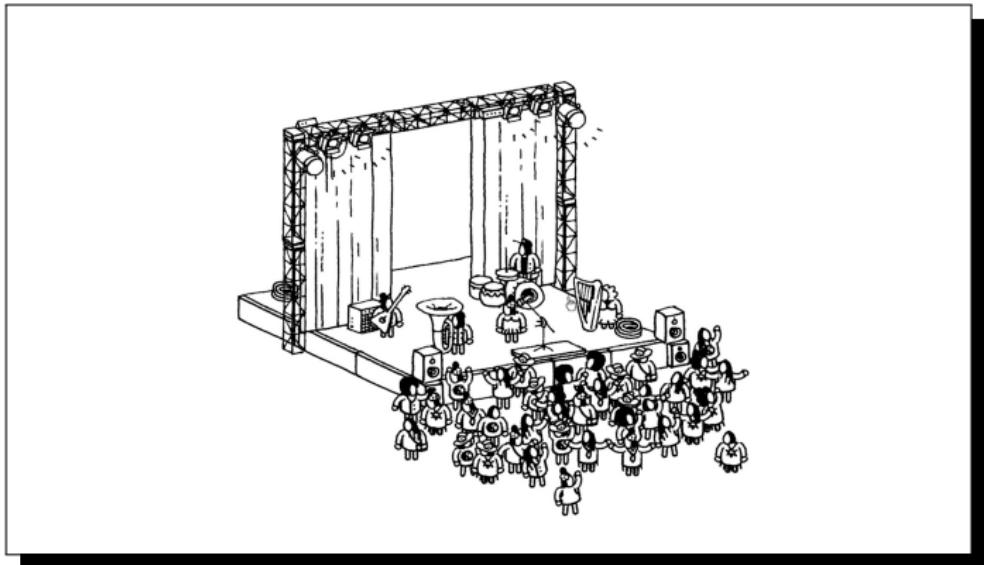
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# You don't need to be an amazing sound designer



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# You don't need to be an amazing coder



\* (Playfully crinkling through  
the leaves fills you with  
determination.)

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# You don't need to be an amazing coder

A screenshot of a Reddit post from the subreddit [r/YandereTechnique](#). The post was made by user [u/Spynder](#) 2 years ago. The title of the post is "Apparently, Undertale has a 1000+ long case switch statement." The post contains a large amount of code, specifically a case switch statement for global.msg[0] and global.choice variables. The code is as follows:

```
case 737:  
    global.msg[0]= "...";  
    global.msg[1]= "" Seven./";  
    global.msg[2]= "" Seven human souls./";  
    global.msg[3]= "" With the power of seven& human souls^1, our king.../";  
    global.msg[4]= "W" \KING \RASGORE \YDreemur\W.../";  
    global.msg[5]= "" ... will become a god./";  
    global.msg[6]= "W" With that power^1, \RASGORE\W & can finally shatter the& barrier./";  
    global.msg[7]= "" He will finally take the& surface back from humanity.../";  
    global.msg[8]= "" And give them back the& suffering and pain that& we have endured./";  
    global.msg[9]= ".../";  
    global.msg[10]= "" Understand^1, human?/";  
    global.msg[11]= "" This is your only chance& at redemption./";  
    global.msg[12]= "" Give up your soul.../";  
    global.msg[13]= "" Or I'll tear it from& your body./%%;  
    break;  
case 736:  
    if(global.choice == 0) {  
        global.msg[0]= "" That spark in your eyes.../";  
        global.msg[1]= "" You're really eager to& die^1, aren't you?/%%";  
    }  
    if(global.choice == 1) global.msg[0]= "" .../%%";  
    break;
```

Below the code, there are standard Reddit interaction buttons: upvote (1.9K), downvote, comment (48), reply, and share.

The sidebar on the right shows information about the subreddit [r/YandereTechnique](#), including its name, a join button, member count (3.5K), online status (1), and a badge indicating it's a Top 12% subreddit. It also lists rules, moderators ([u/Spynder](#), [u/BotDefense](#)), and a message the mods button.

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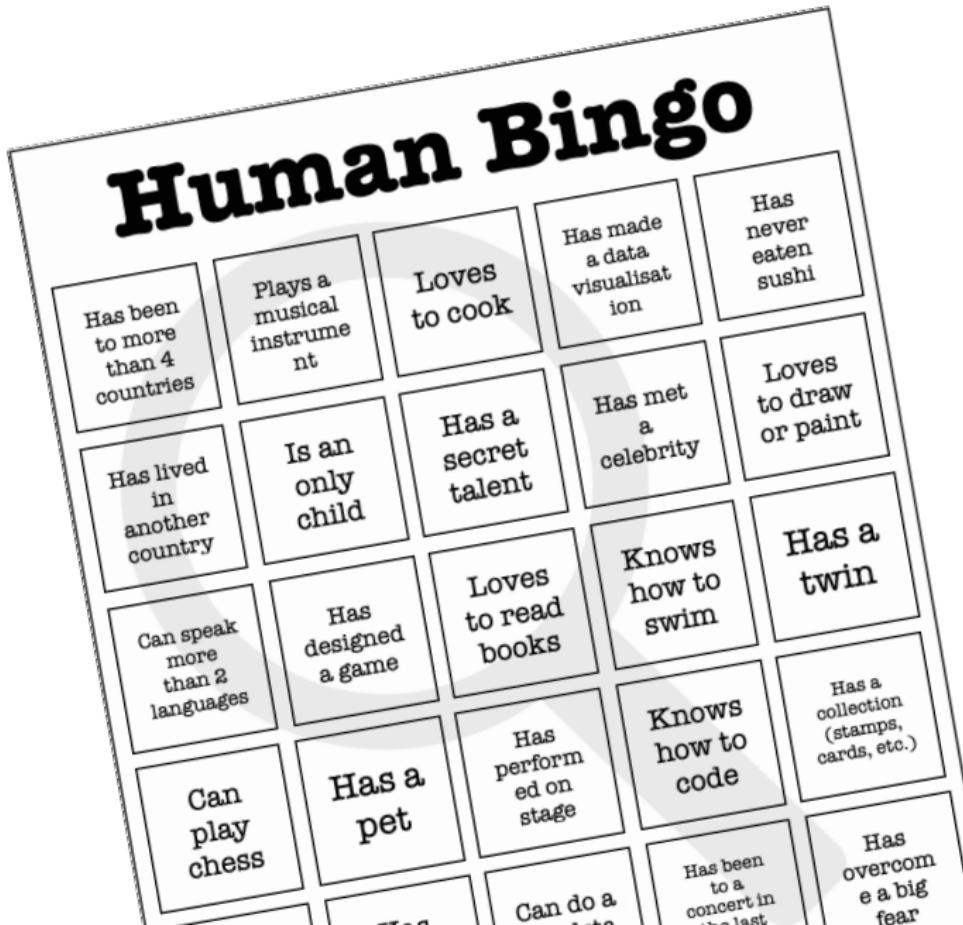
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# Human Bingo

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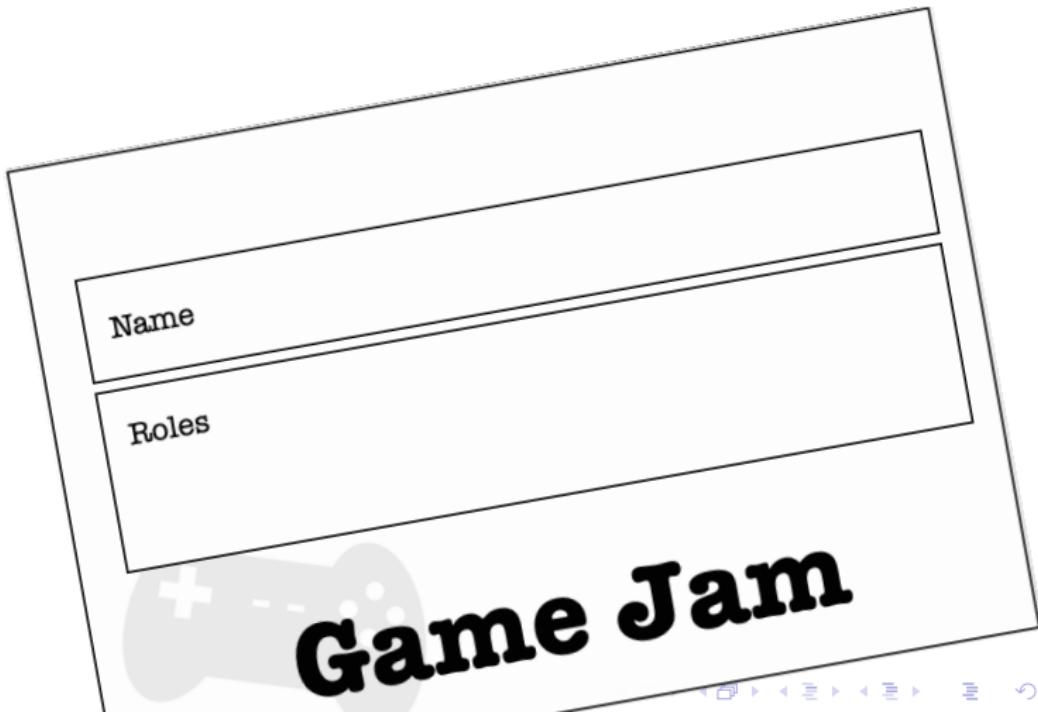
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## Pick an empty badge

- ▶ Stickers available: Artist, Game designer, Issue expert, Coder
- ▶ You can write something else if you like!
- ▶ Wear it: make a string, clip it, or in any other way



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# Issue pitch sheet

Take a sheet if you want to propose an idea

**Issue pitch**

Title

Describe the social issue you want to address

Who/what is causing this issue?

Who/what is affected by this issue?

What will you use to investigate

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# Time to present!

Max 2', don't forget to mention:

- ▶ Why the issue is important to you
- ▶ Data available
- ▶ Skills needed in your team

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# Group formation

Divide into groups of 4

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# Survey section 1

Fill until the end of section 1, then keep the survey with you until the end of the event

## Consent form Game-making for Issue Articulation

You are being invited to participate in a research study titled "Game-making for Issue Articulation". This study is being done by Davide Di Staso from the TU Delft, and funded by the European Union's Horizon 2020 research and innovation programme under the Marie Skłodowska-Curie grant agreement No. 955569. The purpose of this research study is to assess game-making as a way to express complex social issues.

### Purpose of the data collection

The data will be used for assessing the perceived outcomes of the workshop for participants, and to improve further iterations of the workshop. Anonymised data will also be presented in a journal or conference publication, and will be made publicly available on a research database.

### Research procedure

For this study, we will ask you to: fill this anonymous survey, follow the format of the workshop, collaboratively produce a video-game, share your game with the researchers and with fellow workshop attendees. The workshop will take approximately 8 hours to complete. This survey (pre-test + post-test) will take you approximately 8 minutes to complete.

### Data collection

Throughout the workshop we will gather the following data: surveys, pictures, audio recordings, video games and other artifacts you produce.

### Risks

As with any online activity the risk of a breach is always possible. To the best of our ability your data in this study will remain confidential. We will minimize any risks by only storing your data on TU Delft approved platforms (Qualtrics, SURFdrive). We are not collecting names, emails, or other information that can be immediately associated with you. Audio recordings will be transcribed and information that may identify an individual will be anonymised to the best of our ability. After transcription, the audio file will be destroyed. Pictures will be anonymised by obscuring faces and originals will be destroyed. Personal details (age, gender, nationality, etc.) in the survey will only be shared in aggregate form. Transcripts, survey data, and pictures (all anonymised) will be uploaded to a research database with an open access policy.

### Voluntary nature of the study

Your participation in this study is entirely voluntary and you can withdraw at any time. You are free to omit any questions.

Because the surveys are anonymous, we will not be able to remove your data at a later date. For any inquiries, you may contact the Responsible Researcher, Davide Di Staso at [D.DiStaso@tudelft.nl](mailto:D.DiStaso@tudelft.nl).



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# Brainstorming

Write your game design doc and draw some screenshots

### Game doc/1

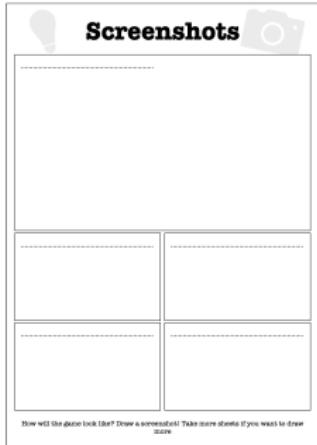
Title	Genre
High concept (the game in one sentence)	
Objectives (what does the player have to do in the game?)	
Story (is there a story? Maybe a backstory that happened before?)	Environment (where does this all take place?)
Art style (how does it look like?)	Music and sounds (what doesn't sound like?)

Try to write 5 bullet points for the objectives, story, environment, art style, music and sounds

### Game doc/2

Data insight I	Game mechanic I
Data insight II	Game mechanic II
Data insight III	Game mechanic III

Example of a game mechanic in Monopoly: "When landing on a property with a house, the player has to pay rent as indicated on the property card"



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# Lunch break

See you in one hour!

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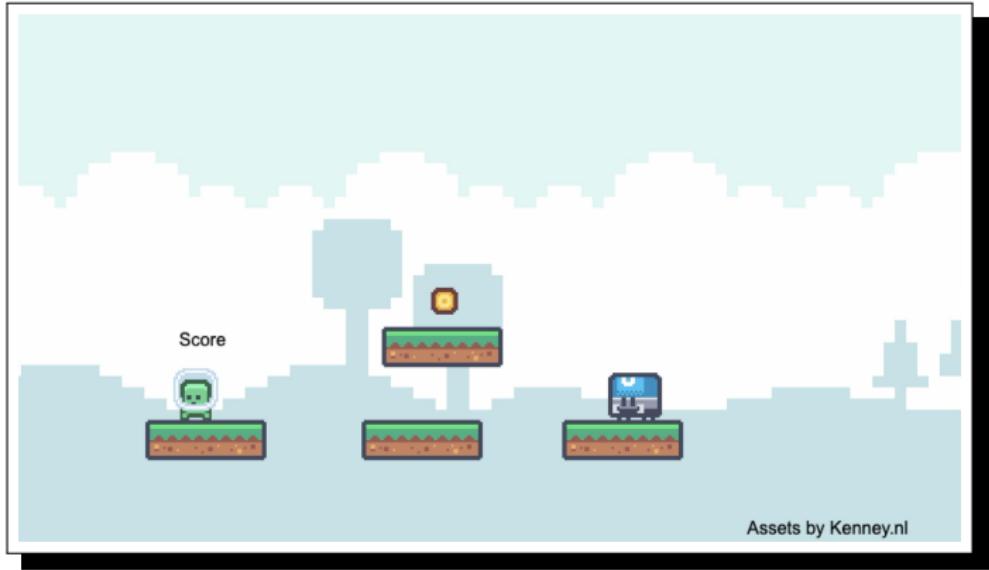
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# Simulation

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Money: 48  
Eggs: 7  
Customers: 22  
Hens: 4

Buy Hen

Hens designed by shubibubi. Sound by kenney.nl.

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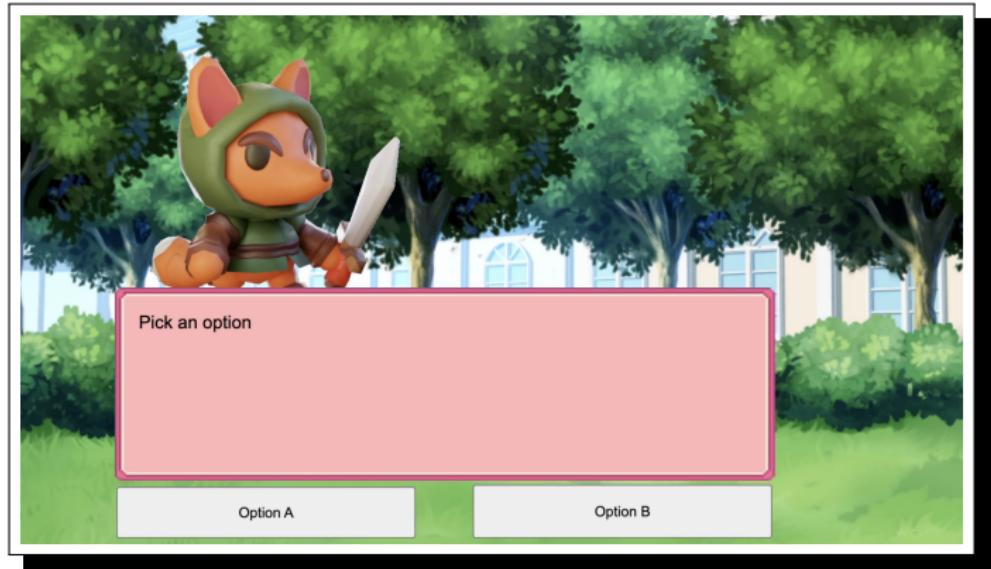
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# Visual novel



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# Check out the starter kits

<https://github.com/davidedistaso/open-data-game-jam>

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# Time to code the games

Feel free to ask for help at any time!

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# Play each others' games

And don't forgot to give points to the games you like the most

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# Survey section 2

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## Section 2

My interests	Strongly disagree	Disagree	Somewhat disagree	Neither agree nor disagree	Somewhat agree	Agree	Strongly agree
I care about the social issue my team and I have addressed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I like video games	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I like to explore datasets	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Describe the social issue that you have addressed

---



---



---



---



---

My knowledge of the issue	Strongly disagree	Disagree	Somewhat disagree	Neither agree nor disagree	Somewhat agree	Agree	Strongly agree
I am knowledgeable about this social issue	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I know who could resolve this social issue	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I know who is responsible for this social issue	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I know who/how many people are affected by this issue	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I know how to make video games	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



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# Want to keep making games?

## Some resources

- ▶ <https://www.develop.games>
- ▶ Play The Beginner's Guide
- ▶ D.DiStaso@tudelft.nl
- ▶ L.V.Christiansen@tudelft.nl

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