

Netcity Game

Online communications projects with young people



Part of the model project “Netz- Transfer” of the LAG Medienarbeit e.V. Berlin in the Jugendnetz- Berlin framework

“Net City Game” – (german: “Netzstadtspiel”) is a communication contest which enables young people to interact using the Internet. It enables them to discover the multiple possibilities the WWW offers them for communicating in a real situation where teachers or educators can also support them in developing their communicative and technical skills.

Usually the Net City Game is played in a single afternoon over 4 to 5 hours in schools and youth centres. The aim is for the players to complete tasks which have been decided on beforehand within a previously agreed time frame. The tasks can be digital photographs, texts, or involve image processing. When the tasks have been completed, they are uploaded via the Internet database to the Web server, which means that all the other players on the net can see them immediately .

“Cyberland Chat” allows simultaneous communication between the players, and is where the winner of the game is announced at the end of the game. By chatting, players get to know each other. They can also find out about any problems which may be developing during the game, and how the game is shaping up.

Tasks could, for example, require of the players to interview people in the street about a given topic, to describe their own district, to develop advertising slogans, or to write stories. Depending on the equipment in the schools or centres, tasks can be specified so that the solutions will lead to the production of sound files or short video films.

After the time for completing the different tasks is up, each group compares and judges all the other groups’ solutions – but not its own solutions. Results from all the groups are then entered in the Net City Game database. The winners of the game are announced immediately afterwards in Cyberland Chat.

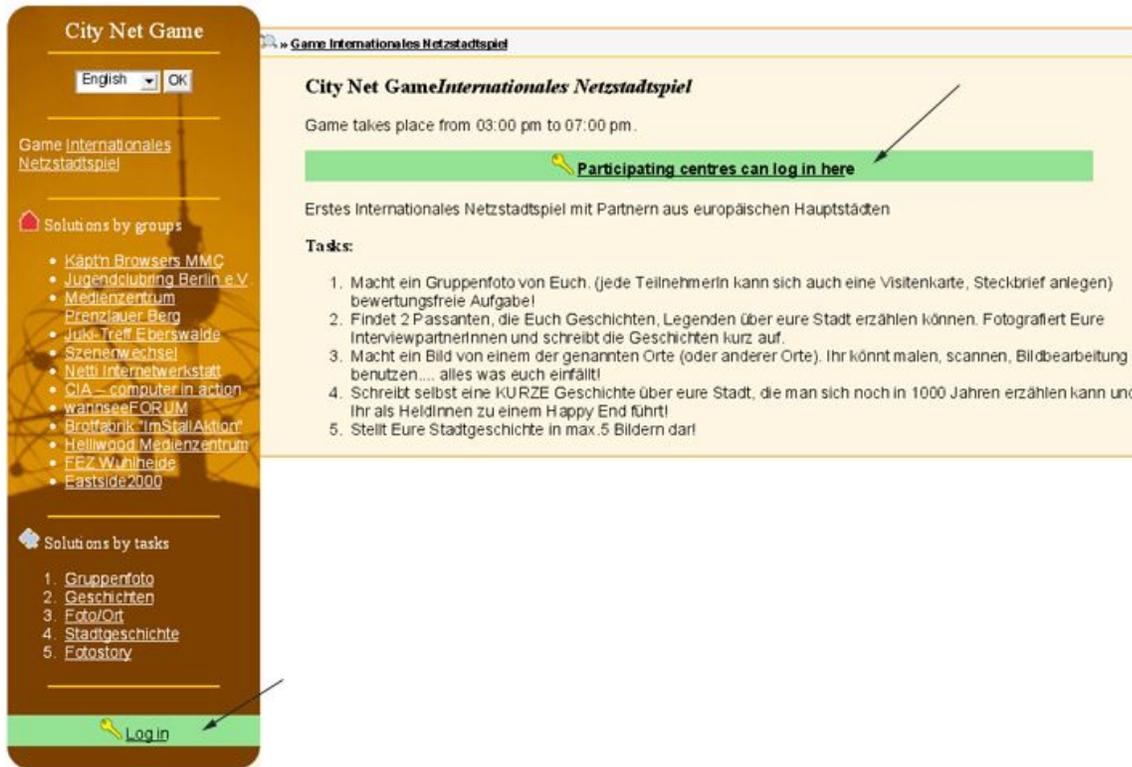
Preparation

To participate in the Net City Game you have first to register in the partner database on the website. This is also the place where you have to define

your password for further login. Let the game administrator know that you will take part in the game.

Password/Registration

First page of the game:



In the central frame you can see schedule details, the tasks, and how to get to Cyberland Chat.

The left part of your browser window lists all the groups and centres taking part.



By clicking on **“Solutions by groups”** during the game you can see how far the other groups have progressed – which tasks have been completed, and how.



By clicking on **“Solutions by task”** in the lower part of the left frame you can get an overview of the tasks which can be very useful when you are judging.

How do I log on?

You have clicked on “**To registration/login for centres**” at the top of the central frame. Click on the drop down list to see which groups and institutions are playing, click on your group or institution and type in your password.

Log in for *Internationales Netzstadtspiel*

Centre ▾

Password

Then you click on “**Log In**” – and your school or centre is logged into the database as a player.

You will see:

“**Registered as name of your school/centre**”.

In the central frame you may see further instructions for the game “**Tasks**”.



Uploading the solutions

Solutions can be entered into a box on a form, from where they are loaded onto the Web server via the Web pages, where others can view them.

You can start with a photo of your group that you want to upload.

Task:

Findet 2 Passanten, die Euch Geschichten, Legenden über eure Stadt erzählen können. Fotografiert Eure InterviewpartnerInnen und schreibt die Geschichten kurz auf.

Image file:

Text
text, text, text, text, text, text,
text, text, text, text, text, text,
text, text, text, text, text, text,
text, text, text,
text, text,
text,

After you have saved the data, you will be able to see your photo and the text in the form.

The data are now in cyber space, and everyone can see them.

All the other solutions in the game will be uploaded onto the Web server (Internet), which means that everybody else can see them immediately.

When solving a task needs several photos or texts, you will find the right number of forms under the task, as in the illustration on the right.

Image file:

Text
text, text, text, text, text, text,
text, text, text, text, text, text,
text, text, text, text, text, text,
text, text, text,
text, text,
text,

Image file:

Text
text, text, text, text, text, text,
text, text, text, text, text, text,
text, text, text, text, text, text,
text, text, text,
text, text,
text,



To see solutions by groups or by the tasks of all the other players, click on the lower part of the left frame "**To overview of game**", which you can see in the illustration on the left.

Then you will be able to see the solutions, either by group or task (picture on right).

To return to your own form so that you can upload your solutions, you have to click on "**To registration/log in**" in the lower part of the left frame.

If you are still online you will not be asked for your password, you will be in your own upload area.



3. Making your own visiting card

As well as the group photo, every player can make their own visiting card which can be viewed by all the other players.

There is a link “**Edit players profiles**” as in the illustration on the right. You have to be in upload mode.



After you have clicked on the “**Edit players profiles**” (Edit visiting cards) link you will see the following in the central frame (illustrations left and below). This is where you can make your own visiting card, with or without a photo.



You can enter your name or nickname, sex, age, e-mail address, and whatever else you think fit (illustration above).

Only enter what you like others to know, it's voluntary! You do not need to enter anything too personal. If you want, you can upload a photo.

You can change or delete these visiting cards at any time.



To upload a photo, click on “**Search**” to find your picture file on the hard disk and then choose it – (“**Open**”).

After you have entered all the data and chosen the photo, click on “**Save data**”.

Now you have made your own visiting card so that everyone can see it.



A visiting card may look like this.

You can see the visiting cards of all the other players when you are in **“Overview”** mode.

Under the group photos from all the centres is a link **“You can see players’ profiles here”**.



4. Judging/Awarding points

When the time for the game is over and the co-ordinators have ended the game, judging the other players’ solutions begins.

You do not judge your own solutions.

Step 1

If you are still in your own upload area click on **“To overview of game”**.

If you are already in **“Overview”** then go to Step 2.



Step 2

Here you click on **“Login”**

You do not have to log in again; the judging page appears.



The judging page now appears in the central frame.

Using the drop down lists you can select “**Best solution**”, “**Second best solution**”, and “**Third best solution**” for each of the centres taking part.

City Net Game

English OK

Internationales Netzstadtspiel

Logged on as Szenenwechsel

Tasks

1. Gruppenfoto
2. Geschichten
3. Foto/Ort
4. Stadtgeschichte
5. Fotostory

Your centre

1. Edit players' profiles
2. Log off

To overview of game

Game Internationales Netzstadtspiel

City Net Game Internationales Netzstadtspiel

Game takes place from 03:00 pm to 07:00 pm.

The time for uploading your solutions has expired. Please take a look at the solutions from the other groups [here](#) (opens in a new window) and fill in your ratings.
When submitted, the ratings can not be changed again.

2. Findet 2 Passanten, die Euch Geschichten, Legenden über eure Stadt erzählen können. Fotografiert Eure InterviewpartnerInnen und schreibt die Geschichten kurz auf.

Best solution: Please choose
Second best solution: Please choose
Third best solution: Please choose

3. Macht ein Bild von einem der genannten Orte (oder anderer Orte). Ihr könnt malen, scannen, Bildbearbeitung benutzen... alles was euch einfällt!

Best solution: Please choose
Second best solution: Please choose
Third best solution: Please choose

4. Schreibt selbst eine KURZE Geschichte über eure Stadt, die man sich noch in 1000 Jahren erzählen kann und die Ihr als HeidinInnen zu einem Happy End führt!

Best solution: Please choose
Second best solution: Please choose
Third best solution: Please choose

5. Stellt Eure Stadtgeschichte in max.5 Bildern dar!

Best solution: Please choose
Second best solution: Please choose
Third best solution: Please choose

Save data

Instructions from the game administrator:

Behind the choices “Best solution”, “Second best solution”, and “Third best solution” there are point scores which are automatically added up by the database. Usually the group photo is not judged; it is there so that players can get some impression of each other.

When you have judged all the entries and selected the “centres” in the form, send the form off – click on “**Save data**”.

Once you have sent the form with the results, you cannot change it.

After all the centres taking part have sent off their judgement forms, there is an exciting message in Cyberland Chat - the announcement of the winners.



After the winner of the Netcitygame has been announced, you can look at the table with all the competitors' scores.

City Net Game

English

Game 11_Netzstadtspiel

Solutions by groups

- wannseeFORUM
- Hellwood Medienzentrum
- Eastside2000
- DAS HAUS (Friedrichshain)
- Scheersberg 1- No drugs
- Scheersberg 2- Nordisch by Nature
- wannseeFORUM 2- Die Gefährten

Solutions by tasks

1. Gruppenfoto
2. Interview
3. Suchtverlauf
4. Anti-Drogen-Plakat
5. sms-sos
6. Tatort-Foto

Game 11_Netzstadtspiel

City Net Game 11. Netzstadtspiel

Game takes place from 03:00 pm to 07:00 pm.

Ratings:

	1. Gruppenfoto	2. Interview	3. Suchtverlauf	4. Anti-Drogen-Plakat	5. sms-sos	6. Tatort-Foto	total
wannseeFORUM	0	2	8	5	10	8	33
Hellwood Medienzentrum	0	13	0	12	4	3	32
Eastside2000	0	3	6	1	4	7	21
DAS HAUS (Friedrichshain)	0	5	0	6	5	4	20
Scheersberg 1- No drugs	0	8	13	3	8	13	45
Scheersberg 2- Nordisch by Nature	0	7	5	1	6	0	19
wannseeFORUM 2- Die Gefährten	0	3	10	11	2	4	30

11. Kreatives Netzstadtspiel zum Thema "Sucht und Sehnsucht"

Zeitplan - Zum Cyberland-Chat - Die Aufgaben

Zeitplan:

Uhrzeit (Tag)	Webseiten	Chat	Ort
Do, 27. 2.			

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