



theStories

historical boardgames

author
**OLEG
DARKDEV**

the STORIES

historical boardgames

The Stories is a series of educational board games, enhanced by interactive web applications, which invite players to learn about archaeological and paleontological expeditions, or to join a adventure to medieval castles and cities on UNESCO's World Cultural Heritage List. Each game offers a unique educational experience that combines gamification and modern technology to achieve the goals of EDUCATION 4.0.

MATCHING EDUCATION 4.0

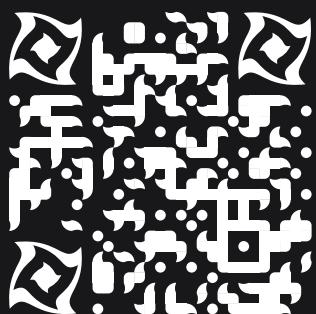
The use of gamification and technology allows the educational process to be adapted to the individual needs of students and stimulates the development of core 21st century competencies such as critical thinking, creativity and collaboration, which is completely in accordance with the goals of Education 4.0.

ECO-FRIENDLY MATERIALS

The board games included in the stories are made of eco-friendly and 100% recyclable materials: wood, metal and eco-paper printed with eco-friendly ink.

OPEN SOURCE

The board game print materials and web application source code are free and publicly available in the repository for download and modification.



MESH FESTIVAL WORKSHOPS

During the workshops, will be used two educational board games with augmented web applications from THE Stories project.

One of the key topics of the workshop:

Telling the story of a community - using modern technologies.



The goal of the workshop:

Show how technology can be used to create new forms of storytelling and learning. How modern tools can be used to create unique and engaging products that help to better understand community history and culture.

During the workshops, participants will be able to:

1. Experience the modern technologies used in hybrid board games. Specifically, laser cutting, NFC and web applications built using the latest trends in development can be integrated into board games.
2. Discover the interactive and educational aspects of board games. Board games used during the workshop are not only fun, but also serve as an educational tool, giving players the opportunity to gain a deeper understanding of the history and culture of different communities.



75 min. 12+

15 min. break

castle
stories

75 min. 12+

THE ARCHAEO STORIES WORKSHOP

Workshop description:

The workshop will include a play session of the educational board game Archaeo Stories, based on real data from archaeological excavations in Switzerland. Players will be exposed to laser cutting technologies and a modern web application implemented in this board game.

Boardgame description:

Archaeo stories - educational boardgame, enhanced by an interactive web application, offers you to explore ancient grounds, unearth artifacts, and become a real archaeologist!

THE CASTLE STORIES WORKSHOP

Workshop description:

The workshop will include a play session of the educational board game Castle Stories, based on real data about castles and fortifications in Switzerland. Players will be exposed to laser cutting technologies, NFC and a modern web application implemented in this board game.

Boardgame description:

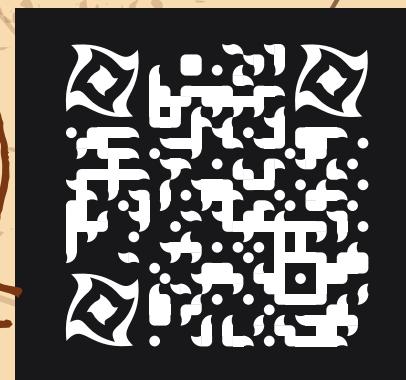
Castle stories - educational boardgame, enhanced by an interactive web application, about grand castles and ancient fortifications. Collect historical facts, complete tasks and unlock the secrets of ancient buildings on this amazing journey across the map of the country.

MOTIVATION TO REALISE BY THE CHOSEN WAY.

the audience and to make them feel connected to people of the past. Inspiring attention and empathy in short interactions can be difficult, especially when the subjects are very distant in time.

Educational board games are one form other than virtual or augmented reality that can be used as a tool for public practice.

Educational board games have a unique ability to engage participants in the learning process. They create an interactive and engaging environment where players can actively participate in historical events, model cultural processes.



MOTIVATION TO REALISE THIS IDEA BY THE CHOSEN WAY.

Many scientific researches exist that support the effectiveness of gamification for education.

- + Unobtrusive and engaging gameplay, will really help bring quantum investigations to the attention of the younger generation. This is especially important for young people who are often looking for new and exciting ways to gain information.
Annetta, Minogue, Holmes, & Cheng (2009) study: Game-based learning methods significantly increase students' motivation to learn because they offer interactive and engaging ways to involve them in the learning process.
- + Gamification allows educational elements to be integrated into an entertaining context, making learning unobtrusive and natural.
Gee (2003) study: Games provide unique opportunities for unobtrusive learning because players are immersed and learn through action and decision making in the game world.
- + Educational board games provide interactivity and instant feedback to help learners learn better and make real-time adjustments.
Research by Barab, Gresalfi, & Ingram-Goble (2010): Interactive educational games promote deeper understanding of material and increase engagement by providing instant feedback and opportunities to experiment.
- + Educational board games are a very good tool for organising and conducting classes and intellectual leisure activities, for specialists and people.
Steinkuehler & Duncan (2008) study: Social aspects of games, such as teamwork and collaborative problem solving, promote interest in learning and social skills.
- + Learning boardgames allow the learning material to be tailored to each student's individual needs and proficiency level, making the learning process more effective and enjoyable.
Shaffer (2006) research: Game-based learning systems can be customised to the individual needs of learners, providing the opportunity for personalised and adaptive learning, which is particularly attractive to young people.

The Stories is a series of hybrid educational board games about different aspects of history.

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→ the-stories.vercel.app/



The Archaeo Stories - educational board game about archaeological excavations in various countries.

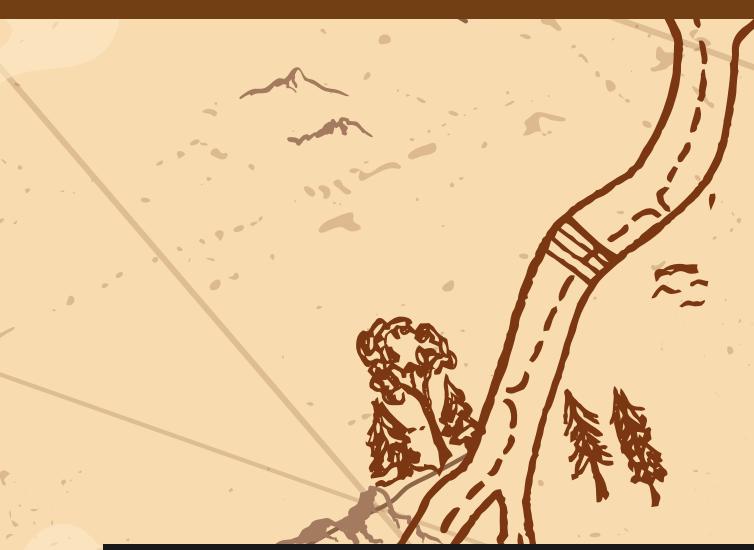


→ archaeo-stories.vercel.app/

THE Castle Stories - educational board game about great castles and ancient fortifications with map-travel mechanics.

castle stories

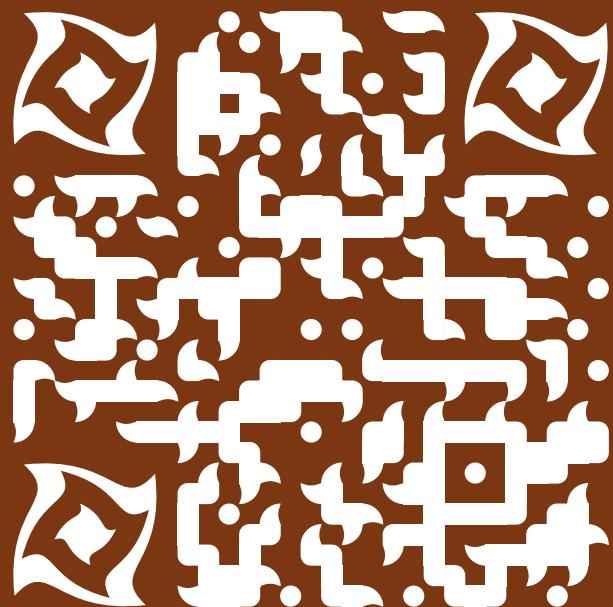
→ castles-stories.vercel.app/





PORTFOLIO

OLEG DARKDEV



oleg-darkdev.vercel.app/

OLEG MEDVEDEV

Portfolio	: 22+ education boardgames
Category	: Boardgames creator, Product WEB engineer
Main Genre	: Educational, History, IT, Hybrid boardgames
Genres	: Historical, Technology, Ecological, Art, BTB, Grant programs, Co-op, Workshops
EXPERIENCE	: 4+ years
Localization	: Poland

Creative web engineer and IT-enthusiast, javascript programmer with 4 years of board game development experience and 3 years of web application development experience on various technologies in startups and opensource projects, expertise in cooperation with NGOs and business organizations.

Focusing on EDUCATION4.0 goals and hybrid educational board games.

Programming

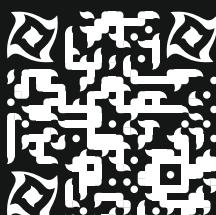
JAVASCRIPT, HTML, CSS3, GSAP, C#, NodeJS, SvelteJS, VueJS, SCSS, AWS, Typescript, BASH, StrapiCMS, SocketIO

Skills



Certificates

Game design & simulation certificate
Kanban system design
Management and Leadership
Coaching Skills for Leaders and Managers



A list of my projects over the past 4 years is available by qr code

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mail : darkdev_brand@riseup.net

WORK EXPERIENCE

2020-2024

Boardgames creator & Product Web Engineer

44Games

44Games is a startup focused on developing hybrid methods of gamifying the learning process to meet the goals set by the EDUCATION4.0 standard. Through collaboration with clients, I have gained experience in communicating with business representatives, NGOs (UNICEF, CARITAS), and business communities. My responsibilities include participating in all stages of the board game production cycle:

- ◆ searching for and structuring information that needs to be incorporated into the game mechanics;
- ◆ creating board game graphic design concepts using Adobe Illustrator;
- ◆ preparing print files using Adobe InDesign;
- ◆ developing web applications to enhance the functionality of board games, utilizing the latest trends in web design (Material Design, Carbon Design, NeoBrutalism, Glassmorphism i Neumorphism) and web technologies.

Topics of board games I've participated in the creation:

- | | |
|---|--|
| For NGOs and non-formal groups. | For IT business and business communities |
| ◆ Graffiti & Modern Art | ◆ Scrum management |
| ◆ Tattoo culture | ◆ GIT System |
| ◆ Ecological movement | ◆ Kanban method |
| ◆ International Space Station | ◆ Kanban visualisation |
| ◆ The Genealogical Tree of LGBTQIA+ Flags | ◆ Spiral dynamics |
| ◆ Cultures of Belarus and Poland | ◆ Kanban production |
| ◆ GULAG 1928-1953 | ◆ Linux OS |
| ◆ Heritage stories | ◆ Product owner |
| ◆ Castle stories | ◆ Agile testing |
| ◆ Foot Not Bombs | |
| ◆ Anarchist movement | |
| ◆ Rhythms of resistance | |

2018-2020

FRONTEND DEVELOPER SWD / VL - Web studios

Experience working in web studios specializing in the development of online storefronts and web plugins. As part of my work, I was engaged in creating a variety of graphic materials for web pages. And also banners, illustrations and other graphic elements aimed at improving visual perception and brand recognition.

Data processing agreement

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).