

# CO GAME Videogame Research

## General Information about the Game

### Name of the game

NSI Engagement

### Year of Creation

2009

### Description of the game

A point and click adventure. The aim of the game is, to protect the environment.

### Platform

PC

### Type of the game

Grafic Adventure / Storyteller

### Website

<http://kunden.ovos.at/demogame/>

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

The client of this game was the ministry of education of Austria

## BLOCK A. HERITAGE INTEREST

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

### Is there any distinctive heritage element?

The game focuses Austria and his environment.

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

No historical context - maybe Austria in the future :)

### Which are the main historical elements described?

There are pictures from Austria as it was without environmental problems.

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

There are some short intros for every chapter of the game. This scenario focuses the story.

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

Conversations - these makes the game more attractive and also interactive.

## **BLOCK B. EDUCATIONAL PURPOSE**

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

**Age addressed by the videogame**

11 - 14

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

It is more or less for pupils in the age from 12 - 16. So it focuses pupils and so NQF 4

**Which educational purpose has the game?**

Save the environment

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

classroom and also community - all kind of players

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

Protection of the environment

Save energy

Need of organic food

Well being for animals

...

## **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?)**

It is a point and click adventure. Only the character is movable

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

If you play the game - you are the character who have to solve all the problems. You can identify with the character.

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

Future - dystopian

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

2 different characters - boy or one girl.

They seem like teenagers - so they are representing the target group more or less :)

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

You have to search for information which are hidden in the game. You have to talk to other characters in the game.

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

The backdrop of the game are very detailed, but you need only a mouse.

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

## 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?**

Things to search, different characters to get in touch inside the game, Protection of the environment.

**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 ÖÖ