

Section B:
GAMES OR HIGHLY INTERACTIVE APPLICATIONS
Theme: "ENVIRONMENT: VIRTUES AND VICIES"
GENERAL INDICATIONS

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

THEME -> Environment: virtues and vices

As for the proposed 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).

The contest regulation establishes that the submitted works must contain at least one or more proposed images, rearranged in any way. The descriptive text can be useful to get an idea of the Third Report on the State of the Environment of Modena Province, which will be presented in February 2004 as the Legislature 1999 – 2004 is about to expire. Information or quotations from this text can be used in the animations.

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

TYPE -> videogames, highly interactive applications

Both videogames and highly interactive applications require an independent navigation system and imply an intense interactivity 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.

USE OF WINNING WORKS -> the winning work will be principally published in an appropriate section in the cd –rom of the Third Report on the State of the Environment. Further advertising will occur through the site of AniMOweb, the web site of Modena Province in the section devoted to environment (as appendage to the introduction to the report on the state of the environment) and possibly in other sites edited by Modena Province.

The game or highly interactive animation will have to highlight the Report on the State of the Environment in Modena province.

The data, the tables, the charts and the text of the final Report will be available only when the contest is over. The reference text and the images of the guidelines will be periodically updated, but they might not correspond with the final data that will be available in October 2003. Therefore, for games and highly interactive applications, it is advisable to deal with the general themes of the Report.

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 1Mb is proposed

SUBMISSION OF WORKS

It is possible to set parameters through appropriate text files in txt-format and process game results 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). 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).