

E Space Games Pilot

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Why Games?

- Video Games are predicted to be the fastest growing form of media over the next decade
- Digital games are now integrated into everyday tools such as the smart phone and tablet
- With increased opportunity to access games, the market has exploded and diversified

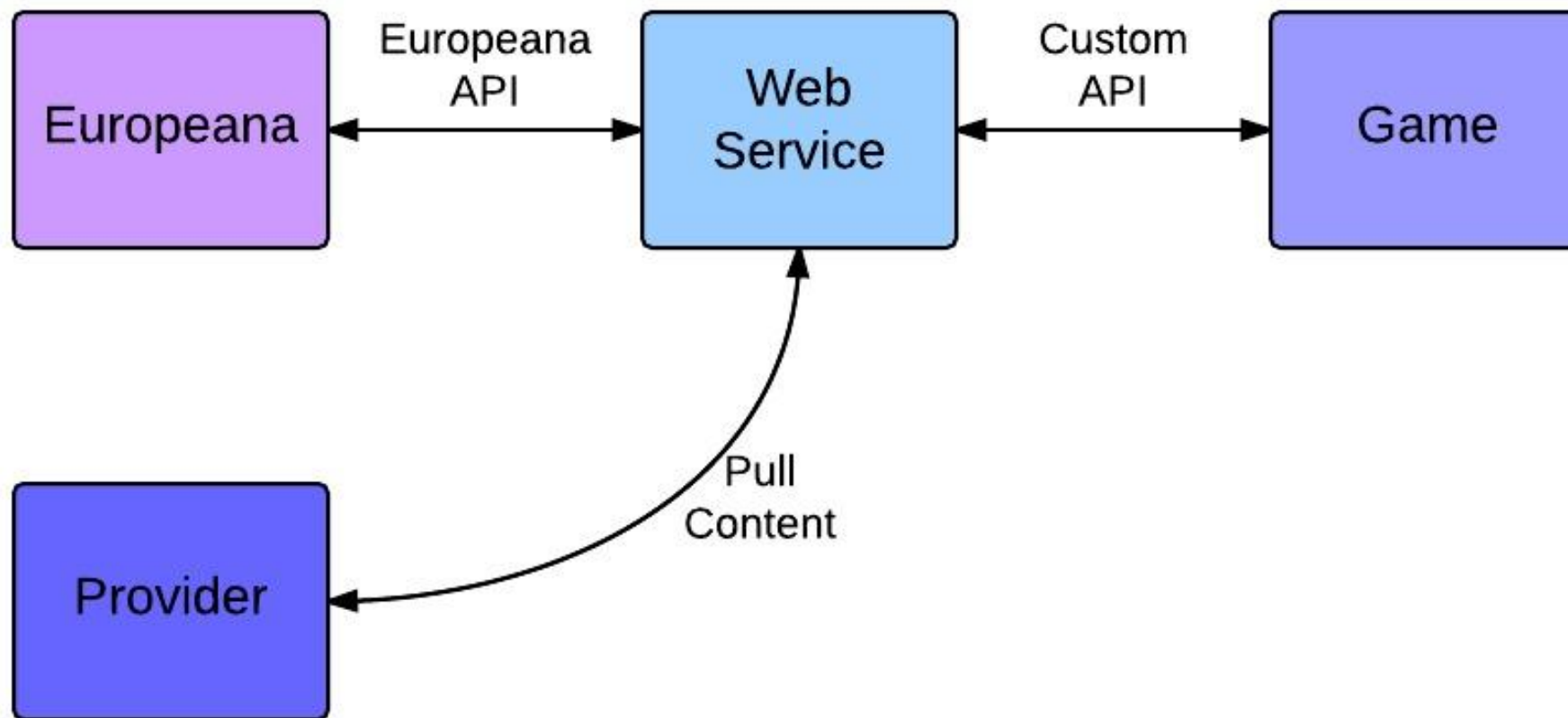
Our Goals

- To create 3 game demonstrators
 - Casual
 - Social
 - Educational
- To exploit content from Europeana & other archives within demonstrators and guide players back to that content

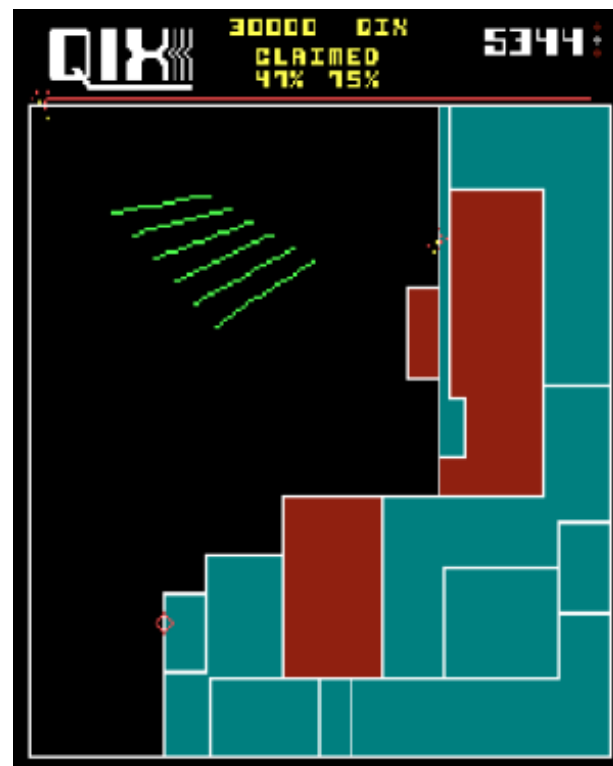
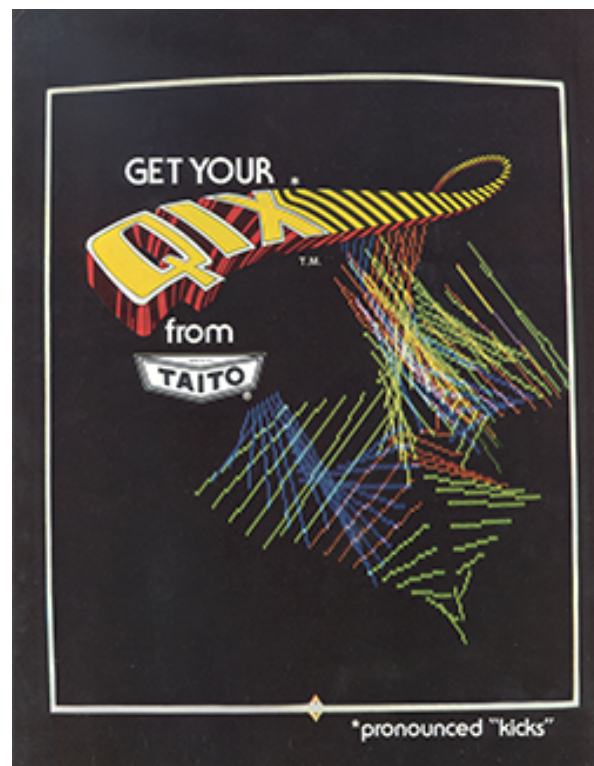
Our Goals

- To create demonstrators that are adaptable to new content libraries
- To avoid text based games and use a visual language where possible
- To encourage playfulness
- To provide tools and inspiration to the games hackathon

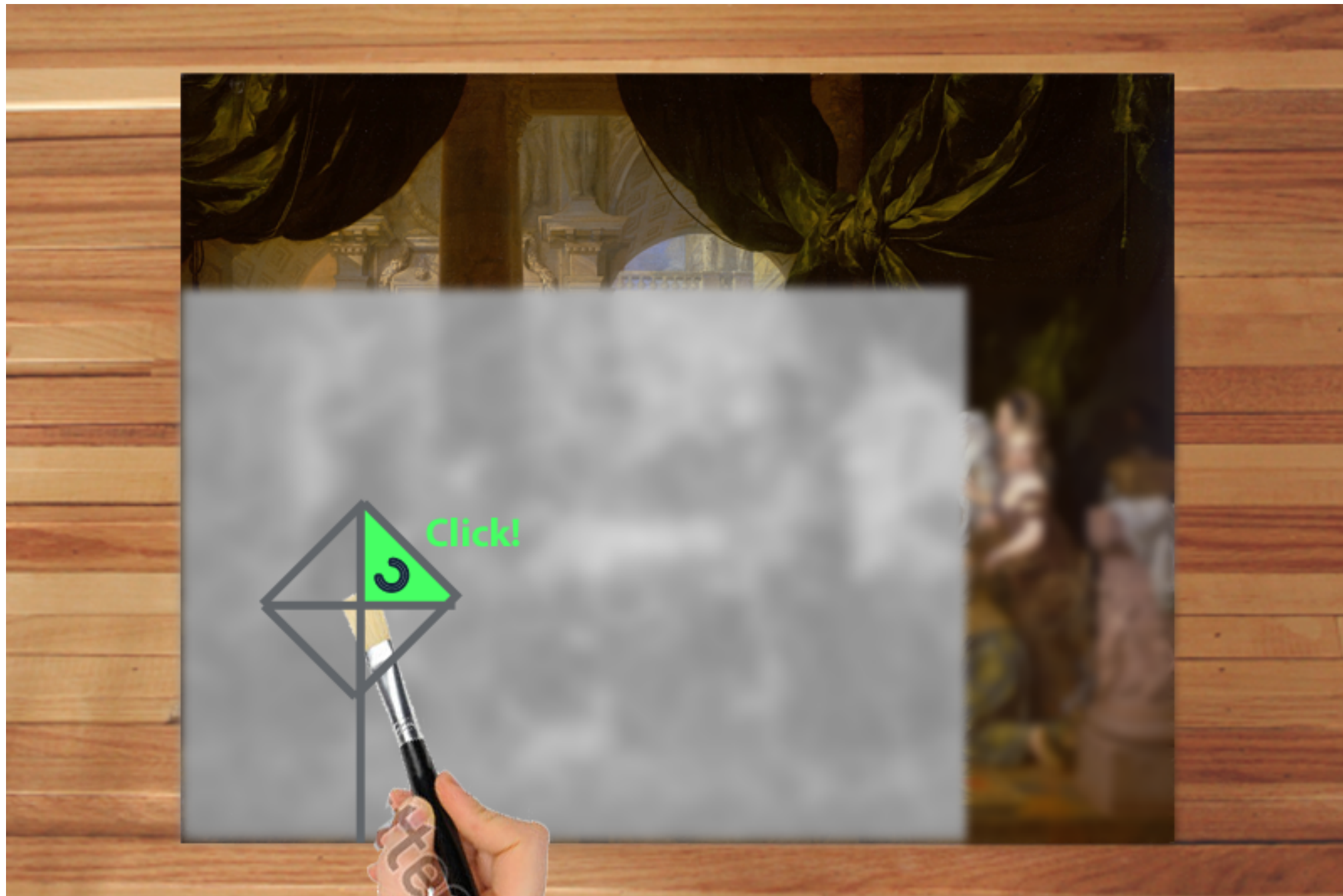
API development



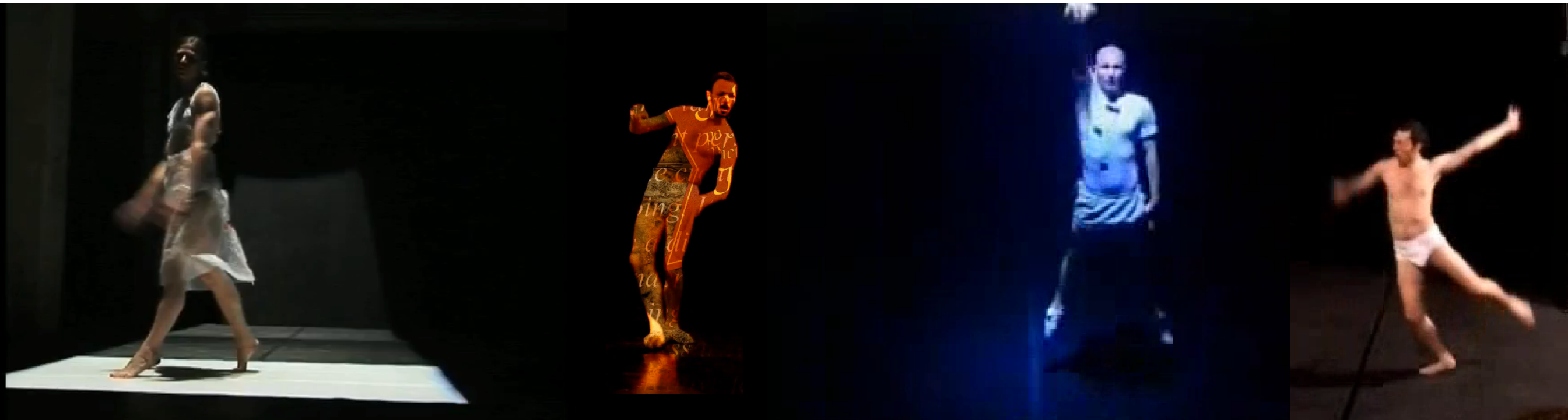
Casual Game demonstrator



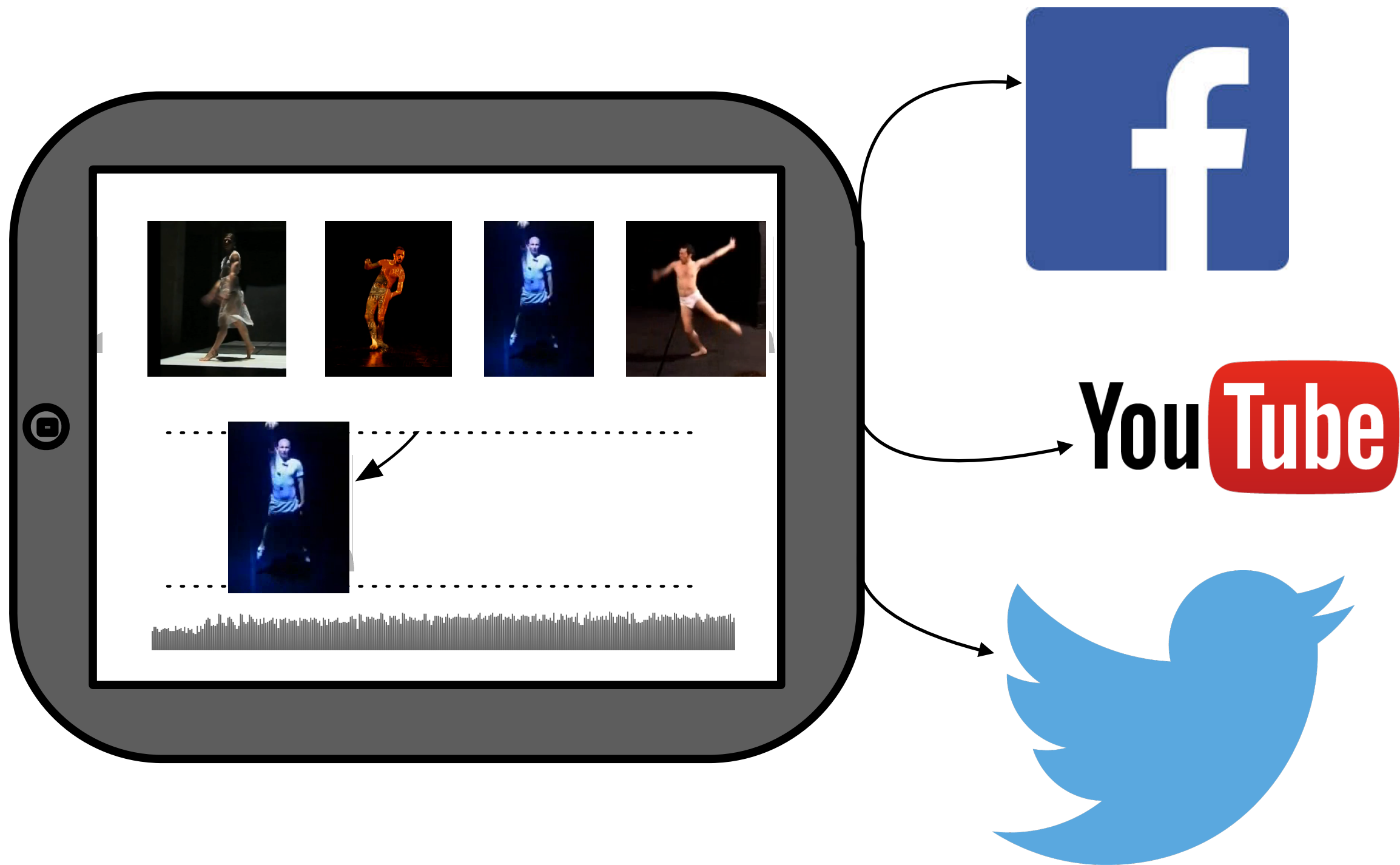
Casual Game demonstrator



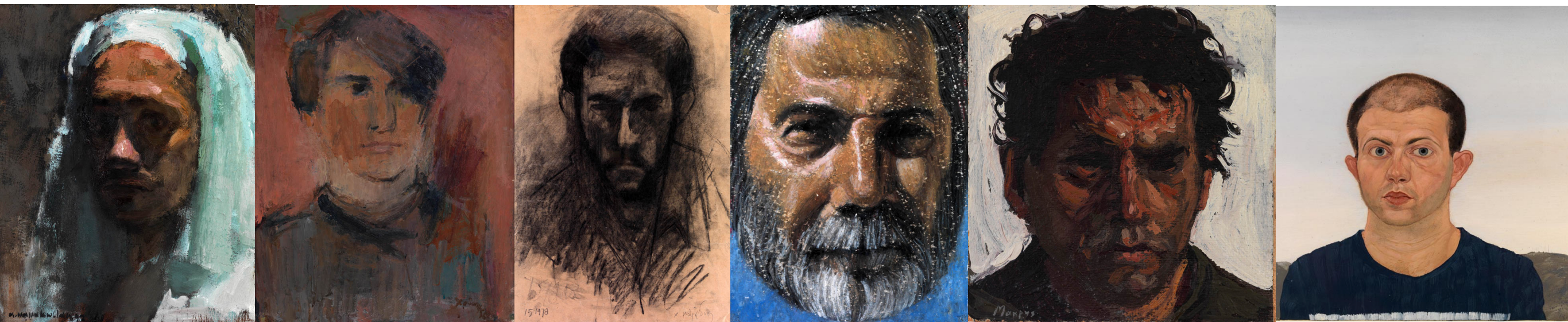
Social game demonstrator



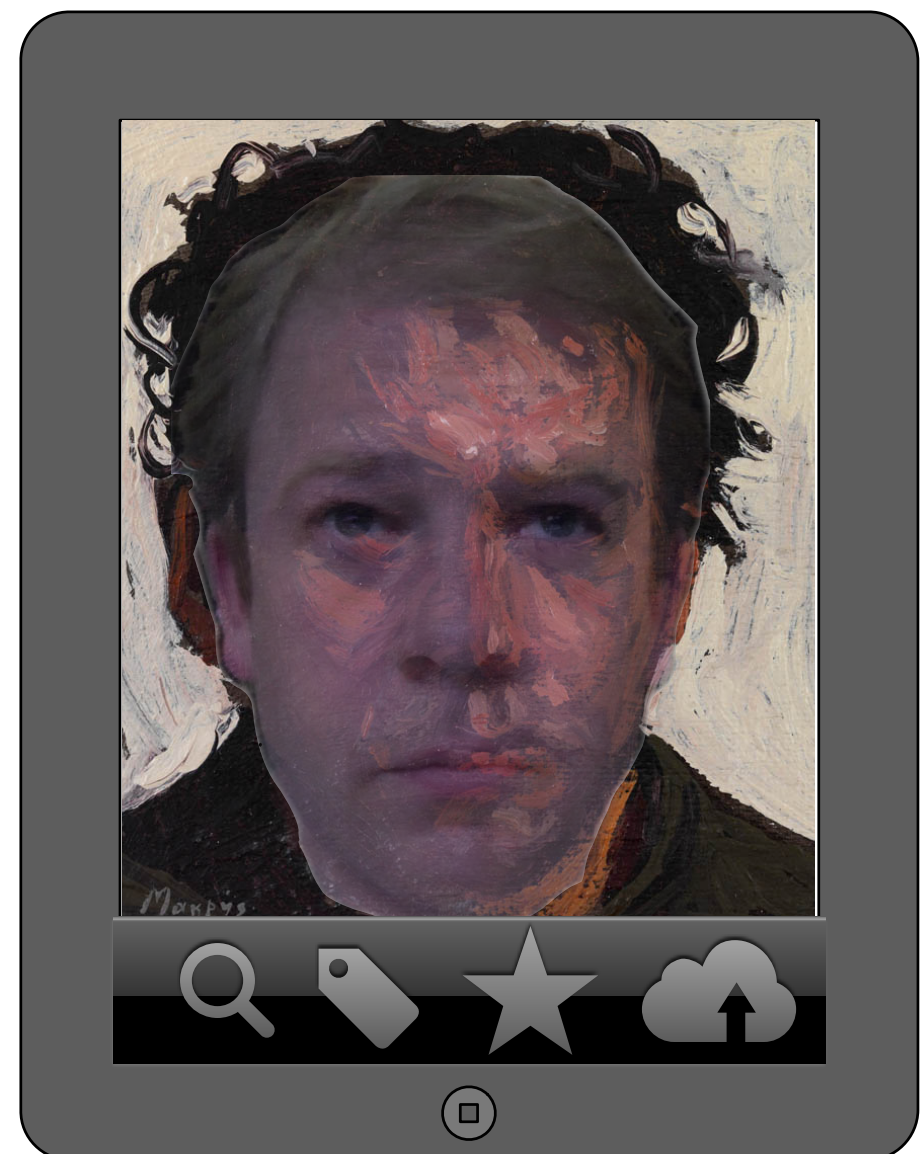
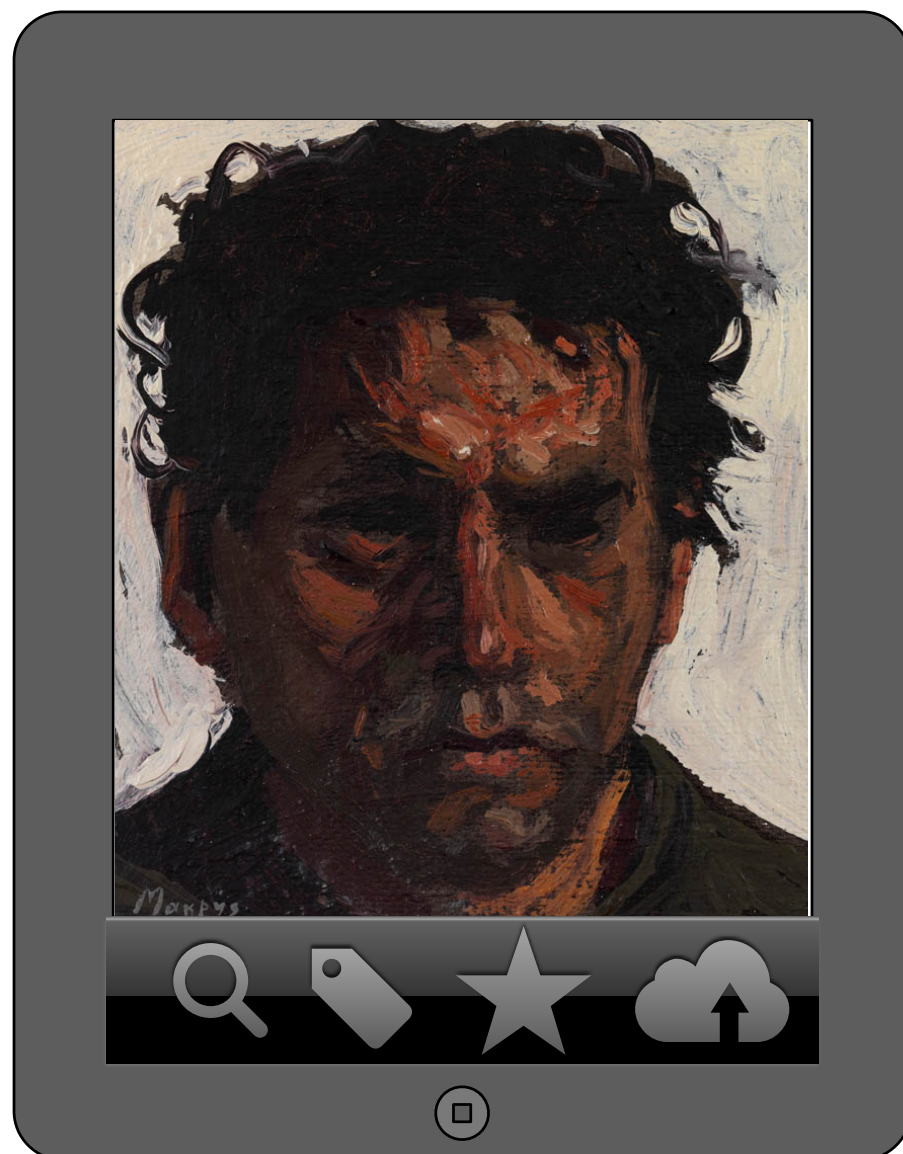
Social game demonstrator



Educational game demonstrator



Educational game demonstrator



Next Steps

- Initial builds and testing
- Demonstration within E Space consortium