

# CO GAME Videogame Research

## General Information about the Game

### Name of the game

ALHAZEN

### Year of Creation

2014

### Description of the game

This is a text based web game. It is for me absolutely new to make a game in this way. It is in german - from a young woman in Linz.

ALHAZEN is a computer game about perception and one's self.

Michael, the protagonist of the game, withdrew himself long ago from reality and lives in fantasy world. However, one day a red balloon appears in his world and disturbs the harmony.

The aim is to think like the boy and to solve his problem via reflecting in his mind. You have always to decide/which, (by clicking on a word) way Michael have to think.

### Platform

Crossplatform

### Type of the game

Webbased Textgame

### Website

<http://alhazen.filmleben.net/>

<http://alhazen.filmleben.net/TextbasedGameWeb.pde>

**Are there more institutions cooperating to the videogame development? Which profiles?**

## BLOCK A. HERITAGE INTEREST

This part is for describing the heritage quality of the game.

### Is there any distinctive heritage element?

No - but an Austrian perspective of thinking.

But for such a game it is possible to describe anything - also heritage elements.

**If yes, which are the different historical contexts (Who, when, where, why?) described.**

**Which are the main historical elements described?**

**Are they rigorous or inspirational or simply scenarios for the development of the story?**

Simple Scenario

**Which are the most interesting elements regarding COGAME framework, and why?**

For members of the target group which are very keen on telling text stories it is a opportunity to make a game like this.

## BLOCK B. EDUCATIONAL PURPOSE

This part is about collecting information about the educational sense f the game.

**Age addressed by the videogame**

15 - 18

**Is there any link with the national educational levels? (Is the game addressed specifically to any pedagogical level? To some pedagogical activity?)**

No

**Which educational purpose has the game?**

Reflection is a way to know about more about yourself.

**Target addressed by the project (List: community, classroom, subrepresented groups, disadvantaged, etc.)**

No

**Which are the main skills / knowledge / attitudes learned by using the videogame?**

For players - think outside the box.

## BLOCK C. VIDEO GAME DESIGN

This part is for collect information about video game design

**Graphics (Which type of graphics are used by the video game?)**

Only text elements - and some rare graphics.

**What is the storytelling of the video game? (Which are the main narrative elements?)**

The game is played from the perspective of the narrator. The character of Michael is indeed in the foreground. But he never turns directly to the player.

**Is it future or past oriented? It is dystopian or utopian?**

More future and more dystopian oriented

**Main characters (How many characters the player can choose? Describe them.)**

One Character - Michael. He is very introvert and can only solve his problems via reflection and also think out of his box.

**Interactivity (What is the level of interactivity inside the game? Describe.)**

Not really interactive.

**Usability (Has the game a complex screen? Number of controls (keyboard, screen, Joystick...))**

Only text - very easy.

**Accessibility (Is the game prepared for people with mobility or control disadvantages?)**

No

## **BLOCK E. ASSESSMENT FOR CO-GAME**

**Which are the elements you identify as relevant to be taken in mind for the development of the different IO for Co-Game?**

It is a good Idea to insert dialogue where the player have to think about himself and then he can choose - what is to do - in text form.

**Which are the elements not to repeat while developing Co-Game?**

**Name of the organisation in charge of the questions (Write the name or your organisation: CEPS, LATERNA, MUNDANEUM, CIES; BFI).**

BFI