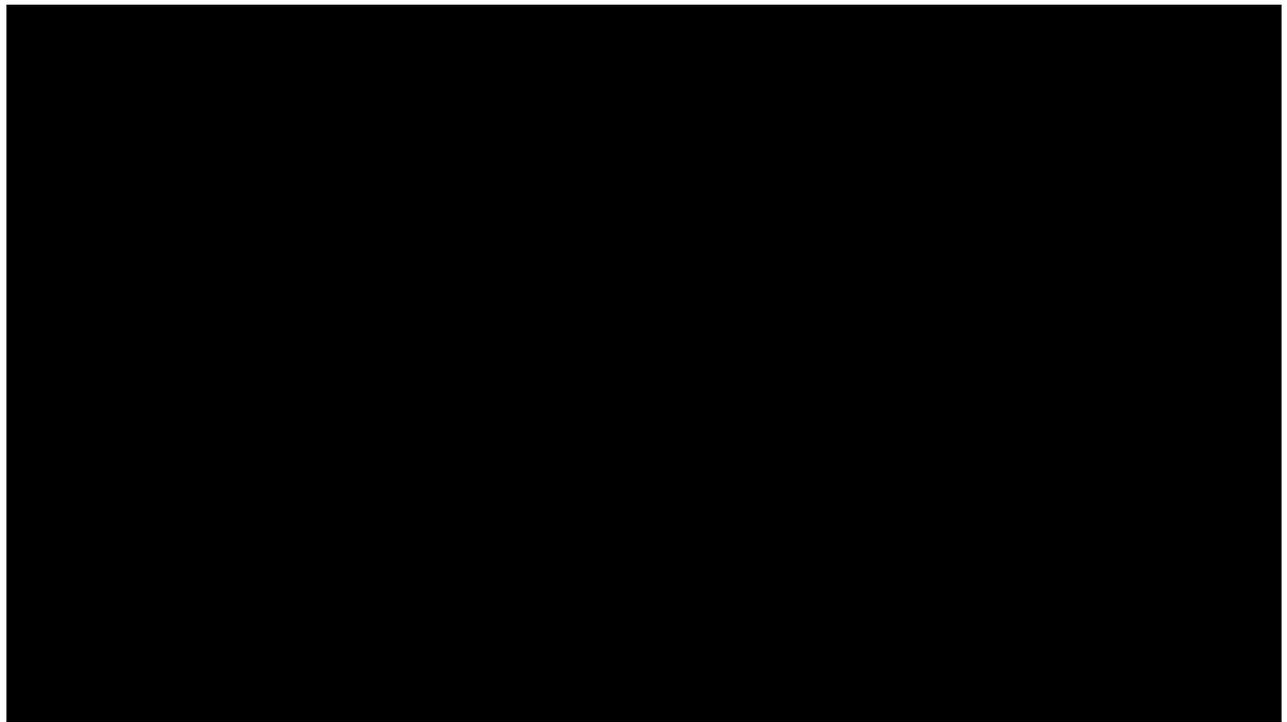


Hi, I'm Alex Kerfoot, this is Anna Anthropy, and this is Mars Jokela, and we're going to be talking about Keep Me Occupied and the OAK-U-TRON 201X

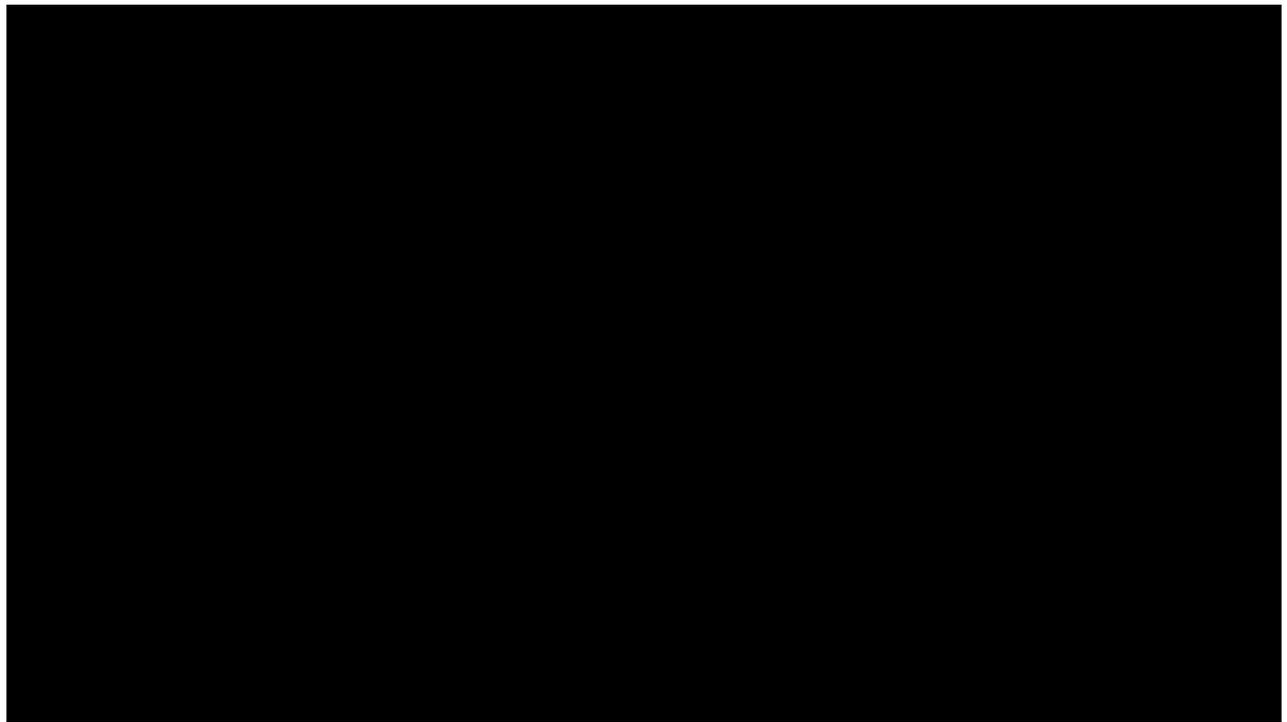


the people writing the rules...

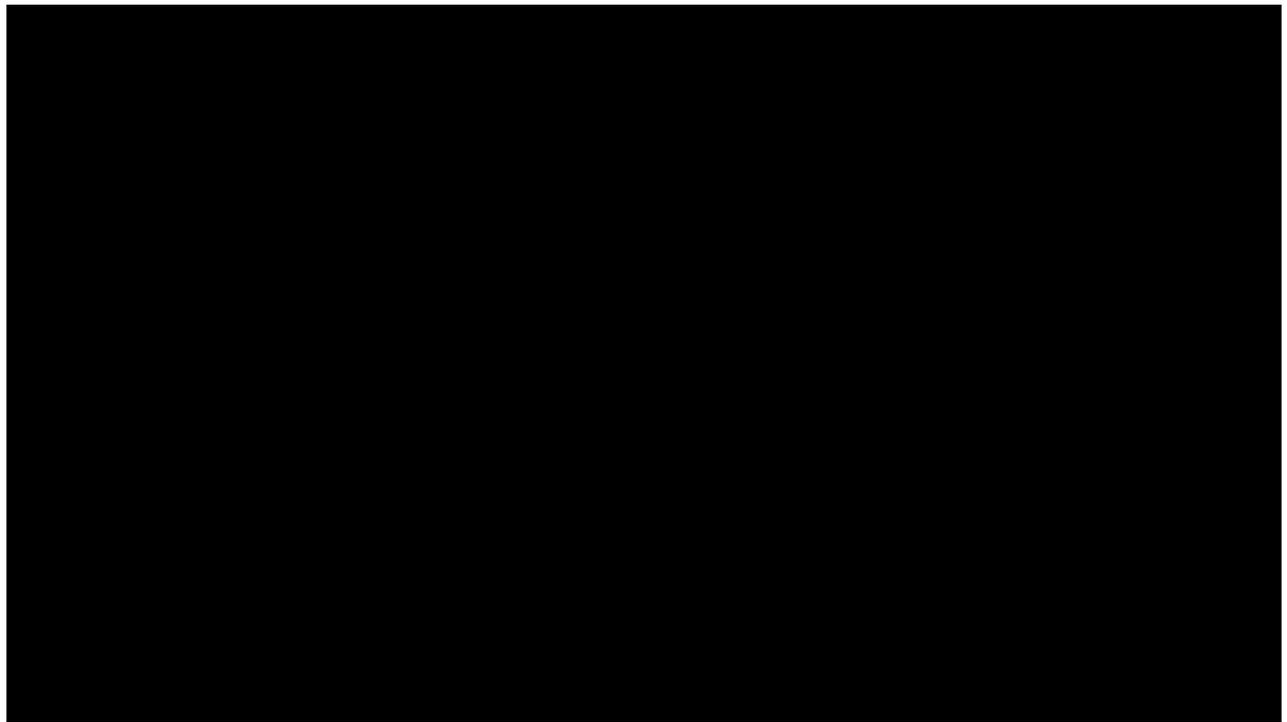


...is that the very nature of occupying requires people to get together in the same physical space, meet each other and have discussions face to face.

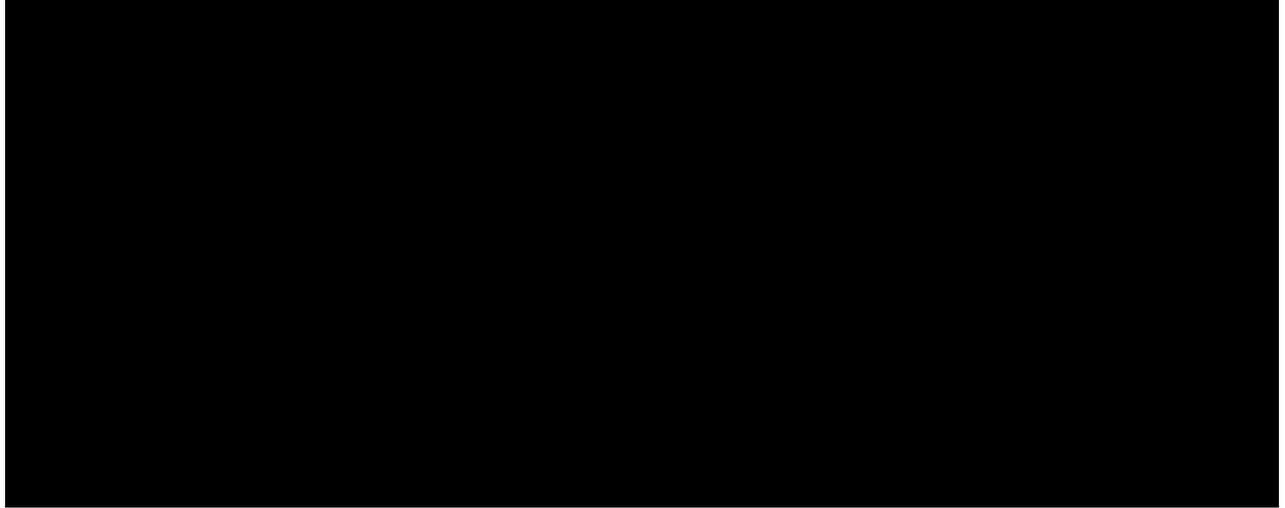
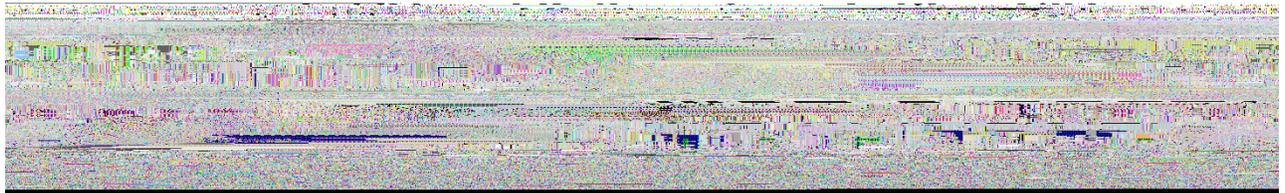


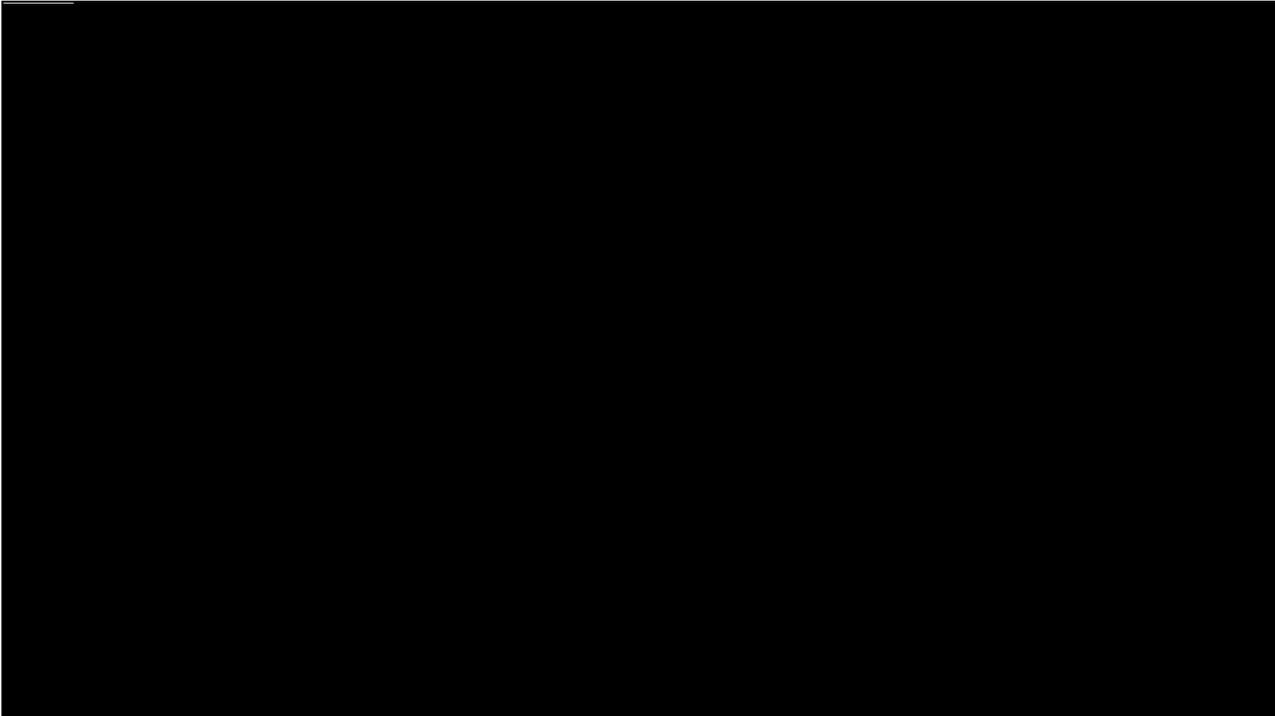


Others have been very successful

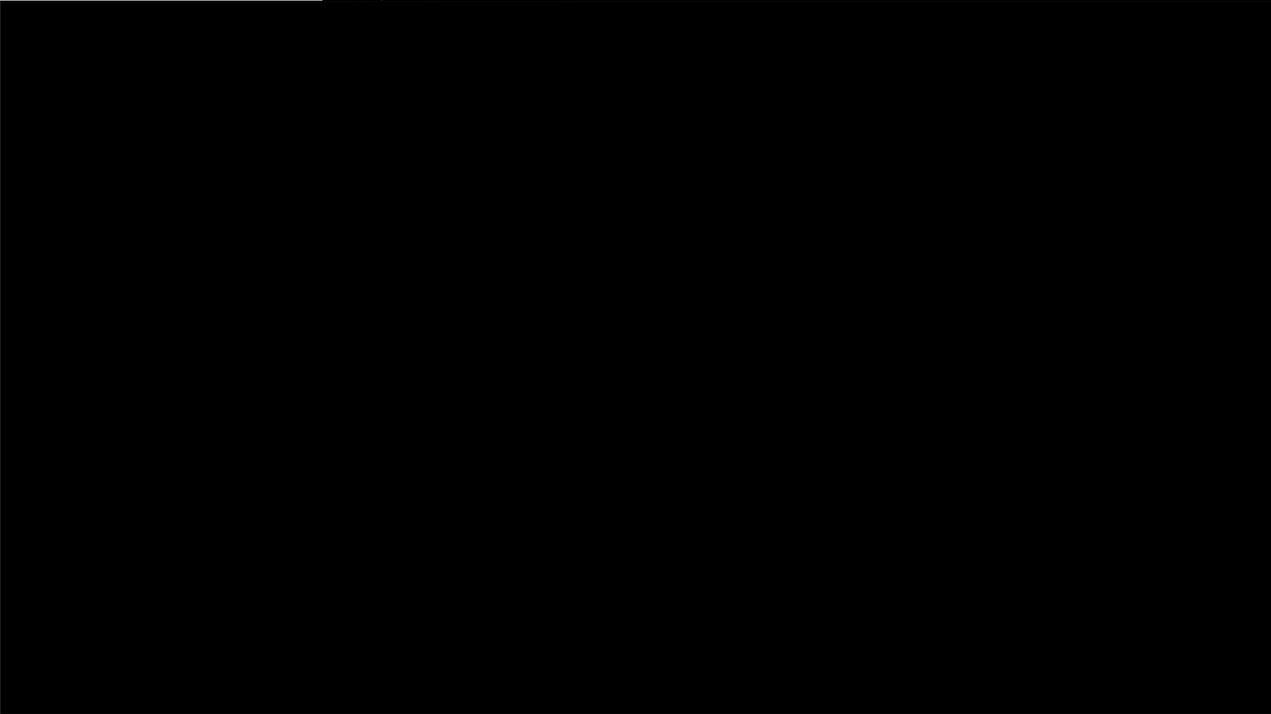


Before online multiplayer,





when alex asked me to make a game for an occupy oakland march, i knew that i wanted it to be about cooperation and that i wanted every player to have some impact on the game, regardless of their skill. this game was going to be played by lots of people, not all of them "gamers."

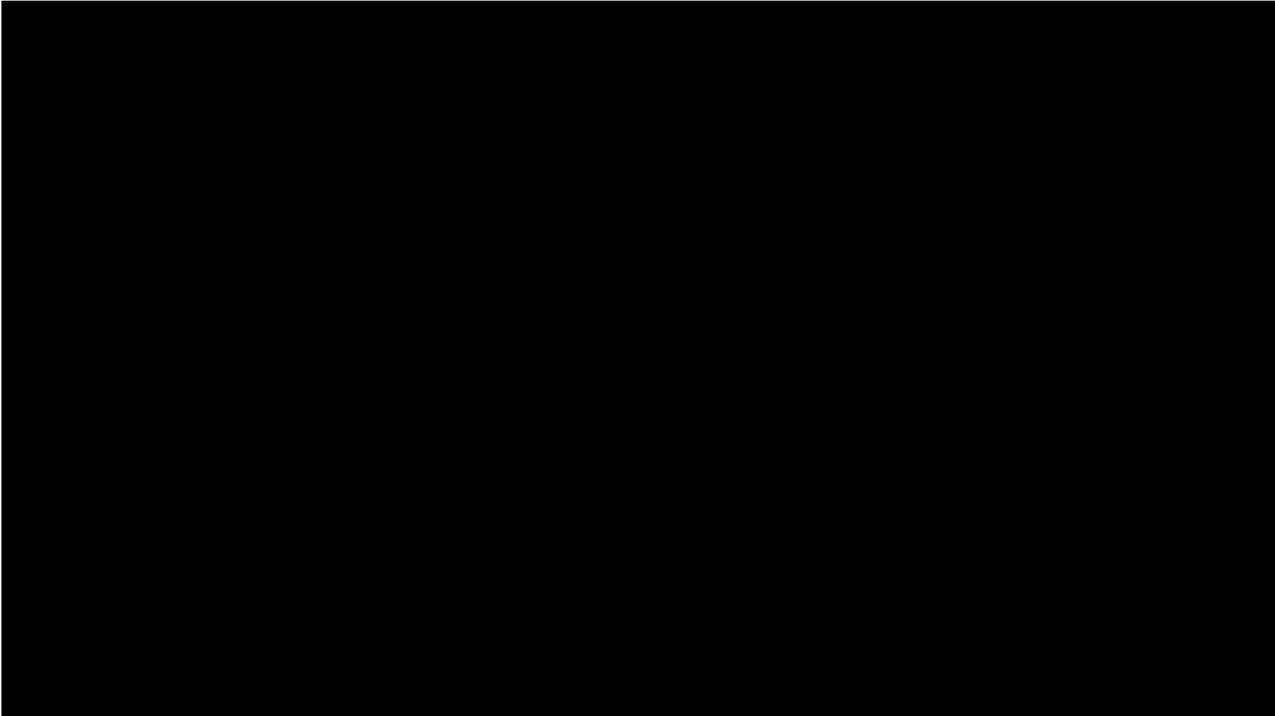




So let's talk about the march. We got a LOT of attention from the crowd. There was a constant stream of people lining up to play and ask about what this thing was.



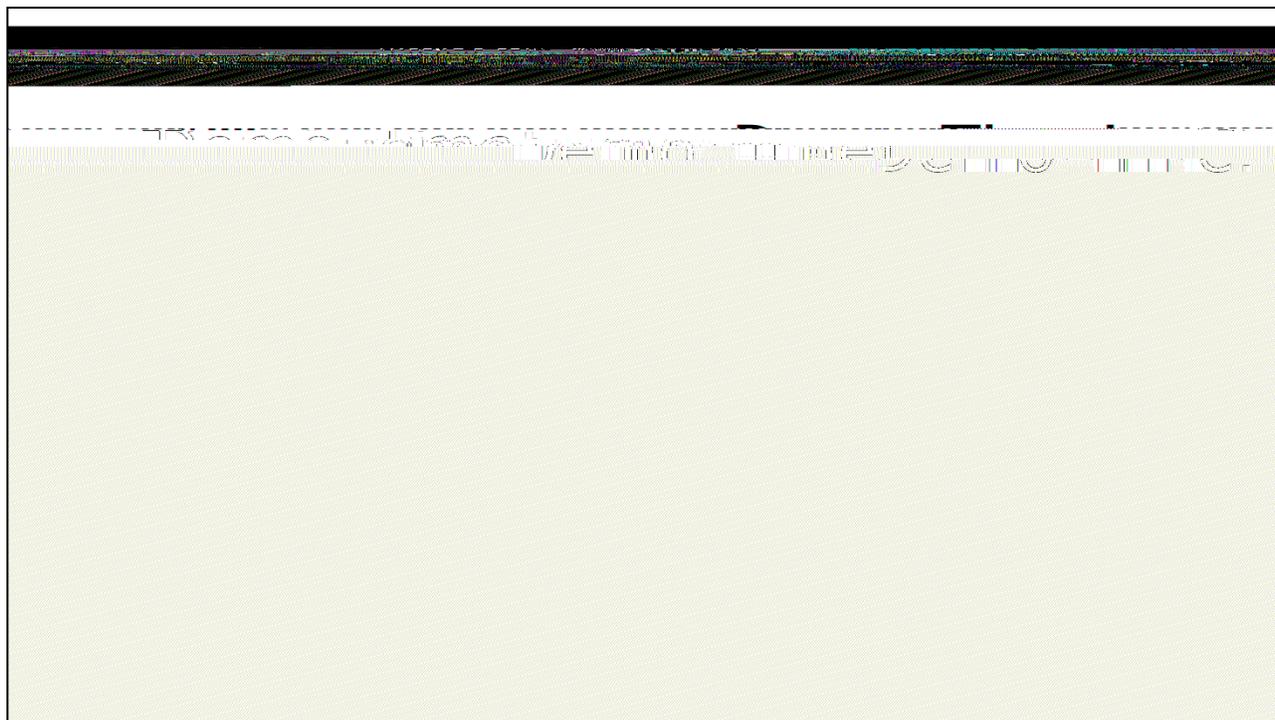
We had people running ahead, sometimes on bikes, seeing where the march was going, finding us elevators and ramps to get back to where everyone else was.



And that's what motivated us to build it in the first place. We wanted to give something back. We built this thing in the DIY spirit that is core to the Occupy movement - bootstrapping your way along with the least available resources, but with a clear message:

We're all in this *together*.

Just this week I read a great article by Jonah Lehrer about altruism and cooperation in animal societies in the wild. Fascinating stuff, but the takeaway was that within groups, individuals who are selfish and greedy will succeed. But when you compare groups competing against each other? The groups that cooperate and work together beat the groups that don't. And that's the thought that I'd like to leave you with today.



Now we want to show you the game. The only problem is that the OAK-U-TRON

