

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

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

THEME - > WOMEN AND WORK, WOMEN'S TIMES, HEROINES AND PROTAGONISTS, THE SOCIAL ROLE OF WOMEN, THE RELATIONSHIP BETWEEN MEN AND WOMEN

As for the proposed theme, it is necessary to refer to the **images, descriptive text** and **MPG films** for this section (see the guidelines in the section "participate" on the site 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, of Centro Documentazione Donna or the photographer Beppe Zagaglia, who authorise authors to use them freely to take part in the contest. For games or highly 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.

Together with the guidelines, repertory **films** in MPG format are proposed for possible use in the animations as well (it is not compulsory).

Works are consistent with the proposed theme even if only 1 one of the subjects is dealt with, for instance only "women and work" or "women's times", or "heroines and female characters", or "the social role of women" or eventually "the relationship between men and women".

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. The videogame should be able to 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-> Works in one language are admitted, either in Italian or English. It is preferable to use the English language. It is possible to produce only 1 file containing both versions with the choice of the language at the beginning. Since the aniMOweb site is in Italian and English, it is also possible to create 2 versions in 2 files that will be published in the page with the corresponding language.

Works in languages different from English and Italian are admitted as well, but subtitles or a translation in English and/or in Italian must be provided in a special file that will be published in the site.

USE OF WINNING WORKS -> the winning intro will be published in the cd-rom for the celebration of 8th of March 2005, in the aniMOweb site, in the section devoted to Equal Opportunities of 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 (presumably in the november-december 2004 issue).

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)
Macromedia Director Shockwave (dcr format, to be viewed with Shockwave player)
- Dimensions of the swf or dcr files:
Section B) - > a maximum dimension of 2Mb is proposed

SUBMISSION OF WORKS

It is possible process game results on line only through asp-format files and Access 2000 databases or previous releases for Win NT servers. These files can be enclosed in the swf- or dcr-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

In order to make the site designer and the jury's work easier, the names of the swf or dcr 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 or surname_ddmm.dcr (for example rossi_3105.swf if Mr Rossi sends his file on the 31st of May).