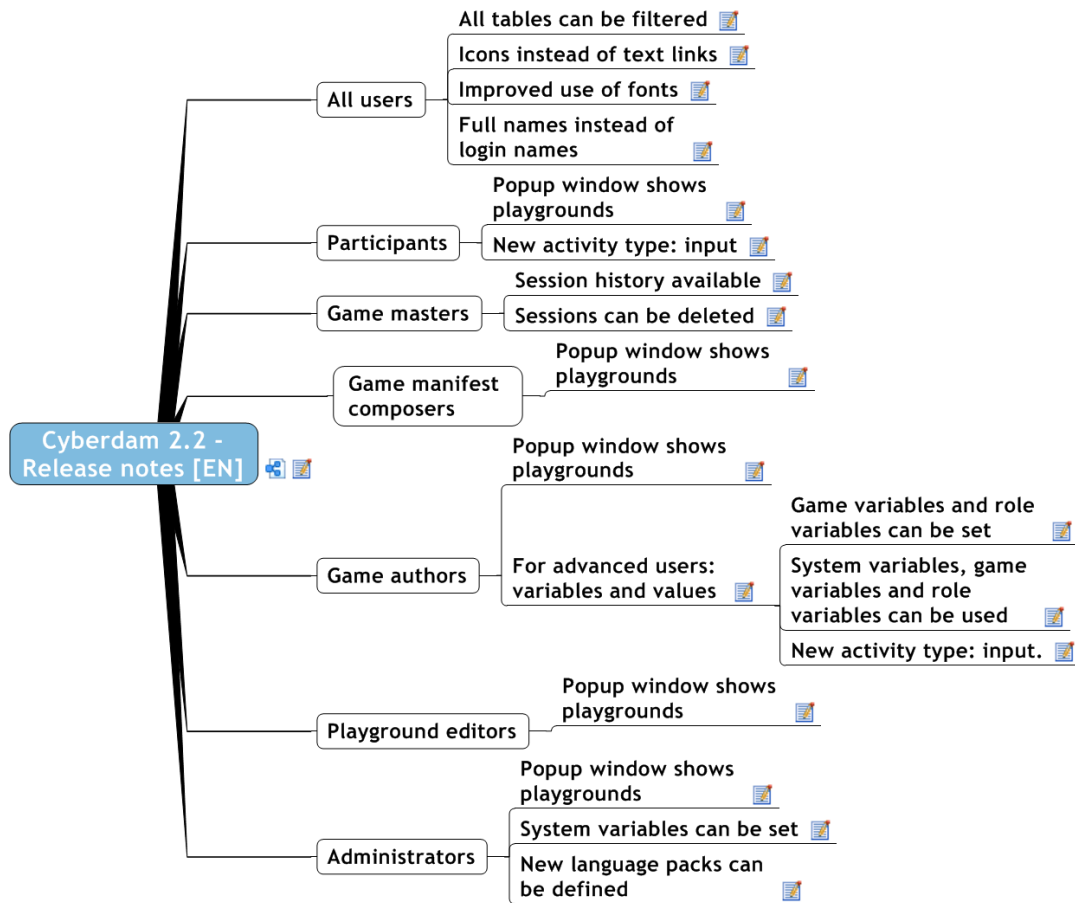


## Cyberdam 2.2 - Release notes [EN]



Pieter van der Hijden - 16 July 2009

# 1 All users










## 1.1 All tables can be filtered

Filter: <input type="text"/> X		
<u>Game session</u>	<u>Status</u>	
<u>Innovatium Workshop</u>	Finished	03 M
<u>Innovatium Workshop - sessie 2</u>	Aborted	04 M
<u>Innovatium Workshop - sessie 1</u>	Aborted	04 M
<u>cas donderdag</u>	Aborted	06 M

All tables can be filtered so that you can focus on the records most relevant for you:

- To set a filter enter the search text in the Filter entryfield at the top of the table and press "Enter". Only records matching your text (in whatever text field) will be displayed.
- To clear the filter, press the "Clear filter" button. Now all records will be displayed again.

## 1.2 Icons instead of text links

<u>Composer</u>	
<u>Pieter van der Hijden</u>	  
<u>Leon van Baal</u>	  
<u>Gas Gerritsen</u>	  

In tables, the text hyperlinks at the end of each record (e.g. Edit, Delete), have been replaced by little icons.

## 1.3 Improved use of fonts

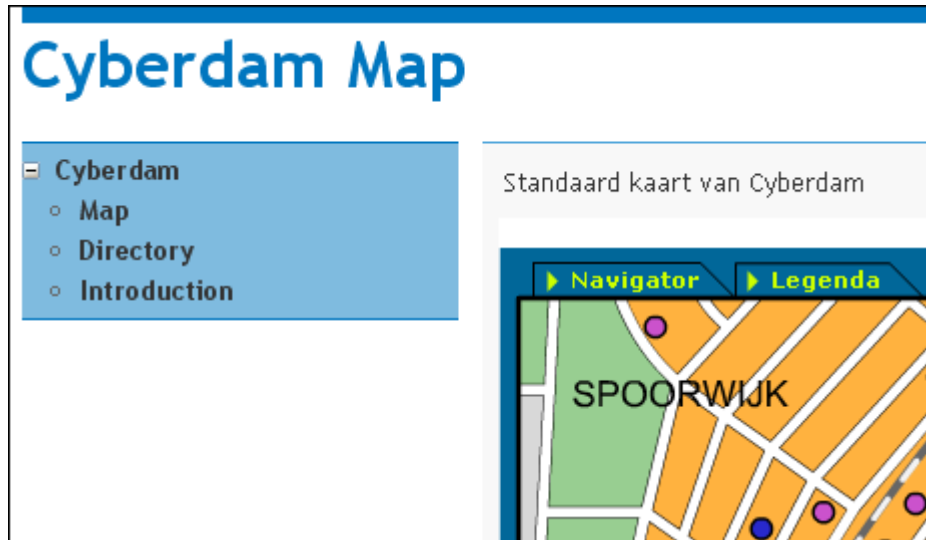
The variety of fonts and font sizes has been reduced.

## 1.4 Full names instead of login names

Instead of login names, tables display now the corresponding full names of the users.

## 2 Participants

### 2.1 *Popup window shows playgrounds*



Participants to a game session now can open a popup window to display the relevant playground(s) with map, directory and background information.

### 2.2 *New activity type: input*

The game participant may notice that apart from the file upload, the send message and the progress activity, a new activity type may be used, the input activity. This activity displays a form that the participant has to fill in.

## 3 Game masters

### 3.1 Session history available

<u>Activity</u>	<u>Participant</u>	<u>Role</u>	<u>Date + time</u>
<u>maak een plan/begroting</u>	Pieter van der Hijden (pvdhyden)	directeur	2009-07-15 13:24:55.0
<u>dien een voorstel in bij de directeur</u>	Pieter van der Hijden (pvdhyden)	directeur	2009-07-15 13:26:44.0

Game masters will find a new "Session logbook" button on a game session's control page. Clicking the button results in displaying a detailed logbook of the session. From there, a Session report can be generated containing the game session's colophon plus the Session logbook.

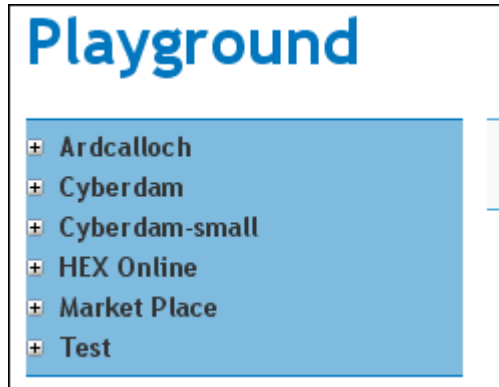
Unfortunately, this new feature is not backward compatible, i.e. it is not possible to get a session logbook or a session report from (parts of) game sessions that run under a previous version of the Cyberdam system.

### 3.2 Sessions can be deleted

Until now, deleting a game session implied aborting a game session without removing any data. From now, deleting a game session will really clean up all session related data. Be sure you made a session report before.

## 4 Game manifest composers

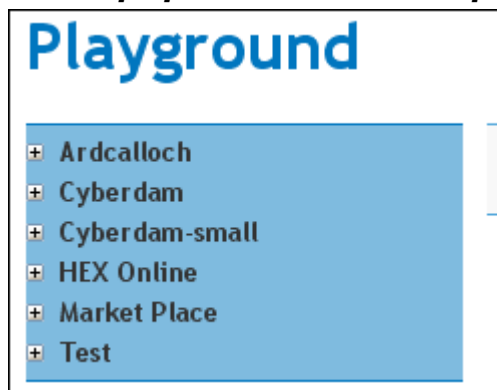
### 4.1 *Popup window shows playgrounds*



From the Cyberdam main menu, game manifest composers can open a popup window to display all public playground(s) with map, directory and background information.

## 5 Game authors

### 5.1 Popup window shows playgrounds



From the Cyberdam main menu, game authors can open a popup window to display all public playground(s) with map, directory and background information.

### 5.2 For advanced users: variables and values

Version 2.2 introduces two new concepts for advanced users: variables and values. These serve various purposes:

- they give game sessions a memory for scores, amount of capital, number of inhabitants, pollution level, annual production and whatever "stock" a game author wants to record (from moment to moment) and to display to the participants when appropriate;
- they make dynamic feedback in game sessions possible (once their values can be fed to a calculation module and the outcomes of the calculation can be fed back to attributes again);
- they make dynamic game session progress possible and make game content variable (e.g. certain values may trigger a move of the game-session to another step-of-play, or change a condition to show or hide an activity).
- In Cyberdam 2.2 we want to ground these concepts by realising some basic functions. In version 2.3 we will complete it.

New in Cyberdam 2.2 is:

- Game authors may define variables and assign initial values to them at role level and at game level. System administrators may do the same at system level. At all three levels also predefined variables exist.
- Game authors may use these variables, i.e. display their values, in the explanation (instruction) text of activities.
- Game authors may use a new activity type, the input activity. By this activity a participant to a game session may assign values to certain variables.

#### 5.2.1 Game variables and role variables can be set

Game authors can define variables at game model level and at game role level and assign (initial) values to them. Names of variables start with a letter, an underscore or a dollar sign. Their maximum length is 255 characters. Uppercase or lowercase makes a difference. Dots are not allowed in author defined names.

For different roles the same names of variables may be used. Example: all roles may have a variable called level and a variable called score. For each role they may contain different values.

The value of a variable is either undefined or a string of characters. The latter may contain HTML code. Note that the correctness of eventual HTML code will not be checked by the system.

### 5.2.2 System variables, game variables and role variables can be used

Game authors can refer to variables in the explanation (instruction) field of activities. In that case the name of the variable should be surrounded by "[% " and "%]". When this field is displayed to a participant during a game session, the variable will be replaced by its actual value.

Example:

- Suppose the game author defined the variable budget at game level and gives it the value 10000.
- In an explanation field of an activity, the game author enters the text: "The actual budget is [%budget%] USD."
- During the game session, the participant will see the text: "The actual budget is 10000 USD." If for whatever reason, the value of budget has changed in the mean time, the participant will see the new value.

Another example shows the power of using the same variable name for each of the roles.

- Suppose the game author defined the variable manpower at role level for each of the roles and gives them each a different initial value, e.g. 100, 200, 300.
- In an explanation field of an activity, the game author enters the text: "Your manpower level at this moment is [%manpower%]."
- During the game session, the participant will see the text: "Your manpower level at this moment is ...." The dots contain the number that is appropriate for the role to which the activity was assigned, e.g. 100, 200, 300.

Apart from self defined variables at game model level and at role level, the game author also may refer to variables defined at system level (by the system administrator) and to predefined variables.

Predefined variables exist at system-, model-, and role-level:

- system.datetime - the actual date and time
- model.name - the name of the model
- model.caption - the caption line of the model
- role.name - the name of the role

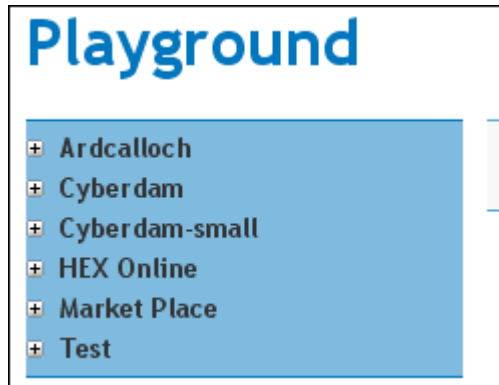
### 5.2.3 New activity type: input.

The game author may use a new activity type, the input activity. This activity displays a form that the participant has to fill in. In fact, the participant changes the values of certain variables by this form.

By allocating an input activity to a teacher role, the teacher may be given the opportunity to enter scores, warning messages, etc. to be displayed to the participants via the "[%...%]" mechanism explained in the previous paragraph.

## 6 Playground editors

### 6.1 *Popup window shows playgrounds*

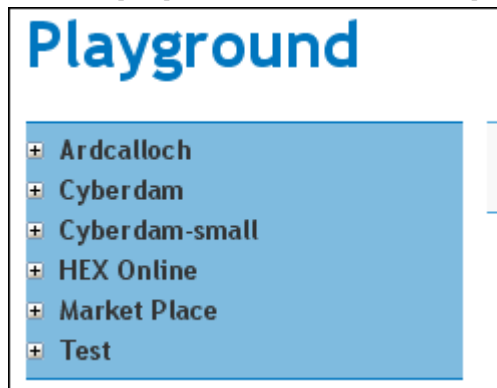


From the Cyberdam main menu, playground editors can open a popup window to display all playground(s) with map, directory and background information.



## 7 Administrators

### *7.1 Popup window shows playgrounds*



From the Cyberdam main menu, LCMS administrators and System administrators can open a popup window to display all playground(s) with map, directory and background information.

### *7.2 System variables can be set*

System administrators can define variables at system level and assign (initial) values to them. Names of variables start with a letter, an underscore or a dollar sign. Their maximum length is 255 characters. Uppercase or lowercase makes a difference. Dots are not allowed in these names.

The value of a variable is either undefined or a string of characters. The latter may contain HTML code. Note that the correctness of eventual HTML code will not be checked by the system.

Note that system variables might be referred to by game authors and that their values may be changed during game sessions.

### *7.3 New language packs can be defined*

System administrators maintain a Dutch and an English language pack containing all the system dialogue texts. From now they can create new language packs (e.g. Spanish) and export and import language packs as well.