

## **Section B: GAMES OR HIGHLY INTERACTIVE APPLICATIONS GENERAL INDICATIONS**

Here are some short detailed indications and information to complete the contest regulation.

### **THEME - > PEACE VIDEOGAMES**

With this theme, we hope authors will produce videogames or interactive applications that, starting from one or more sub-themes of the contest, promote the culture of peace and/or discredit the cult of war (sub-themes: general reflections on the culture of peace and on the historic use of war by mankind; solidarity and justice as a guarantee for human rights and peace; relationship between small conflicts and big ones; champions of peace; organisations operating on a local basis or on a world basis for the diffusion of peace; governments, intellectuals, mass-media: how war is represented; influence of war movies or games; children at war)

To “unravel” the theme, it is necessary to refer to the **images and descriptive text** for this section (see the guidelines in the section “participate” on the site [www.animoweb.it](http://www.animoweb.it)).

The contest **regulation** establishes that the submitted works must contain at least one or more **images proposed in the guidelines**, rearranged in any way.

These images are the property of Modena Province or have been made available by courtesy of their authors, who authorise participants to use them freely for the contest. For games and interactive applications, it is possible to use also other images, provided they are copyright free.

The **descriptive text** can be useful to get an idea of the theme. This introduction is of course not exhaustive. Information or quotations from this text can be used in the intros.

Works are consistent with the proposed theme even if only one subject is dealt with.

### **TYPE -> VIDEOGAMES, HIGHLY INTERACTIVE APPLICATIONS**

Both videogames and highly interactive applications require an independent navigation system and imply an intense inter-activity with the user, who will frequently make use of the mouse or the keyboard in order to get different types of response from the program.

A videogame, in particular, is a kind of game that “challenges” the user in achieving a goal and respecting a set of rules. Internet videogames should be simple, easily comprehensible and should not last too long. They can be of many different types: adventure games, memory games, quiz games, arcade games, point-click-and-shoot games, rebuses, puzzles, or any kind of game that can be adapted to the theme of this section of the contest. Videogames should provide an amusing interactive experience worth remembering in respect to the site and its theme.

On the other hand, the highly interactive application implies no “challenge” and does not aim at amusing only. Its main purpose is to teach or inform, even if the experience should be memorable as well. So the amusing aspect is not absent. Learning by amusing oneself is often considered the best way to lay the basis of knowledge.

**LANGUAGE ->** It is possible to submit works in one only version, either Italian or English.

It is also possible to create 1 file containing both versions, with a preliminary choice between the two. Since the aniMOweb site has both versions, two versions of the movies contained in 2 different files will be published in the Italian and English pages of the site. It is advisable to use the English language. For Italian authors the ideal would be the double version in Italian and English in the same file or in two separate files, possibly with subtitles.

If the language was different from Italian or English, the submission would be received anyway, but subtitles or translations in Italian and/or English will be necessary.

**USE OF WINNING WORKS ->** the winning intro will be published in the DVD published after the contest, in the aniMOweb site, in Modena Province site, in other possible sites edited by Modena Province or other sponsoring institutions, in the cd-rom enclosed in the magazine Computer Graphics and Publishing by Gruppo Editoriale IHT

### **FILES FORMAT AND SIZE**

The contest regulation establishes that the format of the files can only be:

Macromedia **Flash** (swf format, to be viewed with Flash Player)

- Dimensions of the swf files:

Section B) - > a maximum dimension of 2Mb is proposed

## SUBMISSION OF WORKS

It is possible to process game results on line only through asp-format files and Access 2000 databases or previous releases for WINDOWS servers. These files can be enclosed in the swf- - file also in a whole zipped file (zip-format).

Other ways of processing results must be decided with organisers by writing to the address [info.animoweb@provincia.modena.it](mailto:info.animoweb@provincia.modena.it)

In order to make the site designer's and the jury's work easier, the names of the swf (asp, mdb, zip) files that will be submitted for the contest will have to contain the author's surname and the submission date. They will also have to follow the schemes: surname\_ddmm.swf, surname\_ddmm.asp, surname\_ddmm.mdb, surname\_ddmm.txt, surname\_ddmm.zip (for example rossi\_3110.swf if Mr Rossi sends his file on the 31<sup>st</sup> of October).