

CO GAME Videogame Research

General Information about the Game

Name of the game

Year of Creation

2000

Description of the game

It's a classic Japanese RPG. It has a story, fixed characters, a starting linear gameplay that widens as the story advances (the world "opens" as new areas are discovered), exploration, and particular strategic combat skills.

Platform

Dreamcast

GameCube

Type of the game

RPG

Website

http://skiesofarcadia.wikia.com/wiki/Skies_of_Arcadia_Wiki

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

Big game industries: SEGA

BLOCK A. HERITAGE INTEREST

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

Is there any distinctive heritage element?

There are several among the game, as explained before.

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

Cultural elements of different groups of characters of the story (clothing, food, architecture, etc.), references to real places and to historical contexts like imperialism and piracy (19th century).

Which are the main historical elements described?

It's a fictional story, placed in a fantasy world. However, within its imagery, there are referential elements of historical periods and situations, like British imperialism and modern piracy.

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

They are inspirational.

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

How can several historical elements be placed in a fantasy game. With this, through a story and gameplay, certain lessons and courses may be taught.

BLOCK B. EDUCATIONAL PURPOSE

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

Age addressed by the videogame

7 - 10, 11 - 14, 15 - 18, +18

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

There is no such link.

Which educational purpose has the game?

It hasn't got a certain educational purpose, but it gives us ideas on how to create an RPG game in order to teach History as well as game design.

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

General public.

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

Storytelling, strategy, interacting with an open environment.

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?)

3D graphics

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

The main characters are "blue rogues", a kind of pirates that steal the rich to help the poor. This world, Arcadia, consists of floating islands and people sail between them with flying ships. The protagonists find themselves in a mysterious situation that leads them to confront the rulers of an empire that seeks to control the world by invading other islands. They travel the world (Arcadia) to look for ways to save it.

This story, like in many classic RPGs, is linked to the way the player explores the world, the places he can or cannot go at each point of the story. There are villages, people (NPCs) who the player can freely talk to, dungeons, enemies, bosses, elemental magics, etc.

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

It is past oriented, and fantastic.

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

There are six characters that can be controlled, maximum four at a time. Each one has a personality and specific skills in combat linked to it.

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

The player watches many cut scenes relevant for the story, explores a world little by little in an slowly ascending difficulty curve, fights enemies (gaining experience that upgrade characters, learning new skills and unlocking new possibilities to solve combats) All of these are classic RPG elements.

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

The game needs a TV screen, the console (Dreamcast or GameCube) and one controller.

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?

- The implementation of historical elements in an RPG as well as other issues we want to transmit through interactive storytelling.

- The basic elements of game design for an RPG: story, characters, exploration, leveling up, learning game skills, etc. And finding creative ways on how to fit those on an educational / learning context, being it done by playing a game or by designing it.

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

This game is thought to be distributed to a large young public, with no specific learning goals. However we may learn from this game how to create an RPG with a different story, that includes the elements we wish to transmit.

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

CEPS