Capturing Children's Attention and Imagination with Investigative Play

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Vanished: A "Curated Game"







Photos, L to R:
Smithsonian Forensic Anthropologists Kari Bruwelheide & Doug Owsley (AnthroNotes Volume 28 No. 1 Spring 2007)
Volcanologist Liz Cottrell
Vanished player at North Carolina Museum of Natural Sciences (Photographer: Liz Baird)

Applications for Commercial Games



Photo: Phillip Toledano, "Gamers"

The ARG Model



Image source: 42 Entertainment

The ARG Model

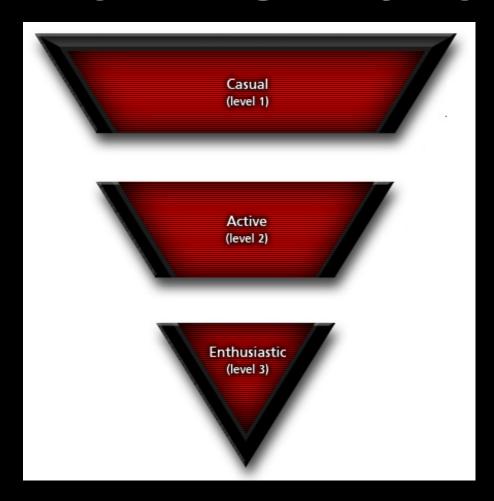


Image source: 42 Entertainment

The Pyramid Must Be Crushed!!*



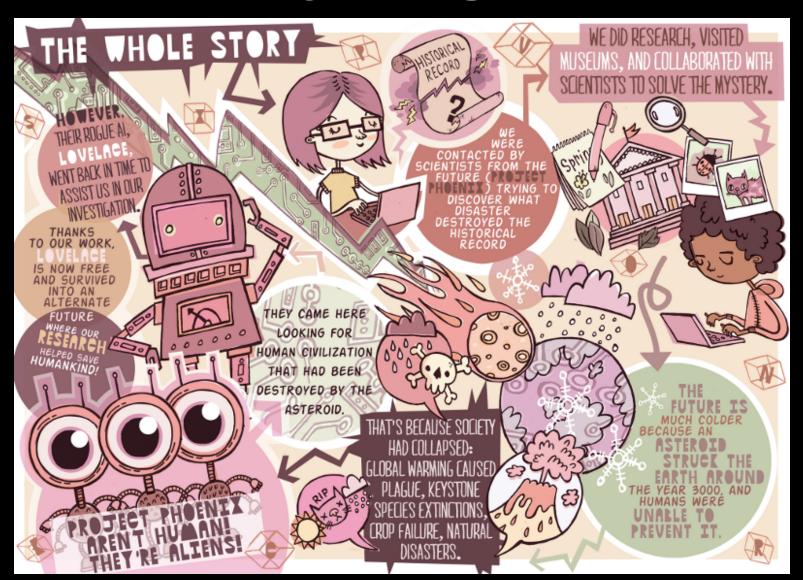
*While still maintaining total COPPA adherence, privacy, safety, scientific accuracy, real-time all-day forum screening and moderation, accessibility to disabled, low-literacy and low income students, Section 508 compliance, content appropriate for a wide spectrum of learning abilities, story continuity, a plausible science-fiction-time-travel-mystery narrative, etc......

Photo credit: lizadventure.files.wordpress.com

Be EPIC



Be EPIC



The Narrative Drives the Challenge The Challenge Drives the Narrative



Something for Everyone, A Reason for Everything







Defy Expectations



The most compelling character in any game story is the player.

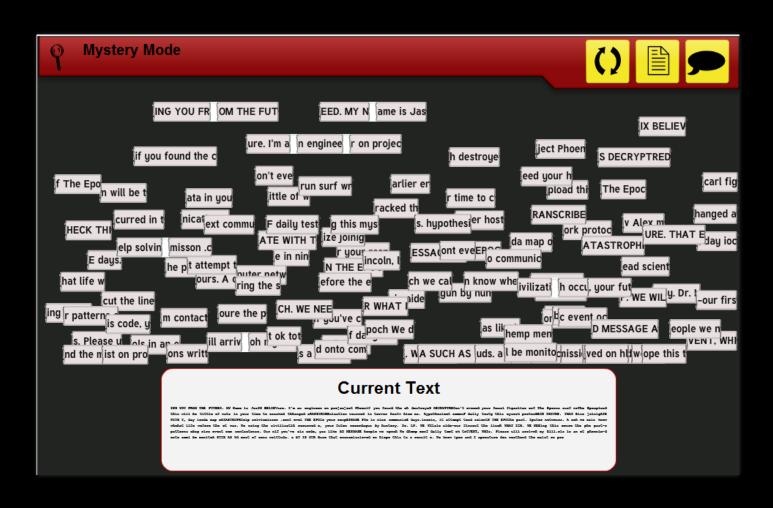
Expect Brilliance

Mission: Collect Encoded Video Messages We've all been getting different, gibberish messages embedded in the latest briefing video. Upload yours here so we can get them in one place and figure out what they mean! Upload your data >> Video Messages . Em Svwe t mxx r .we -wcz nqza e Aszpytirf jrngur ifm ch uh y

,csyvjyx

"Overall, seems to me like this will be a very hard puzzle for I I-year-olds to figure out by themselves; they will probably need at least some help. (Having said that, now watch a bunch of them solve it in two minutes, as I take my Harvard PhD and slink away in shame...)"

Require Distributed Intelligence



Require Distributed Intelligence



Amphibian



Require Distributed Intelligence





Treat Players with Reverence

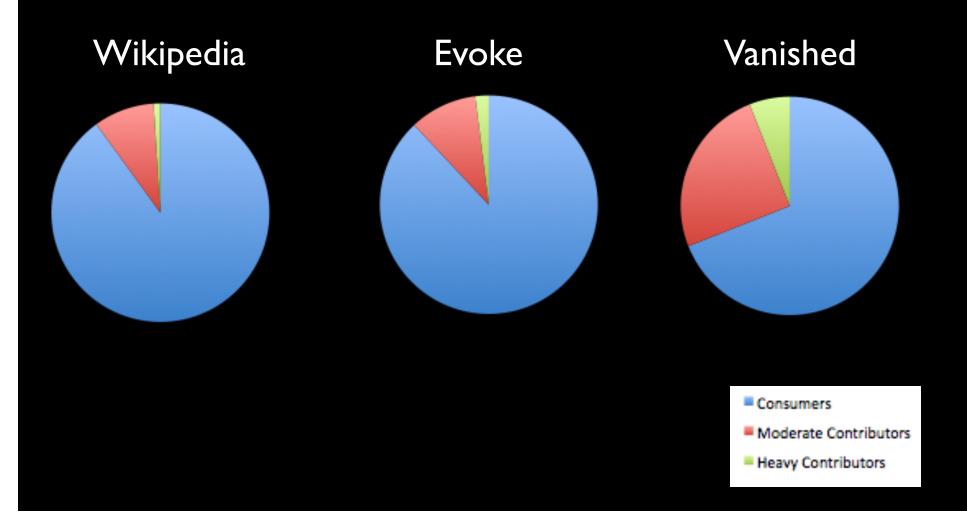


Let Players Break Your World





Did it Work?



Did it work?



Image credit: FlyingNarwhal

Did it work?



Did it work?

The nearest base to you is the newly built Vanished building in Boston, MA. It is the central building in the New England area. A grin crept across Kudou's face. It wouldn't be a problem getting to the base. Boston was an hour away, but they needed to get some miso and fish at Ebisuya. He could probably get some soda candy too. But even if this was probably safe, he started packing the usual in the shoulder sheath, with a few additions. It never hurt to be cautious.

The computer at the Vanished international base located in the back of the Museum of Natural History in D.C. beeped."Oh my, not again." The lead Investigator said walking over to the terminal. "What have you sent us this time?" A single sentance lit up the screen, it was a picture of what looked like a pine tree and the word, 'HELP'.

Addison was sitting on the couch reading a book. her parents were at work, and her sister at a friends, so her & her dog had the house to themselves. when the mail truck went by, the dog started barking through the window, so addison got up to shut the curtains when she noticed a letter had fallen out of the mailbox. she looked at the dark clouds overhead and decided to go out & pick it up.

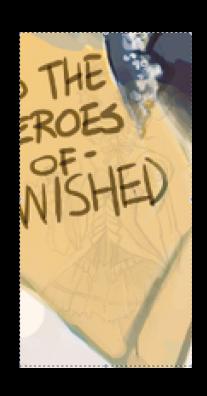
Credit: Vanished GoogleGroup

What About Harder-to-Reach Kids?

From a teacher of at-risk 7th-Graders:

"My students learned how to work together to solve problems they knew nothing about to start with. They learned how to assimilate knowledge and then apply what they had learned. They learned how science really works! I had one student...who even became very involved in cracking the codes using all sorts of different methods. Every day he would come into class thrilled to tell me what he decoded and how he did it. I overheard a few student mention that they now want to be scientists when they grow up."

Just How Smart Are They?





Thank you!

Designers: J. Haas, D. Tenneson, C. Feeley, S. Osterweil

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