

[Jul 7 2015, 10:28 PM] edinnovator: Hey everybody! We have couple open slots for tonight's Make With Me Hangout. Would you like to join us inside the Wonkavator? Please message me and I'll make sure you get the link. First come, First served, looking for about 3 folks as respondents for the Glasslab team. know we will still try our best to pull conversations from the other channels.

[Jul 7 2015, 10:30 PM] Just_Me_Gi: I'm here but don't use hangouts

[Jul 7 2015, 10:31 PM] Pedestrian_Poet: Sadly my computer doesn't have a camera :(

[Jul 7 2015, 10:31 PM] Just_Me_Gi: can we "low-tech" text participate?

[Jul 7 2015, 10:35 PM] edinnovator: yes, just as you are doing now. :-)

[Jul 7 2015, 10:57 PM] Seecantrill: Hello everyone!

[Jul 7 2015, 10:57 PM] edinnovator: getting started soon!

[Jul 7 2015, 10:57 PM] edinnovator: couple minutes!

[Jul 7 2015, 11:01 PM] anna_phd: Hi, Just_Me_Gi! I am glad you made it. I hope you field your game idea and get some responses!

[Jul 7 2015, 11:01 PM] Seecantrill: We seem to be live!

[Jul 7 2015, 11:01 PM] Seecantrill: I had to refresh to see it just in case.

[Jul 7 2015, 11:01 PM] Just_Me_Gi: thanks, anna_phd! I will

[Jul 7 2015, 11:02 PM] edinnovator: rolling!

[Jul 7 2015, 11:02 PM] Seecantrill: Chris ... click on Paula ...

[Jul 7 2015, 11:02 PM] Seecantrill: and/or mute thyself.

[Jul 7 2015, 11:02 PM] m_mcneal: Awesome! Hello everyone!

[Jul 7 2015, 11:02 PM] edinnovator: oh

[Jul 7 2015, 11:02 PM] edinnovator: my bad

[Jul 7 2015, 11:02 PM] Seecantrill: np :)

[Jul 7 2015, 11:02 PM] katrinakennett: woohoo! very excited - this prompt has been great to mull over these last two days, now I'm looking for an 'in' to my making :)

[Jul 7 2015, 11:02 PM] edinnovator: sorry yall!

[Jul 7 2015, 11:02 PM] kfasimpaur: Anna and Gi, I was thinking just the same!

[Jul 7 2015, 11:03 PM] Seecantrill: Love Algebra Project!

[Jul 7 2015, 11:05 PM] Seecantrill: <http://www.algebra.org/>

[Jul 7 2015, 11:06 PM] Pedestrian_Poet: woot! got the sound hooked up finally :D

[Jul 7 2015, 11:06 PM] Seecantrill: Go Glasslab Games! Welcome everyone.

[Jul 7 2015, 11:07 PM] anna_phd: Do we have any new-to-game-design makers in on the call tonight? I would love to have Paula help someone think through their make cycle idea...

[Jul 7 2015, 11:07 PM] anterobot: Mizznizzizzoly! (aka Snoop Dog-opoly)

[Jul 7 2015, 11:08 PM] edinnovator: yes, @anna_phd is right. we are here to help! let me know

[Jul 7 2015, 11:08 PM] edinnovator: we can get you into the call.

[Jul 7 2015, 11:08 PM] Seecantrill: I think folks are invited to join in tonight if you'd like ... just let @edinnovator know.

[Jul 7 2015, 11:08 PM] Pedestrian_Poet: Me playing monopoly
<http://gifrific.com/wp-content/uploads/2012/10/Daniel-Craig-Knocking-Over-Monopoly-Board-SNL.gif>

[Jul 7 2015, 11:08 PM] Just_Me_Gi: I have an idea. But no tech skills! and no camera right now

[Jul 7 2015, 11:09 PM] edinnovator:
<https://thinkingthroughmylens.wordpress.com/2014/06/27/more-than-a-game/>

[Jul 7 2015, 11:09 PM] edinnovator: via evan

[Jul 7 2015, 11:09 PM] anna_phd: @just_me_gi you may be able to join by voice. Any mic on your computer?

[Jul 7 2015, 11:09 PM] Seecantrill: whoo hoo shout out to Kim Douillard!

[Jul 7 2015, 11:09 PM] Pedestrian_Poet: @Just_me_gi or just type it out, I would love to hear your idea in any way shape or form :D

[Jul 7 2015, 11:09 PM] Just_Me_Gi: @anna, no!!!!

[Jul 7 2015, 11:10 PM] Just_Me_Gi: Is it ok to type it out here?

[Jul 7 2015, 11:10 PM] Pedestrian_Poet: totally! @Just

[Jul 7 2015, 11:10 PM] edinnovator: yeah, type it out and I'll copy it

[Jul 7 2015, 11:10 PM] anna_phd: You can also write it up here, and Chris (messaging under educator_innovator will make sure to bring it to the call.)

[Jul 7 2015, 11:10 PM] Just_Me_Gi: ok, thx

[Jul 7 2015, 11:11 PM] telliowkuwp: Interesting that you can't have a game without players.

[Jul 7 2015, 11:11 PM] wentale: I'm really struggling to get involved with games.

[Jul 7 2015, 11:11 PM] wentale: Anyone in the space of Games in Higher Ed?

[Jul 7 2015, 11:11 PM] anna_phd: @wentale, it sounds like if you let Chris know, you can jump into the call and get some ideas in person...or you can write them up here...

[Jul 7 2015, 11:12 PM] edinnovator: @wentale, you aren't alone. any insights on what it is. I would love to dig in with that in the call...

[Jul 7 2015, 11:12 PM] Pedestrian_Poet: @wentale any specific struggles? I kinda feel the same way (I feel like I don't necessarily have the skills to back up my ideas) but why do you feel that way?

[Jul 7 2015, 11:12 PM] telliowkuwp: Not surprising wentale considering how many games are at offer

[Jul 7 2015, 11:12 PM] edinnovator: we would love...

[Jul 7 2015, 11:12 PM] m_mcneal: @telliowkuwp interesting point- a "game" without players is not considered a game...

[Jul 7 2015, 11:12 PM] Seecantrill: I also love games like Chad's where ... I guess we all are the players? <https://plus.google.com/+ChadSansing/posts/cwEdMut7jqE>

[Jul 7 2015, 11:12 PM] anna_phd: @Monica, jump into the call!

[Jul 7 2015, 11:12 PM] Seecantrill: super simple. amazingly powerful.

[Jul 7 2015, 11:12 PM] Pedestrian_Poet: I don't have a camera @anna :(

[Jul 7 2015, 11:13 PM] anna_phd: Do you have a mic?

[Jul 7 2015, 11:13 PM] fmindlin: I'm not really in it, but follow games in higher ed a bit--<http://www.seriousplayconference.com/>

[Jul 7 2015, 11:13 PM] wentale: work wise - struggles with gamification vs games online

[Jul 7 2015, 11:13 PM] Pedestrian_Poet: no, my computer is the worst haha

[Jul 7 2015, 11:14 PM] wentale: personal: I hate the highest-score games, kinda like the games that build things.

[Jul 7 2015, 11:14 PM] Seecantrill: I lost the game!

[Jul 7 2015, 11:14 PM] Seecantrill: I LOVE losing the game :)

[Jul 7 2015, 11:14 PM] Seecantrill: (another link:
<https://plus.google.com/+ChadSansing/posts/cwEdMut7jqE>)

[Jul 7 2015, 11:14 PM] telliowkuwp: Yeah, we did this on hackpad today but without any coding other than words.

[Jul 7 2015, 11:15 PM] anna_phd: Yes, @wentale, I hear you on those struggles. For so long, "gamification" was boiled down to "badges" for higher ed.

[Jul 7 2015, 11:15 PM] fmindlin: The thing that got me able to relate to "competitive" games was watching my 6 yr old grandson go to YouTube to get tips for things he wanted to achieve in Minecraft

[Jul 7 2015, 11:15 PM] Just_Me_Gi: My idea is a "game" to help writing students learn how to give (and get) constructive feedback on their stories. So one student's writing would be uploaded at a time, and all would work on the same piece. They would then use different highlighting tools and "stamps"/icons to indentify things (ie characters, setting, feelings, movement words) and then other stamps to indicate when you want more. ie if want more sensory detail, can then say, ie more about smell or touch. And a space to type comments. Then it

[Jul 7 2015, 11:15 PM] wentale: no idea

[Jul 7 2015, 11:15 PM] Pedestrian_Poet:
http://pics.blameitonthevoices.com/022010/you_just_lost_the_game.jpg

[Jul 7 2015, 11:15 PM] fmindlin: It's more a collaboration than a competition, the way he does it

[Jul 7 2015, 11:16 PM] m_mcneal: @Just_Me_Gi that seems awesome and also incredibly useful for students if done well!

[Jul 7 2015, 11:16 PM] anna_phd: Chris, could you make sure to bring @Just_Me_Gi's game idea into the call? She is looking for tools for how to build it.

[Jul 7 2015, 11:16 PM] Just_Me_Gi: totally OT: OMG i want to play that LOST game!

[Jul 7 2015, 11:16 PM] edinnovator: yup, pulling it in now.

[Jul 7 2015, 11:16 PM] Just_Me_Gi: @anna_phd (or someone to collaborate with who has the coding/tech skills that I lack!)

[Jul 7 2015, 11:17 PM] telliowkuwp: I turned the Make 3 newsletter into a game:
<https://hackpad.com/LevelUp-with-MetaGame-Backup-XV2gQreLI7w>

[Jul 7 2015, 11:17 PM] Just_Me_Gi: (just realized my comment was cut short)

[Jul 7 2015, 11:17 PM] Pedestrian_Poet: @Just that is very interesting! I wonder what sort of platform would be useful for your idea

[Jul 7 2015, 11:17 PM] wentale: @anna, oh yes, I'm a bit burnt out coz I've tried to get a few things happening at work but no takers! It's easy in this forum if everyone is geared for it.

[Jul 7 2015, 11:17 PM] Seecantrill: I lost the game is powerful in a group of people, I found ... Chad suggested it to a class I was teaching (pre/in-service teachers) ...

[Jul 7 2015, 11:18 PM] anna_phd: I was thinking of games that build and where there is not losing or winning. And from earlier from Terry and Jeffrey re sports. I have been doing Zombie, Run! for a long time.

[Jul 7 2015, 11:18 PM] Seecantrill: ... and it was participatory (everyone could do it), and it helped to break tension/brought levity ...

[Jul 7 2015, 11:18 PM] Seecantrill: ... and just kept play in the mix.

[Jul 7 2015, 11:18 PM] anna_phd: <https://zombiesrungame.com/>

[Jul 7 2015, 11:18 PM] katrinakennett: @anna I love Zombies, Run!

[Jul 7 2015, 11:18 PM] Just_Me_Gi: cont).. it should export out so all the comments/colored versions go to orig author. and then have a list of things that weren't found, ie dialogue, that then the orig author can think about when revising. So stamps for content there and not there. And space for written feedback)

[Jul 7 2015, 11:19 PM] wentale: Look forward to some more hacks from @terry this week

[Jul 7 2015, 11:19 PM] Seecantrill: Also Meenoo Rami and I asked a group of folks to pick a favorite childhood game and play it through once ...

[Jul 7 2015, 11:19 PM] katrinakennett: @christina I've been thinking a lot about childhood games - we played so many card games and board games

[Jul 7 2015, 11:20 PM] chadsansing: @Just_Me_Gi, great idea. Sounds like a great opportunity for participatory feedback and maybe even collaborative writing or storytelling. This makes me think of Prism (not the NSA program)here: <http://prism.scholarslab.org/>. You can define color-coded mark-up (like green for 'more detail') and collaboratively 'read' a text. Storium might be something to experiment with here, as well, if it can be done with a class.

[Jul 7 2015, 11:20 PM] katrinakennett: and how many important conversations have happened over a hand of cards

[Jul 7 2015, 11:20 PM] Seecantrill: .. then we gave them new objects (physical game) and then had to change it up with these new objects. We got into conversations about equity ... ie. "wait, that favors tall people!" ... "wait, that favors verbal people" ... etc. Really fun and interesting ... equity became the focus (I could see it also not being the focus, of course!)

[Jul 7 2015, 11:20 PM] Just_Me_Gi: Yes, exactly @chadsansing, I def want it to be participatory and collaborative creative space!

[Jul 7 2015, 11:20 PM] anna_phd: @katrinakennett, I think you should jump in the call!

[Jul 7 2015, 11:20 PM] Just_Me_Gi: Thanks for the link!

[Jul 7 2015, 11:20 PM] Amy Cody Clancy: @just_me_gi- I've used Prism in class before- the kids liked it a lot!

[Jul 7 2015, 11:21 PM] Seecantrill: @katrinakennett that's awesome .. stories related to games are really important!

[Jul 7 2015, 11:21 PM] chadsansing: @Amy Cody Clancy - awesome!

[Jul 7 2015, 11:21 PM] Just_Me_Gi: Both: co constructing actions in the game. But also the platform to use

[Jul 7 2015, 11:21 PM] Seecantrill: @katrinakennett would you like to come into the conversation on the webinar and share some of that?

[Jul 7 2015, 11:21 PM] Just_Me_Gi: How to implement would be great!

[Jul 7 2015, 11:21 PM] chadsansing: @Just_Me_Gi, I think Storium is worth checking out with colleagues with whom you write, regardless.

[Jul 7 2015, 11:21 PM] edinnovator: ok, how to implement.

[Jul 7 2015, 11:21 PM] Just_Me_Gi: Thanks! @chad, will look into!

[Jul 7 2015, 11:21 PM] edinnovator: gotcha.

[Jul 7 2015, 11:22 PM] telliowkuwp: I noted at least 36 actions that the newsletter asked us to do.

[Jul 7 2015, 11:22 PM] katrinakennett: @christina @anna - I think my contribution is more about experience of playing rather than creating

[Jul 7 2015, 11:22 PM] katrinakennett: @telliokuwp so many portals for participation!

[Jul 7 2015, 11:22 PM] Amy Cody Clancy: @katrinakennett- Me too

[Jul 7 2015, 11:22 PM] wentale: yeah those newsletters are the bomb (not)

[Jul 7 2015, 11:23 PM] Just_Me_Gi: yes, a way to code writing in a fun way!

[Jul 7 2015, 11:23 PM] Seecantrill: @katrinakennett yeah, I think that's a key piece ... its social ... social is really key to learning

[Jul 7 2015, 11:23 PM] Just_Me_Gi: YES

[Jul 7 2015, 11:23 PM] m_mcneal: I also liked Kevin Hodgson's speculation in the G+ community... "What if the #clmooc became a huge, massive open online game where we all won? Come play this collaborative game built on connections. Earn a mookle or two..."

[Jul 7 2015, 11:23 PM] m_mcneal: incredibly social

[Jul 7 2015, 11:24 PM] Paula Angela: I lost the game again.

[Jul 7 2015, 11:24 PM] Seecantrill: I lost the game!

[Jul 7 2015, 11:24 PM] wentale: @m_mcneal mmmm, that whole "everyone won"not sure about that....what's the carrot?

[Jul 7 2015, 11:24 PM] Seecantrill: @m_mcneal want to join into the hangout?

[Jul 7 2015, 11:24 PM] Seecantrill:
https://plus.google.com/hangouts/_/hoaevent/AP36tYcWZsk-_0wl0udUEzl_K0NCVDkDymVSatR7Nh1qotR5TXEoJg

[Jul 7 2015, 11:24 PM] kfasimpaur: _Gi, not sure this is relevant, but have you been on writing.com at all? They have a lot of fun ways to encourage peer feedback in writing. (may be more gamification than game-based learning, but done in a way that resonates with me at least)

[Jul 7 2015, 11:24 PM] chadsansing: Yes, @Chris; thinking a lot about playground games to teach the Web and other technologies lately. How do you craft participatory and playful experiences that let people make meaning and metaphors for concepts in the 'content' of a lesson -

[Jul 7 2015, 11:25 PM] chadsansing: BRB

[Jul 7 2015, 11:25 PM] katrinakennett: social, and on different scales and situations. For example: I love one-on-one Oklahoma Gin with my boyfriend, but hated Kings in college drinking parties

[Jul 7 2015, 11:25 PM] Just_Me_Gi: thanks, #kfasimpaur, i haven't but will look into

[Jul 7 2015, 11:25 PM] anterobot: Do not underestimate the community building that happens when you start a PD by asking teachers to play "hot hands" with the person next to them.

[Jul 7 2015, 11:25 PM] Amy Cody Clancy: Anyone ever play Spoons?

[Jul 7 2015, 11:25 PM] Seecantrill: @anterbot what's hot hands?!

[Jul 7 2015, 11:26 PM] Pedestrian_Poet: @Amy yes!

[Jul 7 2015, 11:26 PM] anterobot: WHAT!?!

[Jul 7 2015, 11:26 PM] Seecantrill: @amy and spoons? please share!

[Jul 7 2015, 11:26 PM] Amy Cody Clancy: I don't mean spoons for instruments either
[Jul 7 2015, 11:26 PM] anterobot: hot. hands.
[Jul 7 2015, 11:26 PM] chadsansing: B
[Jul 7 2015, 11:26 PM] edinnovator: a digital version of ms. mary mack?
[Jul 7 2015, 11:26 PM] Seecantrill: @anterbot <sheepish grin>
[Jul 7 2015, 11:26 PM] edinnovator: is it breaking up for you all?
[Jul 7 2015, 11:26 PM] m_mcneal: @seecantrill I'm having some interesting internet connectivity issues..let me see if they fix themselves, and if so I'll jump in!
[Jul 7 2015, 11:26 PM] anna_phd: When you were speaking, yes, edinnovator. But not when others are speaking.
[Jul 7 2015, 11:27 PM] Amy Cody Clancy: @seecantrill- you put spoons in center (one less than people) and lay down cards well here it's easier to see:
<https://www.youtube.com/watch?v=zyrxFg8emtq>
[Jul 7 2015, 11:27 PM] anterobot: @Christina This (but less painful):
<https://www.youtube.com/watch?v=jbb90RuX-IM>
[Jul 7 2015, 11:27 PM] Pedestrian_Poet: Spoons is almost liek musical chairs but with spoons instead of chairs and cards instead of music hahaha
[Jul 7 2015, 11:28 PM] Seecantrill: Oh! Cool. I know both those games :) ... Sometimes I forget what games I really do know.
[Jul 7 2015, 11:28 PM] anterobot: I also like making games by imagining things in rewind... having students do a reverse scavenger hunt, for example.
[Jul 7 2015, 11:28 PM] Seecantrill: @anterbot that one hurts though, I remember!
[Jul 7 2015, 11:28 PM] Pedestrian_Poet: anyone here play mafia?
[Jul 7 2015, 11:28 PM] Amy Cody Clancy: Yes Spoons can be.... dangerous LOL
[Jul 7 2015, 11:28 PM] Just_Me_Gi: Mafia is a great game!
[Jul 7 2015, 11:28 PM] Seecantrill: @amy right!
[Jul 7 2015, 11:28 PM] Jreaderwriter: I've not heard of Mafia. What's that?
[Jul 7 2015, 11:28 PM] Seecantrill: See, emotion @katrinakennett :)
[Jul 7 2015, 11:28 PM] Amy Cody Clancy: Is Mafia the winking game?
[Jul 7 2015, 11:29 PM] Seecantrill: how does Mafia work?
[Jul 7 2015, 11:29 PM] telliowkuwp: How about knife games?
[Jul 7 2015, 11:29 PM] Seecantrill: yikes!
[Jul 7 2015, 11:29 PM] anna_phd: Ugh. I just lost the game.
[Jul 7 2015, 11:30 PM] Pedestrian_Poet: mafia is a sort of psychological game with a large group of people and a moderator. In the group there are mafia members, townsfolk, sheriff, and doctors. It is a game to try to guess who in the group is mafia before the mafia kill off the townsfolk. It is complicated and psychological but soooo fun
[Jul 7 2015, 11:30 PM] Seecantrill: Remember we can remix what @chadsansing makes in Scratch ... the cool thing about Scratch and about @chadsansing :)
[Jul 7 2015, 11:30 PM] anna_phd: I want to start a game during this call. It's a game of tag. Go to our FlipGrid. Record a short vid that says what you're currently making. Tag another #clmooc participant. <http://flipgrid.com/#0229f8c9>
[Jul 7 2015, 11:30 PM] telliowkuwp: gamifying childhood games...maybe we need to get kids to just play and not worry about adult web literacy

[Jul 7 2015, 11:31 PM] Seecantrill: I think musical chairs is really fun to remix/hack/change ...

[Jul 7 2015, 11:31 PM] wentale: haha @terry, exactly.

[Jul 7 2015, 11:31 PM] Just_Me_Gi: Ughm just tried scrolling up and the chat isn't being logged?!

[Jul 7 2015, 11:31 PM] Seecantrill: See Chris! You are playing now :)

[Jul 7 2015, 11:31 PM] Seecantrill: yay! @m_mneal!

[Jul 7 2015, 11:31 PM] Pedestrian_Poet: no one knows who anyone else is and they have to guess each round, so each round the mafia kills one person and the townsfolk get to vote out one person they think could be the mafia. If there are more mafia than townsfolk, mafia wins, if townsfolk guess correctly who the mafia members are the townsfolk win

[Jul 7 2015, 11:32 PM] Seecantrill: brave jumper-iner!

[Jul 7 2015, 11:32 PM] anterobot: Mafia was great with my ELL class.

[Jul 7 2015, 11:32 PM] Pedestrian_Poet: yeah students love mafia but it can get heated xD lots of paranoia, deception, and intuition used.

[Jul 7 2015, 11:32 PM] anna_phd: @anterobot, you're it. (I am starting a FlipGrid Tag game. I want to start a game during this call. Go to our FlipGrid. Record a short vid that says what you're currently making. Tag another #clmooc participant. <http://flipgrid.com/#0229f8c9>)

[Jul 7 2015, 11:33 PM] Seecantrill: YOU can be a braver-jumper-iner too btw ... just say so!

[Jul 7 2015, 11:33 PM] Pedestrian_Poet: But also story telling! The moderator gets to make up an entire story to contextualize what is happening in the game (i.e. how did someone die? what did the mafia do in the night etc)

[Jul 7 2015, 11:34 PM] Seecantrill: I'd create a barter system!

[Jul 7 2015, 11:34 PM] Seecantrill: Dump currency :0

[Jul 7 2015, 11:35 PM] katrinakennett: @seecantrill yay barter system :) what can I trade you for some homemade bagels?

[Jul 7 2015, 11:35 PM] katrinakennett: orange blossoms

[Jul 7 2015, 11:35 PM] Seecantrill: Orange juice

[Jul 7 2015, 11:35 PM] Seecantrill: orange oar

[Jul 7 2015, 11:36 PM] Pedestrian_Poet: orangutan

[Jul 7 2015, 11:36 PM] Pedestrian_Poet: haha

[Jul 7 2015, 11:36 PM] katrinakennett: orange you glad you came tonight?

[Jul 7 2015, 11:36 PM] anna_phd: tan man

[Jul 7 2015, 11:36 PM] Seecantrill: tan?

[Jul 7 2015, 11:36 PM] Seecantrill: man

[Jul 7 2015, 11:36 PM] Seecantrill: tan tuesday

[Jul 7 2015, 11:36 PM] Jreaderwriter: Orange you glad I didn't say banana. :) (Old Knock Knock joke)

[Jul 7 2015, 11:36 PM] chadsansing: Now you can play and remix 'Losing #clmooc' - <https://scratch.mit.edu/projects/69745452/#player>. Scratch is an interesting, low floor, high ceiling platform for noodling around with animation, code, and games - lots of novice support - ping me @chadsansing if I can be of help exploring it this week.

[Jul 7 2015, 11:36 PM] edinnovator: we have it on the page
[Jul 7 2015, 11:36 PM] edinnovator: twine?
[Jul 7 2015, 11:36 PM] Seecantrill: orange toothpaste
[Jul 7 2015, 11:37 PM] anterobot: Twine has the coolest related new book:
<http://www.instarbooks.com/books/videogames-for-humans.html>
[Jul 7 2015, 11:39 PM] Pedestrian_Poet: Anyone want to make a clmooc exquisite corpse?
[Jul 7 2015, 11:39 PM] Pedestrian_Poet: do people know what that is?
[Jul 7 2015, 11:39 PM] Seecantrill: What's the story that @m_mcneal is thinking about?
[Jul 7 2015, 11:39 PM] Seecantrill: yes, love exquisite corpse!
[Jul 7 2015, 11:39 PM] Seecantrill: how do you think we can do that at a distance?
[Jul 7 2015, 11:39 PM] Amy Cody Clancy: exquisite corpse sounds familiar- I think I recall that from last year's CLMOOC...
[Jul 7 2015, 11:40 PM] Jreaderwriter: exquisite corpse is a new concept to me.
[Jul 7 2015, 11:40 PM] m_mcneal: I was inspired more by @pedestrian mentioning earlier the way you create a story in order to have a context for a game
[Jul 7 2015, 11:40 PM] Seecantrill: One person starts a drawing .. and shows only one part of the next person and they continue it ... each person only see the part before them ... and then you open it up at the end ...
[Jul 7 2015, 11:40 PM] m_mcneal: Made me think about how games often are stories
[Jul 7 2015, 11:40 PM] m_mcneal: or can be
[Jul 7 2015, 11:40 PM] Pedestrian_Poet: oh interesting!
[Jul 7 2015, 11:41 PM] Pedestrian_Poet: I have done exquisite corpse with poetry and that was what i was thinking
[Jul 7 2015, 11:41 PM] Pedestrian_Poet: each person writes a short line of poetry and the order they come in we combine them to make a giant poem
[Jul 7 2015, 11:41 PM] Seecantrill: surrealist game
[Jul 7 2015, 11:41 PM] Pedestrian_Poet: yeah i have applied the surrealist game to poetry
[Jul 7 2015, 11:41 PM] chadsansing: @Antero, get on the hangout!
[Jul 7 2015, 11:41 PM] Seecantrill: https://en.wikipedia.org/wiki/Exquisite_corpse
[Jul 7 2015, 11:42 PM] edinnovator: yeah antero. chad, is the scratch still going?
[Jul 7 2015, 11:42 PM] Pedestrian_Poet: we made some very cool poetry as a group by doing an exquisite corpse poem
[Jul 7 2015, 11:42 PM] Amy Cody Clancy: @pedestrian_poet: That sounds like my style!
[Jul 7 2015, 11:42 PM] katrinakennett: the difficulty of translating exquisite corpse into a digital conversation makes me think about affordances of paper and constraints of synchronous audience
[Jul 7 2015, 11:42 PM] Just_Me_Gi: wow, collab poetry sounds amazing!
[Jul 7 2015, 11:42 PM] Seecantrill: Be a brave jumper-iner like Mallory! Here's a link: https://plus.google.com/hangouts/_/hoaevent/AP36tYcWZsk-_0wl0udUEzl_K0NCVDkDymVSatR7Nh1qotR5TXEoJg
[Jul 7 2015, 11:43 PM] Seecantrill: @m_mneal Thanks for sharing that! great story.

[Jul 7 2015, 11:43 PM] Pedestrian_Poet: we did it blind except for the last word of the preceding line. So you wouldn't know what the concept of the poem is and it makes this wonderfully disjointed poetry

[Jul 7 2015, 11:43 PM] fmindlin: Chad, have you found any adaptations of string games in your playground games explorations?

[Jul 7 2015, 11:44 PM] anna_phd: Okay, the tech isn't working for @anterobot right now. So, @katrinakennett, you're it! Go record what you're making right now and then "tag" someone else. <http://flipgrid.com/#0229f8c9>

[Jul 7 2015, 11:45 PM] Seecantrill: thinking about Caine's arcade and the games that he made ...

[Jul 7 2015, 11:45 PM] Seecantrill: ... and then invited folks to play.

[Jul 7 2015, 11:45 PM] Seecantrill: deep enjoyment, exactly!

[Jul 7 2015, 11:45 PM] anna_phd: I just lost the game

[Jul 7 2015, 11:46 PM] Seecantrill: Oh, I made a scratch game that someone can remix .. hold on!

[Jul 7 2015, 11:46 PM] Seecantrill: (I am very proud of this, even though it was easy :)

[Jul 7 2015, 11:46 PM] chadsansing: @fmindlin - the three-pronged spear! Not explicitly, but there is a lot of spatial reasoning in creating circuits that work as toys, art, or assistive devices with clear interfaces and experiences for users.

[Jul 7 2015, 11:46 PM] chadsansing: I need to go back to string games for storytelling with circuits next year - thank you, @fmindlin!

[Jul 7 2015, 11:48 PM] Pedestrian_Poet: weirdly played a game of Settlers and had way too many sheep o_0

[Jul 7 2015, 11:48 PM] Seecantrill: Here's the Mini-figs remix I made: <http://seecantrill.tumblr.com/post/110448122699/save-mr-frog-ms-cat-a-mini-figs-remix>

[Jul 7 2015, 11:48 PM] Seecantrill: And how I made it: <http://seecantrill.tumblr.com/post/112474103449/how-to-remix-save-the-mini-figs-in-scratch>

[Jul 7 2015, 11:48 PM] Paula Angela: never enough clay for me

[Jul 7 2015, 11:48 PM] Seecantrill: You can also remix it too.

[Jul 7 2015, 11:48 PM] Seecantrill: I haven't played that game that @paula and @mallory mention ... have you all?

[Jul 7 2015, 11:48 PM] m_mcneal: @Ped there's always too many sheep in Settlers!

[Jul 7 2015, 11:49 PM] m_mcneal: ha

[Jul 7 2015, 11:49 PM] chadsansing: <https://scratch.mit.edu/projects/69745452/#player>

[Jul 7 2015, 11:49 PM] Just_Me_Gi: a game i've wondered of, the cones of griffendor (sp?) from Parks and Rec. I wonder if it ever became a RL game

[Jul 7 2015, 11:49 PM] m_mcneal: I lost the game

[Jul 7 2015, 11:49 PM] anna_phd: Have y'all played Cones of Dunshire? <http://time.com/3239179/parks-and-recreation-cones-of-dunshire/>

[Jul 7 2015, 11:49 PM] Just_Me_Gi: OMG, it's real!?

[Jul 7 2015, 11:50 PM] Just_Me_Gi: i forgot the name! thx @anna!

[Jul 7 2015, 11:50 PM] Seecantrill: yay! @anterobot is a brave jumper-ner

[Jul 7 2015, 11:50 PM] katrinakennett: Here's a question: what was the last game you learned to play? My last one was a card game called Pitch - a trick game kind of like Hearts. It had quite the complicated scoring system that I never quite got

[Jul 7 2015, 11:50 PM] Pedestrian_Poet: hahaha yessss cones of dunshire

[Jul 7 2015, 11:50 PM] Seecantrill: wow!

[Jul 7 2015, 11:50 PM] chadsansing: Oh, @anna_phd. Cones. So wonderful.

[Jul 7 2015, 11:51 PM] anna_phd: @katrina I have taken up roller derby in my later years. Talk about a massive rule system. I've been doing it for years and still haven't mastered them all.

[Jul 7 2015, 11:51 PM] Seecantrill: great question @katrinakennett ...

[Jul 7 2015, 11:51 PM] Pedestrian_Poet: <http://i.imgur.com/VPIyox3.gif>

[Jul 7 2015, 11:51 PM] Paula Angela: roller derby is on par with Dungeons and Dragons for me in terms of complexity haha

[Jul 7 2015, 11:51 PM] m_mcneal: ooh good question. The last game I learned to play was called Carcassone. It was a board game that was fun, but also frustrating at first to not fully understand the strategies

[Jul 7 2015, 11:51 PM] Seecantrill: ... Trying to think. Hmmm. Antero here showed me how to play a cool drawing game ...

[Jul 7 2015, 11:51 PM] chadsansing: For people wondering what a 'weaponized' Foursquare might be like, there's also the community-exploration/strong-point control mobile game Ingress, which I'm thinking about in terms of how do learners control learning and define pathways.

[Jul 7 2015, 11:52 PM] anna_phd: Let me give you an idea of the current rules of roller derby (which change each year): <https://wftda.com/rules/wftda-rules.pdf>

[Jul 7 2015, 11:52 PM] katrinakennett: @m_mcneal - yeah, that threshold of the learning curve is super important. Like, when I'm teaching someone how to play euchre, the "same colored Jack is actually the second highest card" rule is a hard one to wrap your head around!

[Jul 7 2015, 11:52 PM] chadsansing: Losing is a cool way to learn. I have lost a lot of games.

[Jul 7 2015, 11:53 PM] katrinakennett: I just read about that game jam! It sounded SO amazing!

[Jul 7 2015, 11:53 PM] katrinakennett: Thanks for writing it up Antero

[Jul 7 2015, 11:53 PM] edinnovator: hey katrina, im going to borrow that to last game learned for our conclusion

[Jul 7 2015, 11:53 PM] Seecantrill: yes, around then :)

[Jul 7 2015, 11:53 PM] Seecantrill: they were there ALL weekend!

[Jul 7 2015, 11:53 PM] Seecantrill: it was awesome.

[Jul 7 2015, 11:53 PM] m_mcneal: @katrinakennett I definitely agree!

[Jul 7 2015, 11:54 PM] anna_phd: I am going to cry. No one is playing my flipgrid tag game. I tagged y'all. Won't someone play with me? <http://flipgrid.com/#0229f8c9>

[Jul 7 2015, 11:54 PM] Seecantrill: @anterbot brings the end of time ... btw, what is that game you taught me Antero that was drawing the last days?

[Jul 7 2015, 11:54 PM] Seecantrill: I already played @anna_phd

[Jul 7 2015, 11:55 PM] Seecantrill: don't cry! I'm sure others will join. Maybe @AskMariAc? Or Just_Me_Gi?

[Jul 7 2015, 11:55 PM] fmindlin: Ingress looks more intriguing than any of those things I've seen, since it's based on making art more visible

[Jul 7 2015, 11:55 PM] Seecantrill: @fmindlin should play too

[Jul 7 2015, 11:55 PM] anterobot: Christina, do you mean Quiet Year, the map drawing game?

[Jul 7 2015, 11:55 PM] katrinakennett: @anna no tears - I can't make a video while typing, listening, and watching #notenoughhands

[Jul 7 2015, 11:55 PM] fmindlin: I have only a dumb phone

[Jul 7 2015, 11:55 PM] Seecantrill: yes!

[Jul 7 2015, 11:55 PM] anna_phd: What are you making now @Christina? Kevin and I decided it stretches across Make Cycles and platforms. One of our only things that can do that! Record again...and then tag someone!

[Jul 7 2015, 11:55 PM] fmindlin:
<http://stringgamestories.blogspot.com/2015/07/collaborative-gamesexample-with-string.html>

[Jul 7 2015, 11:56 PM] Seecantrill: That's the last game I learned @katrinakennett -- the Quiet Year. It's really cool. All about story!

[Jul 7 2015, 11:56 PM] Just_Me_Gi: i would, @anna, but no camera!

[Jul 7 2015, 11:56 PM] fmindlin: Couldn't figure out how to link just the image

[Jul 7 2015, 11:56 PM] Seecantrill: <http://buriedwithoutceremony.com/the-quiet-year/>

[Jul 7 2015, 11:56 PM] katrinakennett: @seecantrill that looks amazing - thanks for sharing

[Jul 7 2015, 11:57 PM] anna_phd: Ha. Well, everyone, after the call or next time you have a device you can use to do it. Please feel free to add an entry to our FlipGrid, and yes, you can do it more than once! <http://flipgrid.com/#0229f8c9>

[Jul 7 2015, 11:57 PM] edinnovator: fuzzy wuzzy?

[Jul 7 2015, 11:57 PM] edinnovator: i know we got some collective genius here.

[Jul 7 2015, 11:57 PM] Just_Me_Gi: is it the green glass doors game?

[Jul 7 2015, 11:57 PM] Seecantrill: Fuzzy Wuzzy ... verbal game? Or online?

[Jul 7 2015, 11:57 PM] edinnovator: verbal game.

[Jul 7 2015, 11:57 PM] edinnovator: ahhhh

[Jul 7 2015, 11:57 PM] Just_Me_Gi: re: fuzzy wuzzy

[Jul 7 2015, 11:57 PM] edinnovator: i cant google it

[Jul 7 2015, 11:58 PM] Just_Me_Gi: like he has no house but has a roof

[Jul 7 2015, 11:58 PM] edinnovator: then id lose THIS game

[Jul 7 2015, 11:58 PM] chadsansing: 'Wolf Among Us' based on _Fables_, an interesting remix comic about mostly Western fairy tale characters living today.

[Jul 7 2015, 11:58 PM] anna_phd: What's the green glass doors game, @Just_Me_Gi?

[Jul 7 2015, 11:58 PM] Just_Me_Gi: verbal car game

[Jul 7 2015, 11:58 PM] Seecantrill: I found this: "Fuzzy wuzzy likes words that have two of the same alphabet in them next to each other.
Like this:

Fuzzy wuzzy likes foot but not toes.

.....

Fuzzy wuzzy likes toffee but not candy.

"

[Jul 7 2015, 11:58 PM] edinnovator: ahhhh. but you googled it.

[Jul 7 2015, 11:58 PM] Just_Me_Gi: there is a world you can only enter if you figure out whats there and not there and you can only enter thru green glass doors

[Jul 7 2015, 11:58 PM] Amy Cody Clancy: @Just_Me_Gi: like Riddly Diddly I Dee Dee- also a verbal/sight car game

[Jul 7 2015, 11:59 PM] edinnovator: thats a game i play.

[Jul 7 2015, 11:59 PM] edinnovator: lol

[Jul 7 2015, 11:59 PM] Just_Me_Gi: it sounds like the rules to fuzzy wuzzy

[Jul 7 2015, 11:59 PM] Amy Cody Clancy: My grand daughters love to play that on our long drives

[Jul 7 2015, 11:59 PM] Just_Me_Gi: so ppl ask if something is in the world and if they get it right, they can come in

[Jul 7 2015, 11:59 PM] Just_Me_Gi: ie there were trees but no leaves

[Jul 8 2015, 12:00 AM] Seecantrill: whisper down the lane is a game, right?

[Jul 8 2015, 12:00 AM] Seecantrill: (dumb question)

[Jul 8 2015, 12:00 AM] chadsansing: Heh. Magic the Gathering. Antero is the next Maro.

[Jul 8 2015, 12:00 AM] Paula Angela: yes it is!

[Jul 8 2015, 12:01 AM] Seecantrill: I'm really into the simple games. Like the one I just lost!

[Jul 8 2015, 12:01 AM] anterobot: Actually, Chad, I'm the next Atog.

[Jul 8 2015, 12:01 AM] Seecantrill: It's like the twitter of games.

[Jul 8 2015, 12:01 AM] Paula Angela: WHY DO I KEEP LOSING THE GAME

[Jul 8 2015, 12:01 AM] katrinakennett: I love ending on this note! Thinking about apprenticeship, frustration and building up, strategy, collaboration.....

[Jul 8 2015, 12:01 AM] Seecantrill: it's terrible Paula, isn't it?

[Jul 8 2015, 12:01 AM] Paula Angela: the struggle is real

[Jul 8 2015, 12:01 AM] Seecantrill: :)

[Jul 8 2015, 12:02 AM] Seecantrill: what other minimalist/small games do you all know?

[Jul 8 2015, 12:02 AM] anterobot: Win, Lose, Banana

[Jul 8 2015, 12:02 AM] Just_Me_Gi: Midnight

[Jul 8 2015, 12:02 AM] chadsansing: Werewolf.

[Jul 8 2015, 12:03 AM] fmindlin: rock-paper-scissors is very popular in schools here

[Jul 8 2015, 12:03 AM] chadsansing: Nice, @Chris -

[Jul 8 2015, 12:03 AM] Pedestrian_Poet: ninja

[Jul 8 2015, 12:03 AM] Seecantrill: I totally lost that game.

[Jul 8 2015, 12:03 AM] Seecantrill: Excellent game.

[Jul 8 2015, 12:04 AM] Seecantrill: "celebrate mistakes"

[Jul 8 2015, 12:05 AM] Paula Angela: Thanks, everyone!

[Jul 8 2015, 12:05 AM] fmindlin: celebrate mistakes--I like that even better than "hurray! I failed!"

[Jul 8 2015, 12:05 AM] Just_Me_Gi: Thank you!!

[Jul 8 2015, 12:05 AM] Seecantrill: I agree @fmindlin!
[Jul 8 2015, 12:05 AM] Seecantrill: Excellent Make with Me ya'll
[Jul 8 2015, 12:06 AM] m_mcneal: Thanks all!
[Jul 8 2015, 12:06 AM] edinnovator: thanks for joining us!
[Jul 8 2015, 12:07 AM] Pedestrian_Poet: Goodnight everyone!