

## Babka Mocap: Content Part 2

☰ Directive from Shurick: "We should start working on the Babka motion capture model with the motion capture suite in Xsolla Office. so that we can record Babka playing games, review games, and read gaming news with a giveaway.

Please add more ideas for projects with motion suite beyond playing games. such as interviews, talk show, social media updates etc."

**Objective:** Develop a brief on the different narrative outputs of use of mocap and the Babka character rig as part of our Babka Transmedia strategy, and a running list of projects and ideas about Babka that we have or would like to put in a content production pipeline.

- Show Briefs:
  - Babka's "Gaming for Beginners" series
  - Babka's "Metaverse Tour" series
  - Babka's "Web3 and gaming" course
  - Babka's "Gaming with Grandma" show
  - Babka's "Gaming for Seniors" series
  - Babka's "Gaming and Mindfulness" series
  - Babka's "Gaming and Social impact" series
  - Babka's "Gaming and Life Lessons" series
  - Babka's "Gaming and Language Learning" series
  - Babka's "Gaming and Nutrition" series
  - Babka's "Gaming and Travel" series
  - Babka's "Gaming and History" series
  - Babka's "Gaming and Environmentalism" series
  - Babka's "Gaming and Philosophy" series
  - Babka's "Gaming and Psychology" series
  - Babka's "Gaming and Education" series
  - Babka's "Gaming and Ethics" series
  - Babka's "Gaming and Art" series
  - Babka's "Gaming and Entertainment" series
- Backburner - and non-MoCap outputs

### Show Briefs:

#### **Babka's "Gaming for Beginners" series**

*Babka creates a series of educational videos on different games, aimed at introducing beginners to the basics of the game and its mechanics. She could also include tips and tricks for players just starting out.*

**Potential Interviewees:** Game developers such as John Carmack, Peter Molyneux, Markus Persson and Game educators such as James Paul Gee

**Key Topics:** Game mechanics, Game controls, Game tutorials, Game selection, Age-appropriate games

**Key Games to Reference:** Minecraft, Animal Crossing, Roblox

**#Tags:** #Gaming101 #BeginnerGaming #GamingTutorials

**CoSponsor Partners:** Gaming hardware and accessory companies such as Logitech, Razer, Hyperx and Game stores such as Steam, Epic Games store, GOG

**CoBranding Partners:** Game publishers such as EA, Ubisoft, Activision

**Game Recommendations:** Minecraft, Animal Crossing, Roblox

**Book Recommendations:** "The Gamer's Dilemma: Is Gaming Good for Society?" by Kevin Harrigan

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### **Babka's "Metaverse Tour" series**

*Babka explores the Metaverse and shares her experiences and insights on the social, economic and philosophical aspects of the metaverse and future human interaction and relationships.*

**Potential Interviewees:** Metaverse experts such as Philip Rosedale, Cory Ondrejka, and Tom Boellstorff, Game developers such as Markus Persson and Virtual world creators such as Second Life

**Key Topics:** Metaverse design, Metaverse society, Metaverse economy, Metaverse philosophy, Future of the metaverse

**Key Games to Reference:** Second Life, Minecraft, Decentraland

**#Tags:** #MetaverseExploration #VirtualWorlds #Web3Gaming

**CoSponsor Partners:** Virtual reality hardware companies such as Oculus, HTC, and Metaverse platform providers such as High Fidelity, VRChat

**CoBranding Partners:** Metaverse-based game and app developers such as VRChat, Entropia Universe, and Decentraland

**Game Recommendations:** Second Life, Minecraft, Decentraland

**Book Recommendations:** "Ready Player Two: A Novel" by Ernest Cline

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### **Babka's "Web3 and gaming" course**

*Babka's "Web3 and gaming" course: Babka creates a course on how to play games and interact with decentralized platforms and blockchain-based games.*

**Potential Interviewees:** Blockchain experts such as Vitalik Buterin, Andreas Antonopoulos, and Nick Szabo, Game developers such as Axie Infinity and Sorare, and Cryptocurrency experts such as Tyler Winklevoss, Cameron Winklevoss, and Roger Ver

**Key Topics:** Blockchain in gaming, Cryptocurrency in gaming, Decentralized gaming platforms, Smart contract-based games, Gaming on the blockchain, Crypto collectibles

**Key Games to Reference:** Axie Infinity, Sorare, Decentraland, CryptoKitties

**#Tags:** #BlockchainGaming #CryptoGaming #Web3Gaming

**CoSponsor Partners:** Blockchain and cryptocurrency companies such as Ethereum, Bitcoin, and Litecoin

**CoBranding Partners:** Decentralized gaming platforms such as Axie Infinity, Sorare, and Decentraland, Blockchain-based game developers such as CryptoKitties, My Crypto Heroes

**Game Recommendations:** Axie Infinity, Sorare, Decentraland, CryptoKitties

**Book Recommendations:** "The Business Blockchain: Promise, Practice, and Application of the Next Internet Technology" by William Mougayar

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### **Babka's "Gaming with Grandma" show**

*Babka invites young children to join her in playing games and sharing their thoughts and experiences. This could be a fun and wholesome way for children to learn about gaming and technology.*

**Potential Interviewees:** Young children who play games with their grandparents, Gaming YouTubers/streamers such as DanTDM and Dream

**Key Topics:** Intergenerational gaming, bonding through gaming, technology education for children

**Key Games to Reference:** Minecraft, Animal Crossing, Super Mario Party

**Tags:** #gamingwithgrandma #intergenerationalgaming #technologyeducation

**CoSponsor Partners:** Toy and game manufacturers such as Hasbro and Mattel, educational technology companies such as [Code.org](#) and Scratch.

**CoBranding Partners:** Online gaming platforms such as Roblox and Supercell.

**Organizational Tie-ins (NPO's, Foundations, etc):** Non-profit organizations such as Family Online Safety Institute (FOSI) which focuses on safe internet use for children

**Game Recommendations:** Games that are easy to pick up and play such as Mario Party, Cooking Craze, Angry Birds 2

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### **Babka's "Gaming for Seniors" series**

*Babka creates a series of videos aimed at older adults, addressing the challenges and benefits of gaming in later life and providing tips and advice on how to get started.*

**Potential Interviewees:** Elderly adults who play games or are interested in gaming, Gaming YouTubers/streamers such as Octavian Morosan and Anne Munition.

**Key Topics:** Gaming and aging, benefits of gaming for seniors, social connections through gaming

**Key Games to Reference:** Bejeweled, Candy Crush, World of Warcraft

**Ideal Content Platform and Length:** online video series (15 minutes per episode)

**Tags:** #gamingforseniors #agingandgaming #socialconnections

**CoSponsor Partners:** Senior living communities, technology companies such as Apple and Samsung

**CoBranding Partners:** Online gaming platforms such as Facebook Gaming, Steam

**Organizational Tie-ins (NPO's, Foundations, etc):** Organizations such as AGE-uP which focus on technology adoption in older adults

**Game Recommendations:** Games that are easy to pick up and play such as Candy Crush, Gardenscapes, Angry Birds 2

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### **Babka's "Gaming and Mindfulness" series**

*Babka shares her personal philosophy and talks about how gaming can help with stress management, mental well-being, and overall well-being.*

**Potential Interviewees:** Game developers, Game designers, Therapists, Mindfulness experts such as Jon Kabat-Zinn,

**Key Topics:** Stress Management through gaming, Mental wellness and gaming, Mindful gaming

**Key Games to Reference:** Journey, Minecraft, Stardew Valley

**Ideal Content Platform and Length:** online video series (15 minutes per episode)

**Tags:** #gamingandmindfulness #Stressmanagement #Mindfulgaming

**CoSponsor Partners:** Wellness app providers such as Headspace and Calm, mental health centers and hospitals.

**CoBranding Partners:** Game developers such as thatgamecompany and Mojang.

**Organizational Tie-ins (NPO's, Foundations, etc):** Mindfulness-based organizations such as Search Inside Yourself Leadership Institute

**Game Recommendations:** Games that have a calming effect such as Journey, Stardew Valley, and Flower

**Book Recommendations:** "The Art of Game Design: A book of lenses" by Jesse Schell

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### **Babka's "Gaming and Social impact" series**

*Babka shares her thoughts on the impact of games on society, culture and political issues.*

**Potential Interviewees:** Game developers, Game designers, Politicians, Activists, social scientists such as Dr. Jennifer Earl

**Key Topics:** Gaming and societal issues, gaming and politics, representation in games

**Ideal Content Platform and Length:** online video series (15 minutes per episode)

**Key Games to Reference:** Papers, Please, This War of Mine, Detroit: Become Human

**Tags:** #gamingandsocialimpact #politicsingames #representationingames

**CoSponsor Partners:** Organizations that focus on social issues such as the International Game Developers Association, the National Center for Women in Technology

**CoBranding Partners:** Game developers that focus on social impact in their games, such as The Last of Us Part II and Hellblade: Senua's Sacrifice

**Organizational Tie-ins:** Non-profits, foundations, or institutions that focus on social justice, such as the International Game Developers Association and the National Center for Women in Technology, Games for Change

**Game Recommendations:** Games that tackle social issues such as This War of Mine, Papers, Please, Detroit: Become Human

**Book Recommendations:** "Gamers, Gaming and Social Change" edited by Breanna J. Robertson-Krist, "Race, Gender and Deviance in Xbox Live" by Kishonna Gray

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### **Babka's "Gaming and Life Lessons" series**

*Babka shares the lessons she learned through games and how they can be applied in real-life.*

**Potential Interviewees:** Game developers, Game designers, Life coaches, Educators

**Key Topics:** Life lessons learned from gaming, how to apply game strategies in real life, the impact of gaming on personal development

**Ideal Content Platform and Length:** online video series (30-45 minutes per episode)

**Key Games to Reference:** The Legend of Zelda: Breath of the Wild, Minecraft, The Sims

**Tags:** #gamingandlifelessons #gamelife #gamingstrategies

**CoSponsor Partners:** Life coaching and personal development organizations, Educational institutions

**CoBranding Partners:** Game developers that focus on personal development in their games, such as Journey and Proteus

**Organizational Tie-ins:** Non-profits, foundations, or institutions that focus on personal development and self-improvement such as the National Association of Life Coaches

**Game Recommendations:** Games that have a positive impact on personal development such as The Legend of Zelda: Breath of the Wild, Minecraft, The Sims

**Book Recommendations:** "The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between!" by Brian Tinsman, "The Power of Gaming: How Games Can Drive Personal and Professional Success" by John D.Cresswell

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### **Babka's "Gaming and Language Learning" series**

*Babka teaches a different language while playing games, or plays games that teach languages. Reviews Language-based games.*

**Potential Interviewees:** Game developers, Game designers, Language educators, Polyglot YouTubers

**Key Topics:** Language learning through games, the impact of gaming on language acquisition, teaching a language through games

**Ideal Content Platform and Length:** online video series (30-45 minutes per episode)

**Key Games to Reference:** Duolingo, Rosetta Stone, Lingodeer

**Tags:** #gamingandlanguagelearning #languagelearning #teachingalanguage

**CoSponsor Partners:** Language learning app providers and organizations such as Duolingo, Rosetta Stone, Lingodeer

**CoBranding Partners:** Game developers that focus on language learning in their games, such as Learn Spanish with Babbel

**Organizational Tie-ins:** Non-profits, foundations, or institutions that focus on language education such as the National Network for Early Language Learning

**Game Recommendations:** Games that have a focus on language

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### **Babka's "Gaming and Nutrition" series**

*Babka shares her tips and tricks on how to eat healthy while gaming.*

**Potential Interviewees:** Game developers, Game designers, Nutritionists, Dietitians, Fitness influencers

**Key Topics:** Eating healthy while gaming, maintaining a balanced diet, how gaming can affect diet

**Ideal Content Platform and Length:** online video series (30-45 minutes per episode)

**Key Games to Reference:** games that incorporate healthy living such as Ring Fit Adventure, Wii Fit

**Tags:** #gamingandnutrition #healthyliving #gamingdiet

**CoSponsor Partners:** Nutrition, diet and fitness companies such as MyFitnessPal, Noom, and Fitbit

**CoBranding Partners:** Game developers that focus on health and wellness in their games, such as Ring Fit Adventure and Wii Fit

**Organizational Tie-ins:** Non-profits, foundations, or institutions that focus on nutrition and fitness such as the American Dietetic Association and the American College of Sports Medicine

**Game Recommendations:** Games that encourage healthy living such as Ring Fit Adventure, Wii Fit, Zombies Run!

**Book Recommendations:** "The Gamer's Diet" by Chris Mohler, "Eat Move Sleep: How Small Choices Lead to Big Changes" by Tom Rath

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### **Babka's "Gaming and Travel" series**

*Babka shares her travel experiences through games, exploring different cultures and customs.*

**Potential Interviewees:** Game developers, Game designers, Travel bloggers, Cultural experts

**Key Topics:** Exploring different cultures through games, virtual travel, how games can be used to learn about other countries and cultures

**Ideal Content Platform and Length:** online video series (30-45 minutes per episode)

**Key Games to Reference:** Assassin's Creed Odyssey, Assassin's Creed Origins, The Last of Us Part II

**Tags:** #gamingandtravel #virtualtravel #culturalexploration

**CoSponsor Partners:** Travel companies such as Expedia and [Booking.com](https://www.booking.com), virtual reality companies such as Oculus

**CoBranding Partners:** Game developers that focus on cultural exploration in their games, such as Assassin's Creed and The Last of Us Part II

**Organizational Tie-ins:** Non-profits, foundations, or institutions that focus on cultural exploration and education such as the Smithsonian and the American Association of Museums

**Game Recommendations:** Games that encourage virtual travel and cultural exploration such as Assassin's Creed Odyssey, Assassin's Creed Origins, The Last of Us Part II

**Book Recommendations:** "The Game Localization Handbook" by Heather Maxwell Chandler, "The Tourist Gaze" by John Urry

### **Babka's "Gaming and History" series**

*Babka shares her thoughts on how games can be used to teach history.*

**Potential Interviewees:** Game developers, Game designers, Historians, Educators

**Key Topics:** How games can be used to teach history, historical accuracy in games, the impact of games on historical understanding

**Ideal Content Platform and Length:** online video series (30-45 minutes per episode)

**Key Games to Reference:** Assassin's Creed Origins, Assassin's Creed Odyssey, Civilization VI

**Tags:** #gamingandhistory #historicalaccuracy #educationalgames

**CoSponsor Partners:** Educational institutions, history museums and organizations

**CoBranding Partners:** Game developers that focus on historical accuracy in their games, such as Assassin's Creed Origins and Civilization VI

**Organizational Tie-ins:** Non-profits, foundations, or institutions that focus on history education such as the National History Education Clearinghouse

**Game Recommendations:** Games that educate players on history such as Assassin's Creed Origins, Assassin's Creed Odyssey, Civilization VI

**Book Recommendations:** "Gaming the Past: Using Video Games to Teach Secondary History" by Jeremiah McCall

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### Babka's "Gaming and Environmentalism" series

*Babka shares her thoughts on how games can raise awareness on environmental issues and solutions.*

**Potential Interviewees:** Game developers, Game designers, Environmentalists, Climate Scientists, Activists, etc.

**Key Topics:** Environmentalism in games, raising awareness on environmental issues through games, sustainability in the gaming industry

**Ideal Content Platform and Length:** online video series (30-45 minutes per episode)

**Key Games to Reference:** games that incorporate environmentalism such as My Time at Portia, TerraGenesis, Eco

**Tags:** #gamingandenvironmentalism #sustainability #awareness

**CoSponsor Partners:** Environmental organizations such as Greenpeace, Sierra Club, Natural Resources Defense Council

**CoBranding Partners:** Game developers that focus on environmentalism in their games, such as My Time at Portia and TerraGenesis

**Organizational Tie-ins:** Non-profits, foundations, or institutions that focus on environmentalism and sustainability such as the Environmental Defense Fund and the World Wildlife Fund

**Game Recommendations:** Games that educate players on environmentalism and sustainability such as My Time at Portia, TerraGenesis, Eco

**Book Recommendations:** "Gaming the Environment" by Edward Castronova and Joshua A.T. Fairfield, "The Environmental Impact of the Video Game Industry" by Jack Parker

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### Babka's "Gaming and Philosophy" series

*Babka shares her thoughts on how games can be used to teach and explore philosophy.*

**Interview:** philosophers, game developers, game designers, educators such as Noam Chomsky, Susan Neiman, Jane McGonigal

**Key Topics:** How games can be used to teach and explore philosophy, the philosophical themes and questions present in games, the relationship between games and traditional philosophical concepts

**Platform and Length:** YouTube, Instagram, Podcast, 30-45 minutes per episode

**Key Games to Reference:** games such as The Witness, The Stanley Parable, Bioshock Infinite

**Tags:** #gamingandphilosophy #teachingphilosophy #philosophicalthemesingames

**CoSponsor Partners:** Educational institutions, philosophy departments and organizations

**CoBranding Partners:** Game developers that focus on incorporating philosophical themes in their games, such as The Witness and The Stanley Parable

**Specific NPO's, Foundations, Institutions, etc to Tie-In:** Philosophy Learning and Teaching Organization

**Game Recommendations:** games that explore philosophical concepts such as The Witness, The Stanley Parable, Bioshock Infinite

**Book Recommendations:** "Philosophy Through Video Games" by Luke Cuddy, "How to Do Things with Videogames" by Ian Bogost

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### **Babka's "Gaming and Psychology" series**

*Babka shares her thoughts on the impact of games on human behavior, emotions, and cognitive processes.*

**Interview:** psychologists, game developers, game designers, neuroscience researchers such as Daniel Kahneman, Jane McGonigal, Isabela Granic

**Key Topics:** The impact of games on human behavior, emotions, and cognitive processes, the relationship between gaming and mental health, how games can be used to improve mental well-being

**Platform and Length:** YouTube, Instagram, Podcast, 30-45 minutes per episode

**Key Games to Reference:** games such as Minecraft, Flow, and Journey

**Tags:** #gamingandpsychology #mentalhealth #cognitiveprocesses

**CoSponsor Partners:** Mental health organizations, healthcare providers

**CoBranding Partners:** Game developers that focus on games with positive impact on mental health, such as Minecraft and Journey

**Specific NPO's, Foundations, Institutions, etc to Tie-In:** Mental Health America, The American Psychological Association

**Game Recommendations:** games that have a positive impact on mental health such as Minecraft, Flow, and Journey

**Book Recommendations:** "The Gameful Mind: How Playing Games Can Make You SuperBetter" by Jane McGonigal

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### **Babka's "Gaming and Education" series**

*Babka shares her thoughts on how games can be used to improve education and make learning more engaging.*

**Interview:** game developers, game designers, educators, researchers such as Jane McGonigal, James Paul Gee, David Williamson Shaffer

**Key Topics:** How games can be used to improve education and make learning more engaging, the potential of games for learning and skill development, the role of games in the classroom

**Platform and Length:** YouTube, Instagram, Podcast, 30-45 minutes per episode

**Key Games to Reference:** games such as Minecraft, Kahoot!, Duolingo

**Tags:** #gamingandeducation #learnthroughgames #gamification

**CoSponsor Partners:** Educational institutions, e-learning providers

**CoBranding Partners:** Game developers that focus on games for learning and education, such as Minecraft and Duolingo

**Specific NPO's, Foundations, Institutions, etc to Tie-In:** International Society for Technology in Education



**Game Recommendations:** games that are designed for educational purposes such as Minecraft, Kahoot!, Duolingo

**Book Recommendations:** "The Gameful Mind: How Playing Games Can Change How You Think and Feel" by Jane McGonigal, "How Video Games Are Transforming Education" by David Williamson Shaffer

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### **Babka's "Gaming and Ethics" series**

*Babka shares her thoughts on the ethical implications of games and the role of the game industry in shaping society.*

**Interview:** game developers, game designers, ethicists, philosophers such as Brenda Romero, Celia Pearce, Helen Nissenbaum

**Key Topics:** The ethical implications of games and the role of the game industry in shaping society, representation of marginalized groups in games, the impact of games on social norms

**Platform and Length:** YouTube, Instagram, Podcast, 30-45 minutes per episode

**Key Games to Reference:** games such as This War of Mine, Papers, Please, Spec Ops: The Line

**Tags:** #gamingandethics #representationingames #impactofgamesonsociety

**CoSponsor Partners:** Ethical organizations, advocacy groups

**CoBranding Partners:** Game developers that focus on ethical issues and representation in their games, such as This War of Mine and Papers, Please

**Specific NPO's, Foundations, Institutions, etc to Tie-In:** International Game Developers Association, The International Society for Ethics and Information Technology

**Game Recommendations:** games that address ethical issues and representations, such as This War of Mine, Papers, Please, Spec Ops: The Line

**Book Recommendations:** "Ethics and Game Design: Teaching Values Through Play" by Celia Pearce

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### **Babka's "Gaming and Art" series**

*Babka shares her thoughts on the artistic aspect of games, the meaning behind the games, and how they can be used to express emotions.*

**Interview:** game developers, game designers, artists, and art critics such as Jennifer Shear, David Cage, Jenova Chen

**Key Topics:** The artistic aspect of games, the meaning behind the games, how games can be used to express emotions, the intersection of gaming and art.

**Platform and Length:** YouTube, Instagram, Podcast, 30-45 minutes per episode

**Key Games to Reference:** games such as Journey, Monument Valley, The Last of Us

**HashTags:** #gamingandart #expressingemotionsingames #artintersectioningames

**CoSponsor Partners:** Art museums, art galleries, art foundations

**CoBranding Partners:** Game developers that focus on art and storytelling in their games, such as Journey and The Last of Us

**Affiliated Organizations:** International Game Developers Association, The Game Developers Conference

**Game Recommendations:** games that incorporate art and storytelling to express emotions such as Journey, Monument Valley, The Last of Us

**Book Recommendations:** "The Art of Game Design: A Book of Lenses" by Jesse Schell, "Game Art: From Pixels to Paint" by Dave Morris

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### **Babka's "Gaming and Entertainment" series**

*Babka interviews key thought leaders, game designers, celebrities and influencers on the role of games in entertainment and how they influence other forms of media.*

**Interviewees:** (Tim Schafer, Rami Ismail, Cliff Bleszinski, Nolan Bushnell, Jane McGonigal)

**Key Topics:** The role of games in entertainment, the impact of games on other forms of media, the intersection of gaming and other forms of entertainment such as film and music, the future of gaming entertainment.

**Platform and Length:** YouTube, Podcast, Instagram Live, 30-45 minutes per episode

**Key Games to Reference:** games such as Grand Theft Auto V, Red Dead Redemption 2, Minecraft

**HashTags:** #gamingandentertainment #impactofgamesonmedia #futureofgaming

**CoSponsor Partners:** Entertainment companies, streaming platforms

**CoBranding Partners:** Game developers that focus on storytelling and entertainment in their games, such as Rockstar Games, Mojang

**Affiliated Organizations:** International Game Developers Association, The Entertainment Software Association, the Academy of Interactive Arts & Sciences

**Game Recommendations:** games that showcase the intersection of gaming and entertainment such as Grand Theft Auto V, Red Dead Redemption 2, Minecraft

**Book Recommendations:** "Reality is Broken: Why Games Make Us Better and How They Can Change the World" by Jane McGonigal, "Game Design Workshop: A Playcentric Approach to Creating Innovative Games" by Tracy Fullerton

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## **Backburner - and non-MoCap outputs**

"Babka's Gaming Adventures" Instagram account:

Babka documents her journey as a gamer and shares candid moments from her Twitch streams and other gaming-related content. The account could also feature behind-the-scenes footage, pictures of Babka's gaming setup, and interactive polls where followers can vote on which games Babka should play next.

Babka's Gaming merchandise store:

Babka could sell her own merchandise, including T-shirts, hoodies, hats, and other items with her catchphrases, slogans, and gaming-related designs. This would give fans of Babka a way to show their support and let them be a part of her community.

"Babka's Metaverse Roadshow" :

Babka goes on a virtual roadshow across various metaverse platform, showcasing her experience and the fun it brings to the audience.

"Babka's Virtual Gift shop" :