

# Non è solo un (video)gioco

l'arte interattiva al servizio  
del sociale e della formazione

Use Finishes to make the river  
Interactive



0:03 / 1:31

4 / 8

MADE IN  
*dreams*

# CHI SONO

Video Game Evangelist



Technical Director Academy

**synesthesia**



**synesthesia**  
*academy*



...ho lavorato per...



# I miei giochi

**Match orders**

2018-10-14 23:30  
1d 13h 22m 32s

Las Campeonas vs Tenacity FC

LINEUPS

CLEAR

LINEUP SUBS / ORDERS PENALTY TAKERS

FORMATION 3-5-2

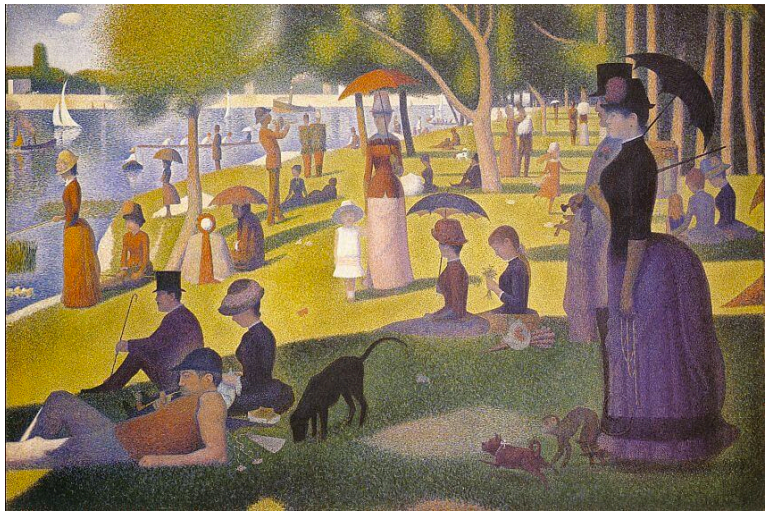
Player	Age	Days	Position
S. A. Todo	14.5	14.75	13.75
T. L. Bolla	10	10.75	
B. G. Nando	7.25	10.75	
F. T. Arellano			
A. S. Garra			
E. L. Mata			
F. R. Golets			
D. L. Bolla			
R. N. Boronte			

Substitutes

My Club World Live Social

- 18. Róbert 'No Comment' B... 34 years and 40 days
- 21. Abramo 'La' Puerta 19 years and 77 days
- 22. Atakan 'Sin' Garra 22 years and 90 days
- 24. Estefan 'Saca' Lapiedra 18 years and 78 days
- 23. Francisco 'Triste' Arella... 22 years and 62 days
- Gianni 'Boia' Entrena 19 years and 42 days
- 20. Memo 'Ride' Rizza 19 years and 11 days
- 73. Elvis 'Tio' De Rosa 34 years and 43 days
- 74. Marco 'Gol' Fino 31 years and 32 days
- 75. Yonny 'Boia' Atacaite 28 years and 94 days







1UP  
782700

HIGH SCORE  
782700

L=15

BONUS  
6800



# Literature

## 3<sup>rd</sup>-person

*the author describes the  
subject to the audience*



Skill  
Level

Boredom

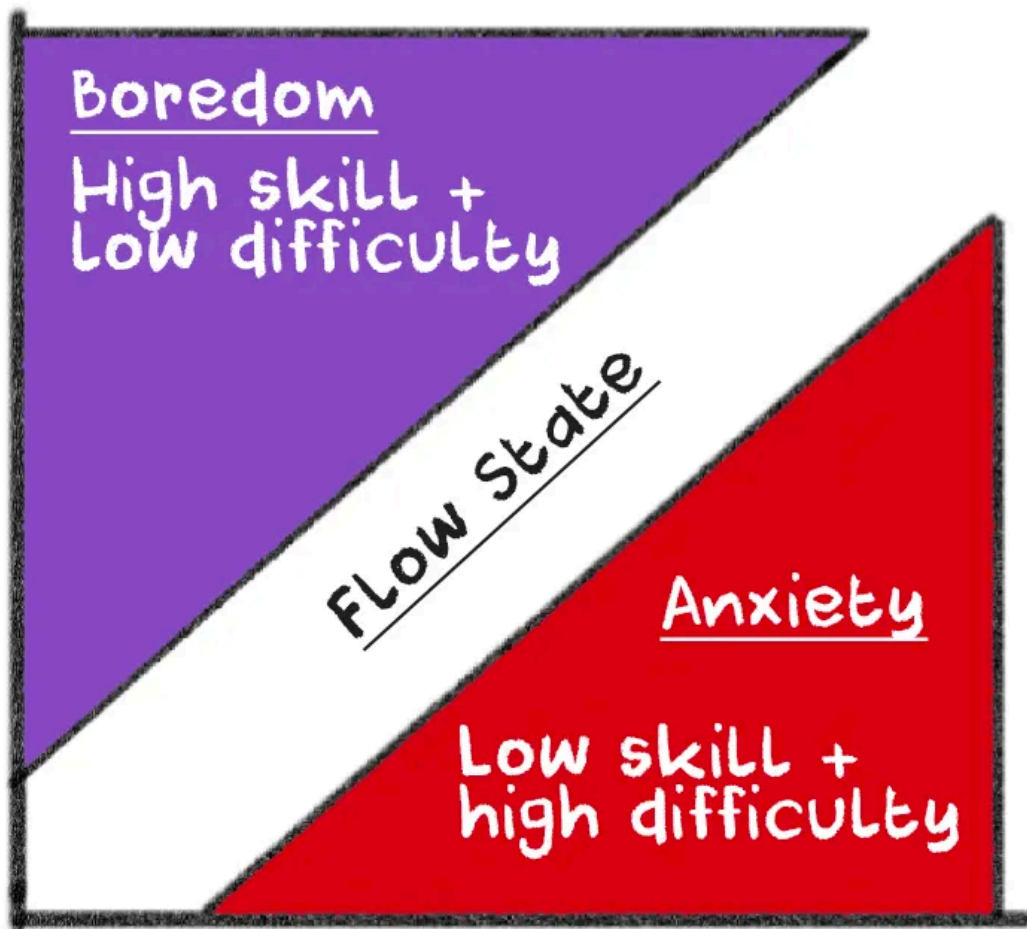
High skill +  
Low difficulty

Flow State

Anxiety

Low skill +  
high difficulty

Activity  
difficulty





*Un "Applied game" è un videogioco progettato per un altro scopo oltre al puro divertimento.*





View all by Goose Ladder Game

Follow Goose Ladder Game

Add To Collection

Submission to GMTK Game Jam 2020

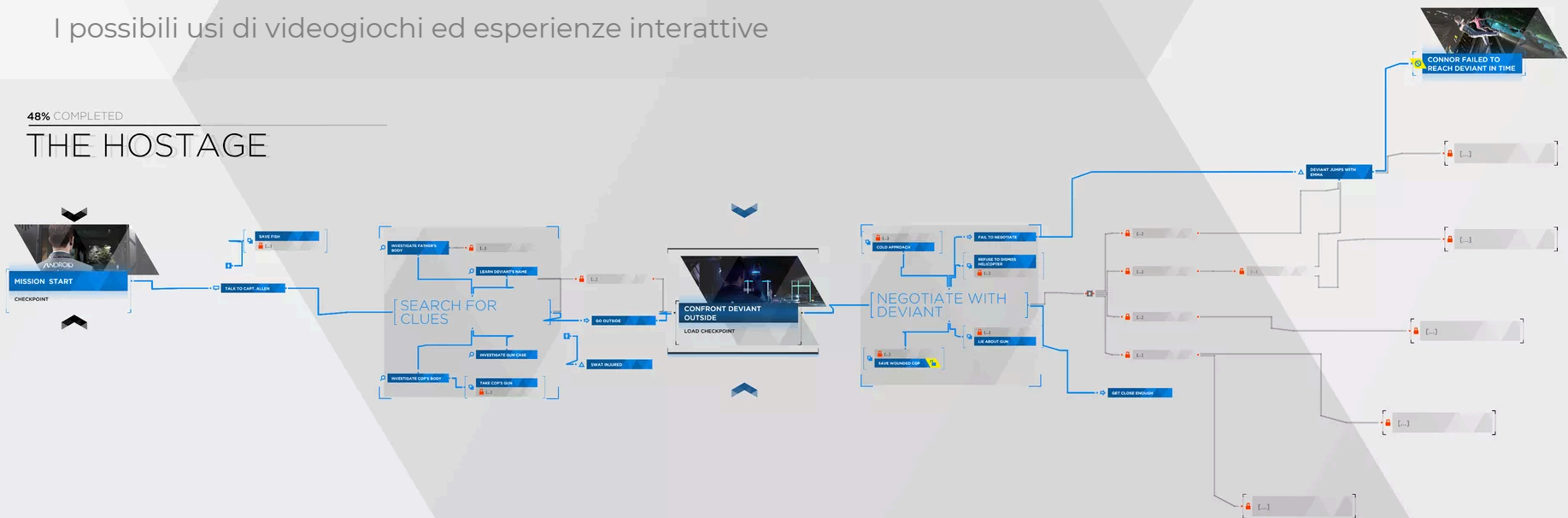
Related game

# Quali possibilità si attivano?

I possibili usi di videogiochi ed esperienze interattive

48% COMPLETED

## THE HOSTAGE



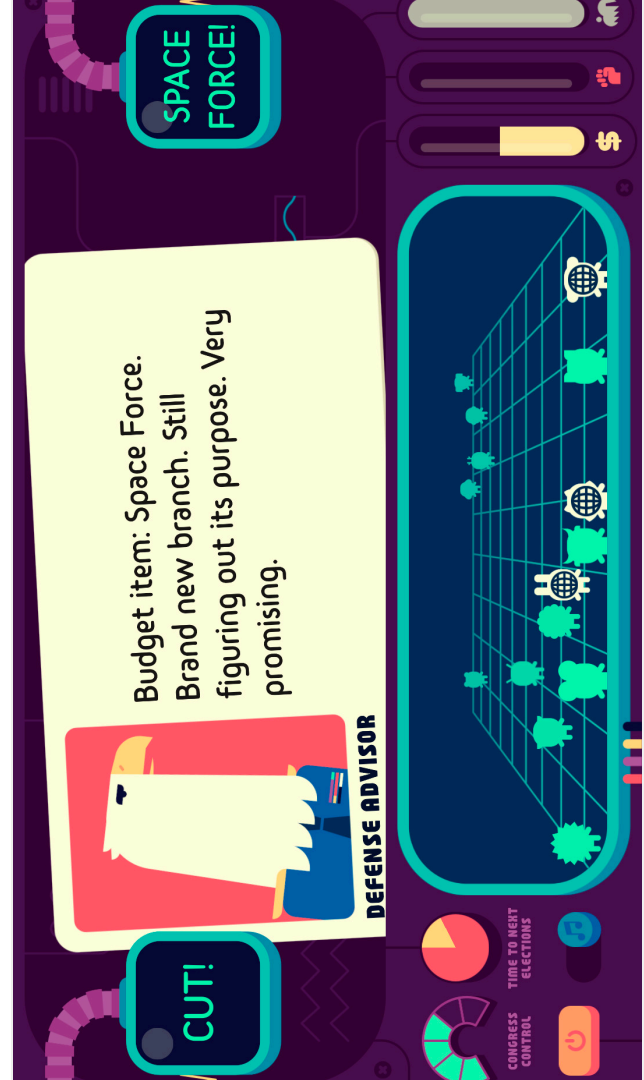
- △ STATS UNAVAILABLE
- SHOW LEGEND
- L SCROLL
- R ZOOM
- X LOAD SELECTED CHECKPOINT
- O BACK

# Esperienze di gioco

Sono videogiochi solitamente gratuiti e brevi che escono per trattare in modo interattivo una tematica o un messaggio.

Si rendono disponibili su siti specializzati in “gaming sperimentale” come la piattaforma “[itch.io](https://itch.io)” o sui siti dei game designer stessi (molleindustria).

Trattano le tematiche più diverse: dalla tematica sociale al fatto storico che si vuole raccontare da differenti punti di vista.



An illustration of a cozy bedroom at night. A person with long brown hair is sleeping on a bed with their legs raised. Another person with dark hair is sleeping on the floor. A third person with red hair is sleeping on the floor. A window in the background shows a crescent moon and stars. A desk with a lamp and a nightstand are visible. A notification box with the text 'missed messages' is overlaid on the scene. A woman's face is partially visible on the right side of the image.

missed messages



A woman with long, wavy red hair is shown in profile, looking upwards. She is wearing a dark purple top. The background is a soft, warm gradient of orange and red. In the foreground, there is a stylized, cartoonish character with a round face and large eyes. Three thought bubbles are floating above her head, each containing text. The first bubble is dark blue and contains the text 'It's ok to be sad'. The second bubble is green and contains the text 'Depressed'. The third bubble is purple and contains the text 'Writing'.

It's ok to be sad

Depressed

Writing



A GAME BY ANNA ANTHROPY

**Dys·4·ia**

WITH MUSIC BY LIZ RYERSON

CAN I HELP YOU,  
SIR?



MA'AM

EVERYONE CALLS ME  
"SIR"

THESE BLOOD PRESSURE  
MEDS ARE REALLY  
DRAINING MY ENERGY



WAITING ROOM



AT LAST, I'M  
AT A CLINIC

SOMETIMES I CAN  
ALMOST SEE MYSELF AS  
BEAUTIFUL AS MY  
GIRLFRIEND SAYS I AM

Dur

# NEWSGAME



# Newsgame

Sono esperienze di gioco solitamente gratuite e brevi che escono per trattare in modo interattivo una tematica relativa a una notizia o fatto politico.

Si rendono disponibili su testate giornalistiche come il Financial Time, New York Times, BBC.

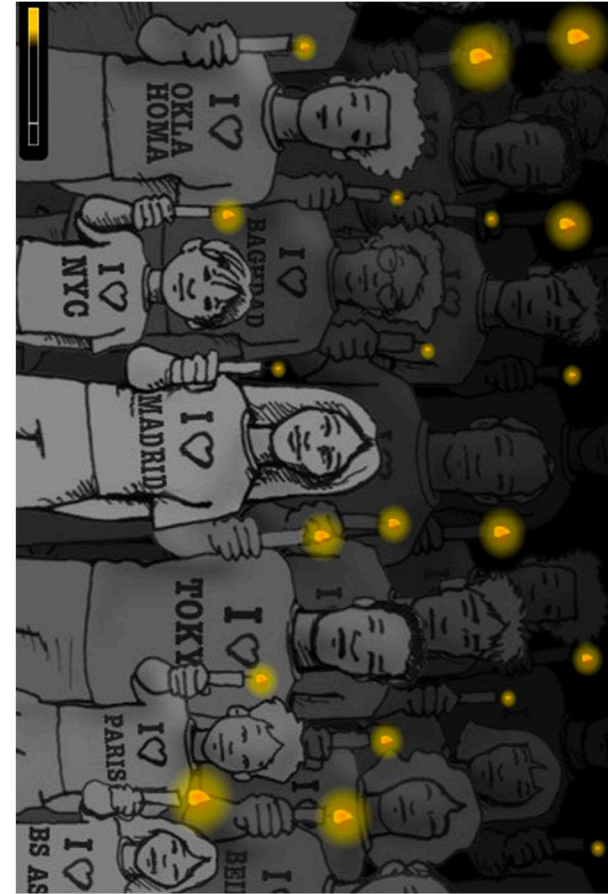


# Newsgame

Alcune volte diventano prodotti commerciali per eventi “a lungo termine” come le elezioni americane.

I siti di applied game indicizzano queste esperienze ed è possibile trovarle in questo modo.

September 12th, Madrid, Spent, Uber Game...



\$1,000

1

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- \$ 10
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- \$ 17
- 18
- 19
- 20
- 21
- 22
- 23
- \$ 24
- 25
- 26
- 27
- 28
- 29
- 30
- 1

## YOU'RE RUNNING OUT OF MONEY FAST

It's time to get a job - any job Here's what's available Choose one:

◀

**WAREHOUSE**

**2ND SHIFT**

Looking for dependable, punctual, and hard-working warehouse associates. Must be able to lift 20 lbs and have reliable transportation.

\$9/hr.  
12p-7p

▶

JOB STRIKES



NEED CASH?



**SPENT**

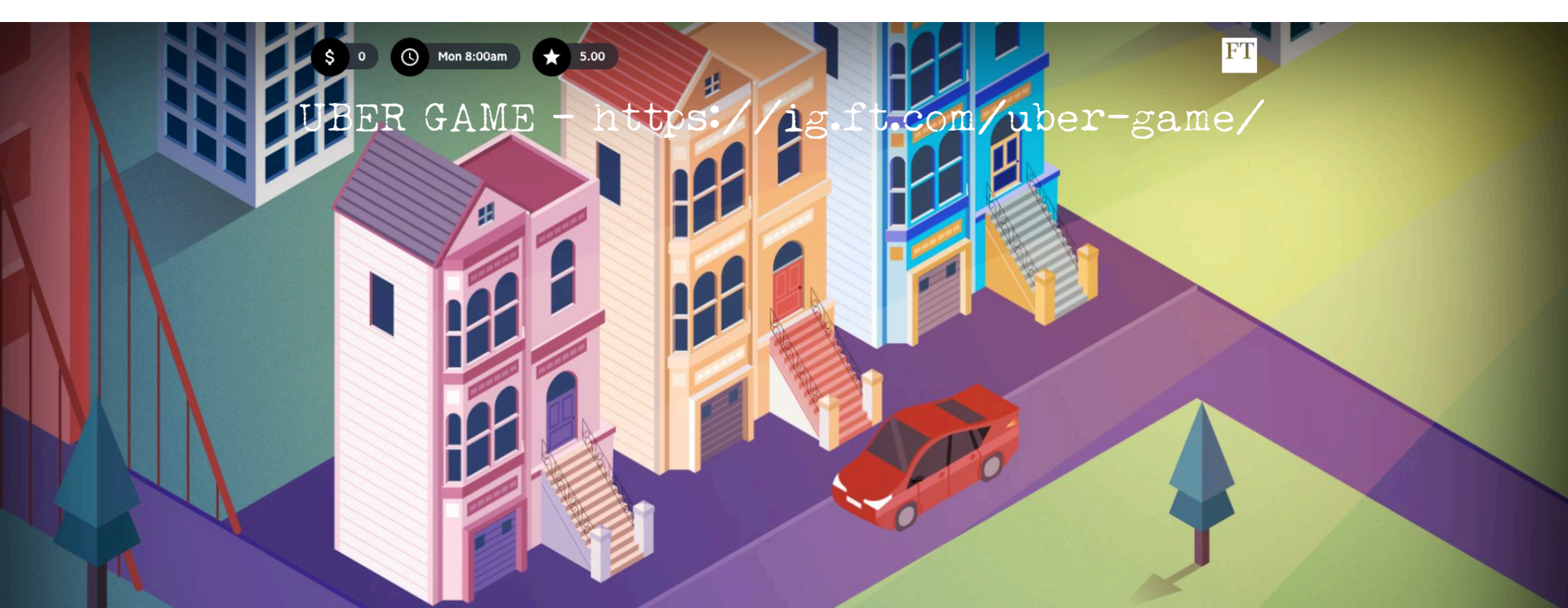
\$ 0

🕒 Mon 8:00am

★ 5.00

FT

UBER GAME - <https://ig.ft.com/uber-game/>



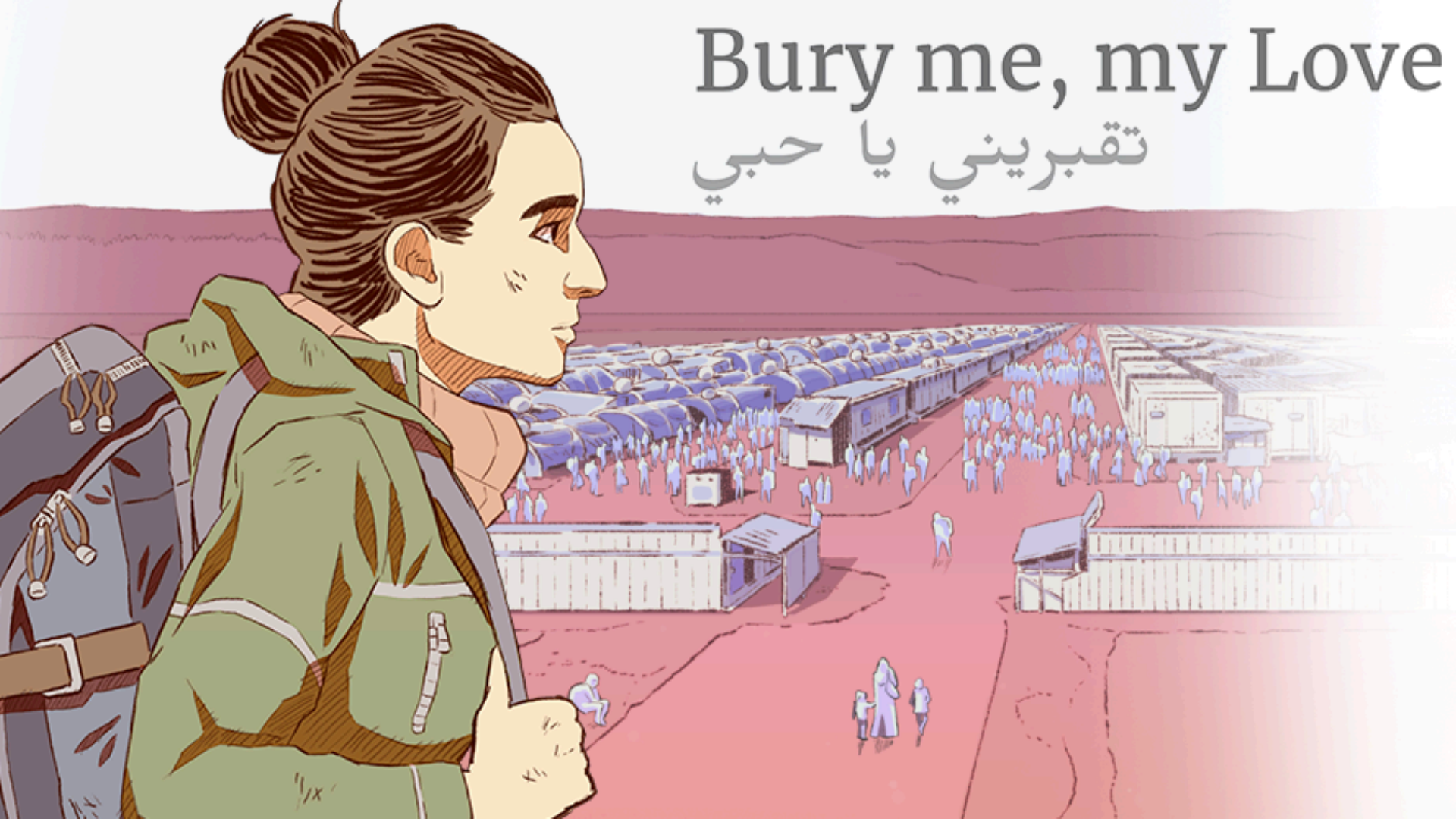
You start bright and early on a Monday morning. Pretty soon, you get your first ride request, from a "Chris". But when you arrive at the pick-up point, you don't see anyone waiting for a ride. What do you do?

> Call Chris

> Wait

# Bury me, my Love

تقبريني يا حبي





**Nour**  
Online

Location icon | Settings icon | L | -/+

they're controlling everyone!  
02:26 PM

And they're shouting and they look quite angry...  
02:26 PM

You should be able to walk right through thanks to your plane ticket.  
✓ 02:26 PM

Maybe, but it's gonna take HOURS!  
02:26 PM

Reply... 📧

X Y B  
🙄 😡 🤦  
Tt 📷 😊

Un modo nuovo per leggere la storia

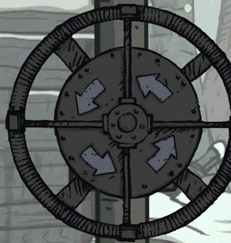
# VALIANT HEARTS

- THE GREAT WAR™ -





Wursthaus



## Facts



In partnership with **14<sup>th</sup> Mission 18<sup>th</sup> CENTENAIRE** **APOCALYPSE**  
WORLD WAR I

### War is declared

June 28th 1914, archduke Franz-Ferdinand, heir to the Austrian-Hungarian throne, was assassinated in Sarajevo. As a result of the chain of diplomatic and military alliances in place, the event launched Europe into an armed conflict that, with the involvement of colonies, took on a global dimension.

August 1st, Germany declared war on Russia.

August 3rd, Germany declared war on France.

August 4th, Britain declared war on Germany.

August 11th and 12th, France and Britain declared war on Austria-Hungary.

○ Close

R1 Change tab

# ATTENTAT 1942



*tisk tisk*  
*tisk tisk*



HALT!





Post Bellum

Ludmila Jelínková, grandma



Matyáš Krejcar

Josef Málek

Jakub Hein

W. Sykora's letter

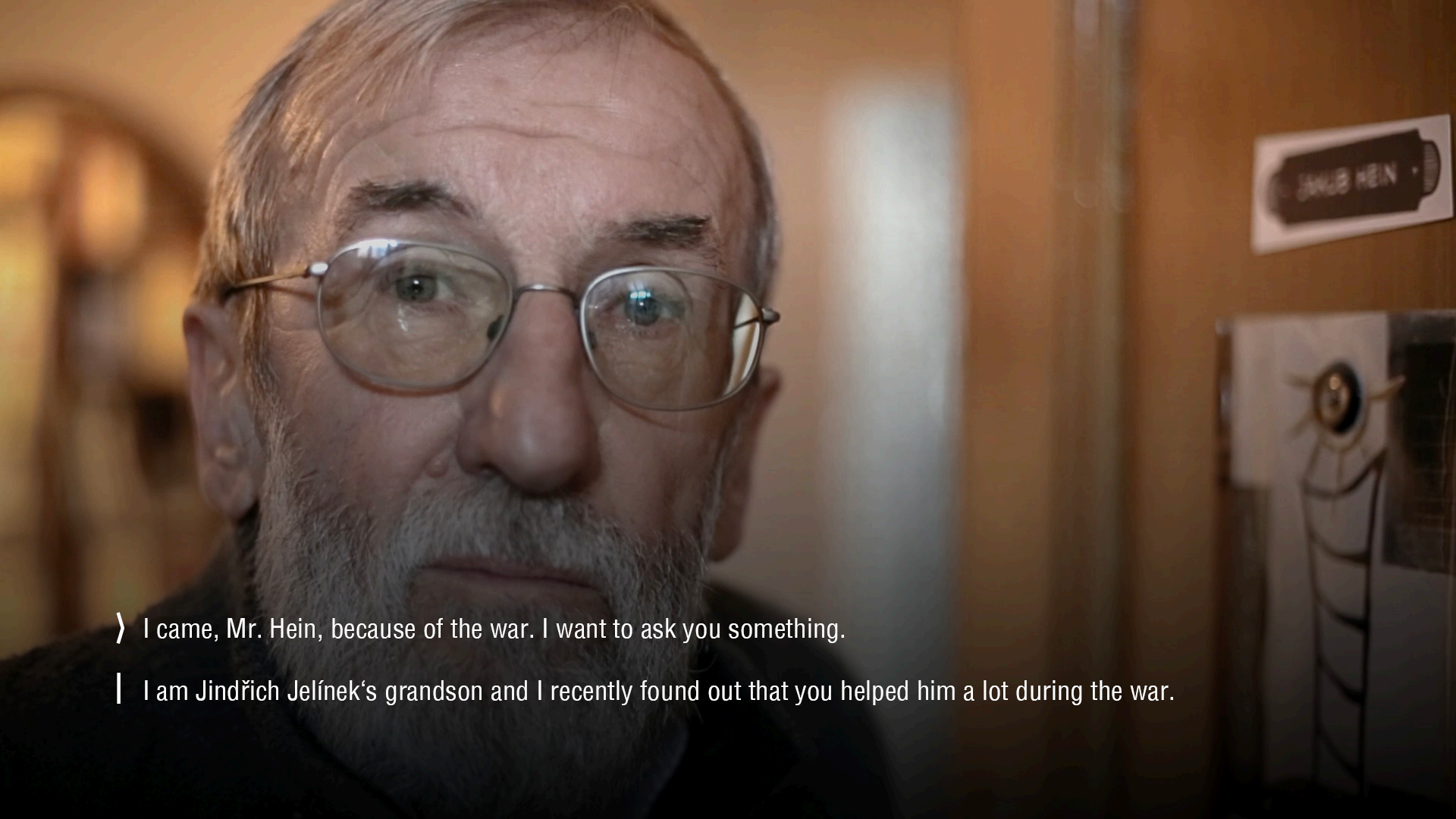
Marie Červeňáková

J. Jelínek's stuff



Jindřich Jelínek, grandpa

J. Jelínek's diary



› I came, Mr. Hein, because of the war. I want to ask you something.

| I am Jindřich Jelínek's grandson and I recently found out that you helped him a lot during the war.





A MAZE  
Most Amazing Game  
2018



TIGA Awards  
Best Educational Game  
2018



INDEPENDENT  
GAMES FESTIVAL  
FINALIST



Games for Change  
Best Learning Game  
2018



Czech Game of the Year  
Best Game  
2017



# ATTENTAT 1942

A World War II game through the eyes of survivors



Attentat 1942 Trailer



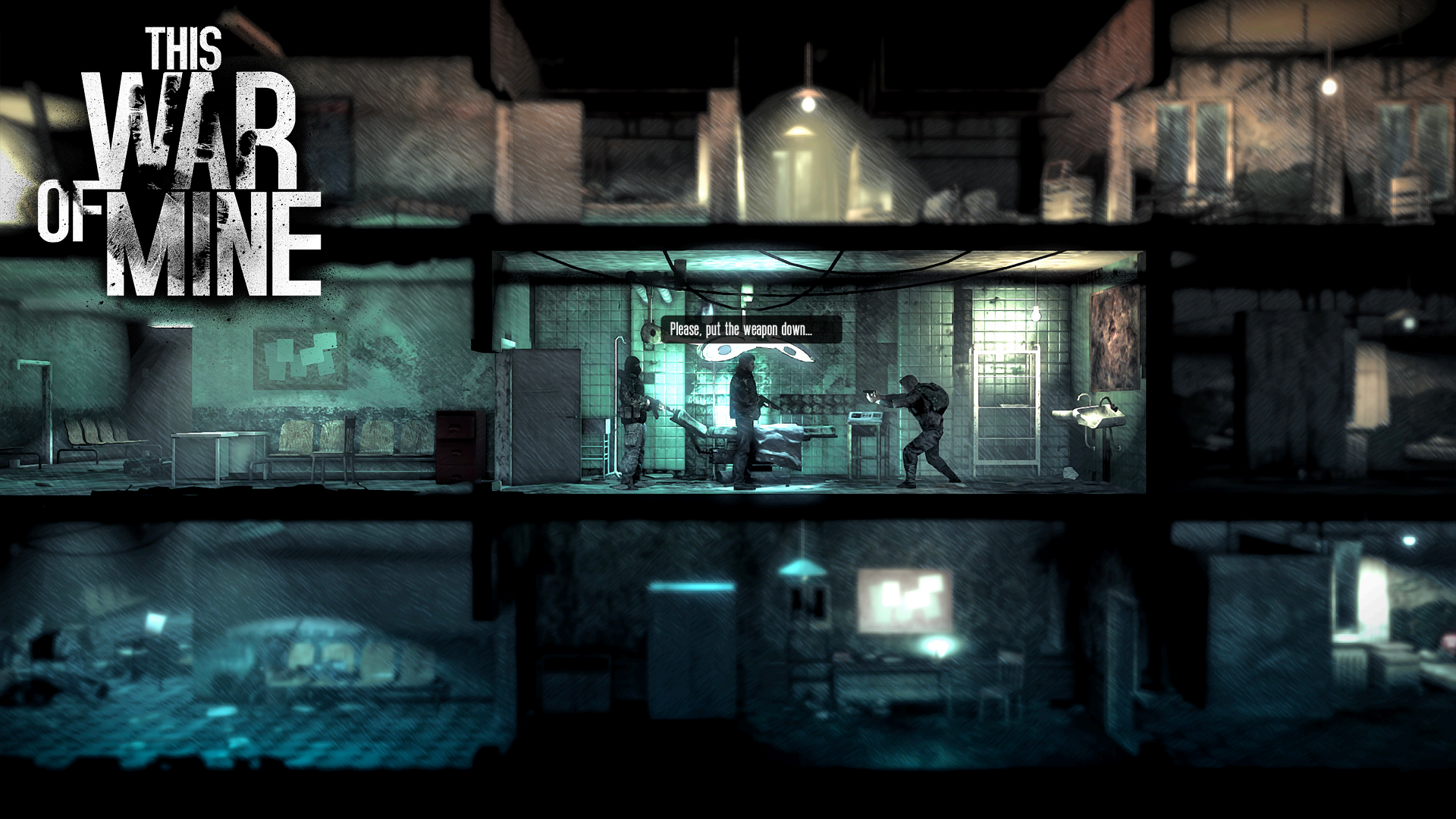
Watch later



Share



# THIS WAR OF MINE



# Game Literacy Education in Games

IL VIDEOGIOCO, MOMENTO  
DI FORMAZIONE



# Due percorsi

Consideriamo l'approccio formativo per materie scientifiche e le proposte per le materie umanistiche come due diverse strade da percorrere.

Nella parte scientifica l'obiettivo chiaro da raggiungere si materializza in un insieme di esperienze interattive che supportano l'apprendimento.

La possibilità di generazione procedurale dei contenuti permette di "inventare" e costantemente mettere sotto una "buona" pressione lo studente e permette di verificarsi nell'apprendimento di un argomento specifico.



# Due percorsi

L'approccio umanistico apre una strada differente.

L'approccio funziona come stimolo iniziale per dare la forza successiva di approfondimento.

Il discente intercetta che la materia che dovrà approfondire è correlata alla sua vita; inizialmente questo legame avverrà con l'esperienza vissuta, successivamente con l'approfondimento di libri e materiale scolastico che parli del medesimo argomento.



# THE BINARY GAME

<https://learningcontent.cisco.com/games/binary/index.html>

The desktop interface features a dark blue background with a grid of 8 columns representing powers of 2 (128, 64, 32, 16, 8, 4, 2, 1) and 2 rows of binary digits (0 and 1). The top row shows the value 5 (0000001) and the bottom row shows the value 2 (0000100). To the right, a green sidebar displays game statistics: SCORE 0, LEVEL 1, and LINES LEFT 15. At the bottom, there are three orange buttons: PAUSE, SOUND OFF, and END GAME.

128	64	32	16	8	4	2	1	
0	0	0	0	0	0	0	1	= 5
0	0	0	0	0	1	0	0	= 2

SCORE 0  
LEVEL 1  
LINES LEFT 15

PAUSE  
SOUND OFF  
END GAME

# THE BINARY GAME

<https://studio.code.org/projects/applab/iukLbcDnzqgoxuu8l0unLw>

The mobile interface is displayed on a dark grey smartphone frame. It shows a score of 0 and level 4. The binary grid is similar to the desktop version, with a value of 12 (00001100) shown in the top row. The bottom row is partially obscured. A footer at the bottom of the screen reads 'Built on Code Studio <'. The interface includes a grid of binary digits and a sidebar with game statistics.

Score: 0  
Level: 4

128	64	32	16	8	4	2	1	
0	0	0	0	0	1	1	0	12
0	0	0	0	0	0	0	0	3

Built on Code Studio <

# BOOLEAN GAME - <https://booleangame.com/>

Home Leaderboard

lv.1 Boolean Game Opt

1



Like 9 Share Reset

Click all boxes that contain number 1



## Basic Boolean Operations:

**&** (conjunction), denoted  $x \& y$ , satisfies  $x \& y = 1$  if  $x = y = 1$  and  $x \& y = 0$  otherwise.

**or** (disjunction), denoted  $x \text{ or } y$ , satisfies  $x \text{ or } y = 0$  if  $x = y = 0$  and  $x \text{ or } y = 1$  otherwise.

**not** (negation), denoted  $\text{not } x$ , satisfies  $\text{not } x = 0$  if  $x = 1$  and  $\text{not } x = 1$  if  $x = 0$ .

**nor** (negation of or), denoted  $\text{not } x \& \text{not } y$ , satisfies  $x \text{ nor } y = 1$  if  $x = y = 0$  and  $x \text{ nor } y = 0$  otherwise.

## Game Rules:

You are given a boolean expression and 9 boxes (3 colors x 3 numbers).

Click on one or multiple boxes that satisfy the boolean expression.

You will receive 1 point for every correct box you click on.

The game is over if you select an incorrect box.

As you get more points, the boolean expression will get harder.

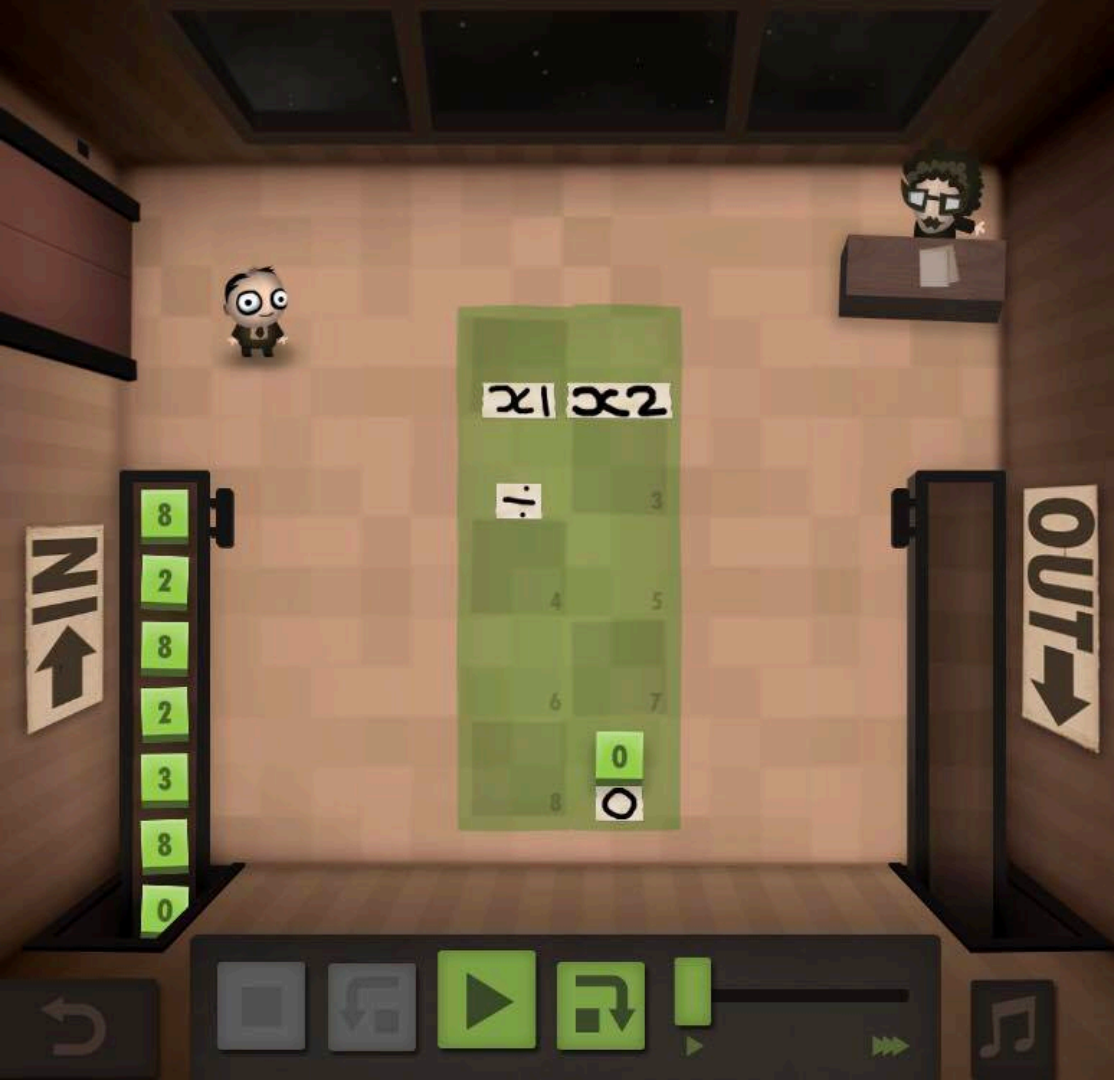
The image shows the cover art for the video game 'Human Resource Machine'. It features a low-angle, perspective view of a tall, brown skyscraper with a grid of windows, reaching towards a cloudy sky. The title 'HUMAN RESOURCE MACHINE' is written in large, white, 3D block letters across the middle of the building. Several small, stylized cartoon characters are scattered around: one on the left edge, one on a ledge, one on a higher floor, and two at the bottom right. The characters are simple, round figures with large eyes and various accessories like glasses and a mustache.

# HUMAN RESOURCE MACHINE



NINTENDO  
SWITCH™





## Small Divide

For each two things in the INBOX, how many times does the second fully fit into the first? Don't worry about negative numbers, divide by zero, or remainders.

Self improvement tip: This might be a good time to practice copying and pasting from a previous assignment!

→inbox

outbox →

copyfrom

copyto

add

sub

bump +

bump -

jump

jump<sub>if zero</sub>

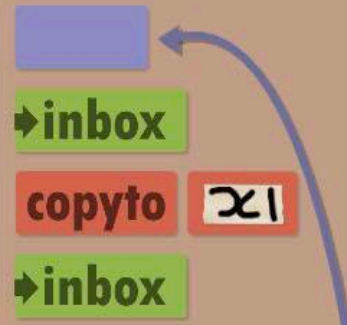
jump<sub>if neg</sub>

...

01 →inbox

02 copyto  $x_1$

03 →inbox



**Exclusive Lounge**



**Sabbatical Beach Paradise**



**Absolute Positivity**



**Employee Morale Insertion**



**Maximization Room**



**Equalization Room**



**Tetracontiplier**



**Sub Hallway**



⚙️ size

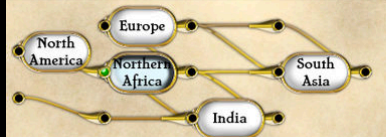
⚙️ speed

# Fate of the World

TM



# นอร์ทเทิร์น แอฟริกา



2020

Pop(mn) : 485 6% of

Em (Mt) : 1,246 2% of

GDP : 2,203 2% of

371 \$

1.0

390

Page 1/2

data

<p>Renewables Pathway Policy</p> <p>\$ 50 5 yrs </p>	<p>CCS Pathway</p> <p>\$ 50 5 yrs </p>	<p>Nuclear Power Pathway</p> <p>\$ 50 5 yrs </p>	<p>Global Carbon Trading Scheme</p> <p>\$ 50 5 yrs </p>	<p>Land Use &amp; Forestry Programme</p> <p>\$ 50 5 yrs </p>
--	--	--	---	--

new  affordable  popular  agriculture

emissions

growth

risk

tech

Create Global Senate

\$ 50 5 yrs

Establish Civil Service HQ

\$ 25 5 yrs

Hansen

Russo

cards to play



...

It's my fault.  
**It's nobody's fault.**  
It's Kenny's fault.



Apprendimento: problema risolto?



A cobblestone road stretches into the distance, flanked by large, mature pine trees and cypresses. The road is bordered by low stone walls. The landscape is green and rural, with a stone wall visible on the left. The sky is overcast.

Tracciare una strada





per poter approfondire

Dove posso trovarli?



# Dove trovare questi titoli?

La distribuzione di videogiochi commerciali e applied game

Oltre ai siti specializzati che indicizzano tutte le risorse trovate in rete, gli applied game commerciali sono reperibili solitamente su piattaforme digitali come **STEAM** (<https://store.steampowered.com/>) o **GOG** (<https://www.gog.com/>). Il loro prezzo può arrivare solitamente al massimo di 19 euro.

Per le agenzie educative e enti no profit, se contattati, gli studi di sviluppo possono valutare il rilascio a utilizzo educativo del loro titolo.



# Siti interessanti

per gli applied game



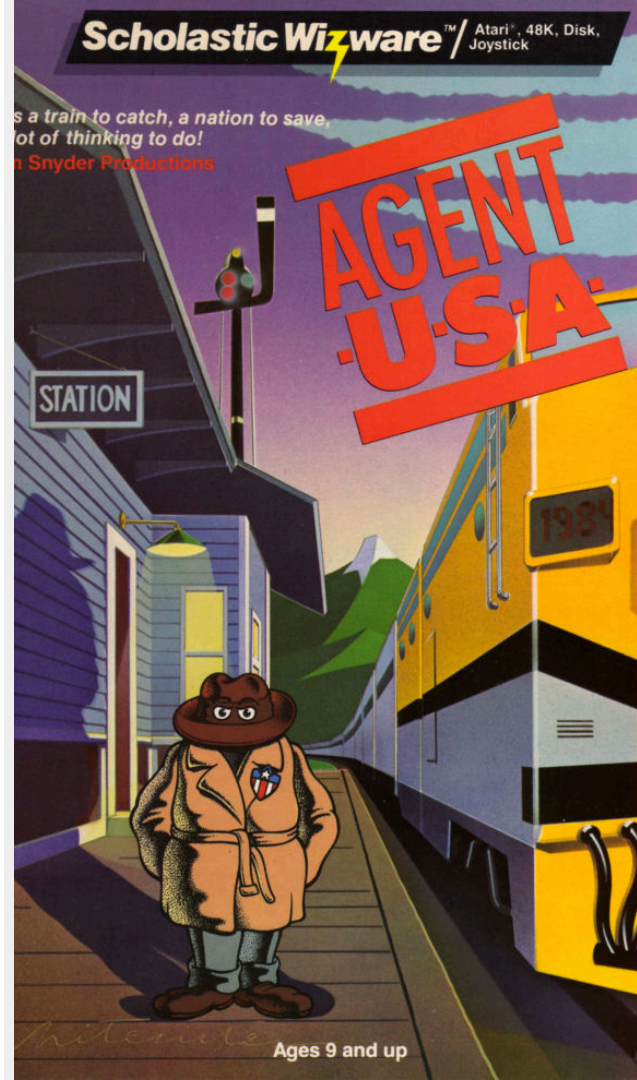
<http://www.gamesforchange.org/>

Associazione per gli applied game che contiene una categorizzazione dei giochi in base a differenti parametri (tematica, età, piattaforma mobile/desktop). Organizzano convegni per approfondire a vari livelli la tematica



<http://serious.gameclassification.com/>

Catalogazione di applied game



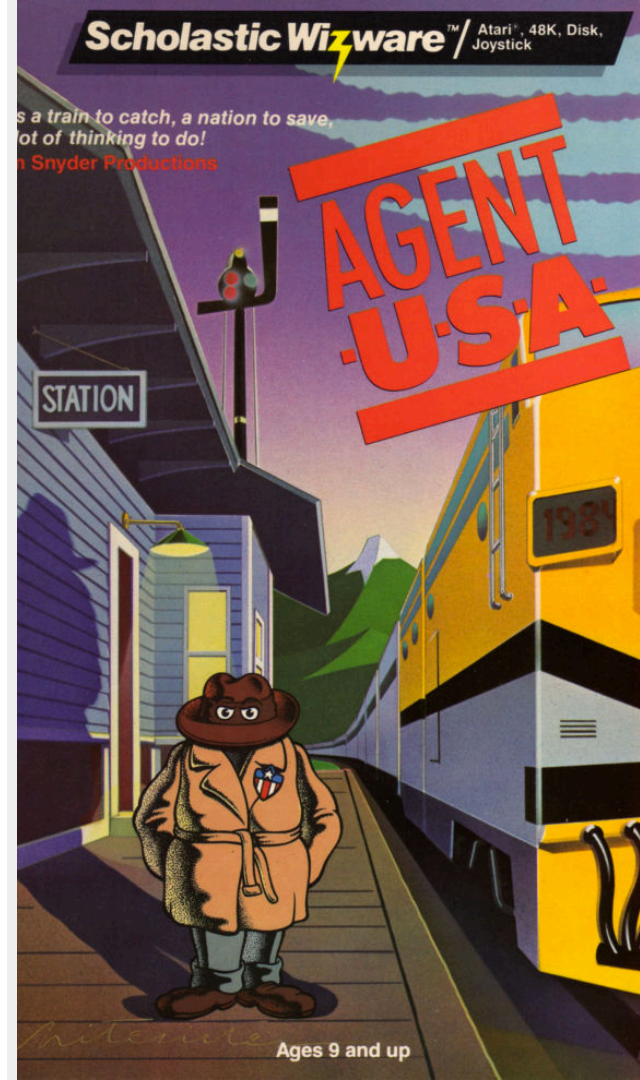
# Siti interessanti

per gli applied game



<https://molleindustria.org/>

Sito di Paolo Pedercini, che offre una serie di esperienze interattive su temi “forti”. Considerarlo a partire dalla scuola superiore di secondo grado.



# Siti interessanti

per trovare informazioni utili - Italia

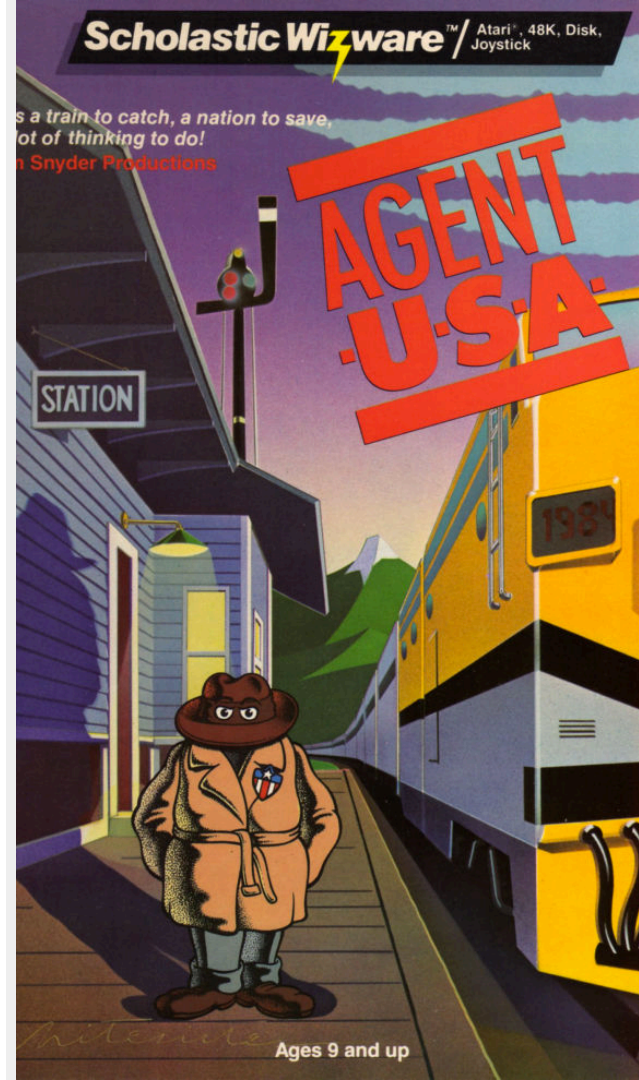


<https://www.mamamo.it>

Portale dedicato all'educazione digitale di bambini, ragazzi e adulti. Si possono trovare recensioni di videogiochi, film e materiale digitale.

<https://tuttosuivideogiochi.it/>

E' il sito promosso dall'associazione di categoria degli sviluppatori di videogiochi (IIDEA) che contiene suggerimenti, recensioni articoli sul mondo dei videogiochi per i ragazzi.



# Siti interessanti

per trovare informazioni utili - mondo

For Parents

For Educators

For Advocates

 common sense media®

Find movies,

Movies & TV Shows

Books

Apps & Games

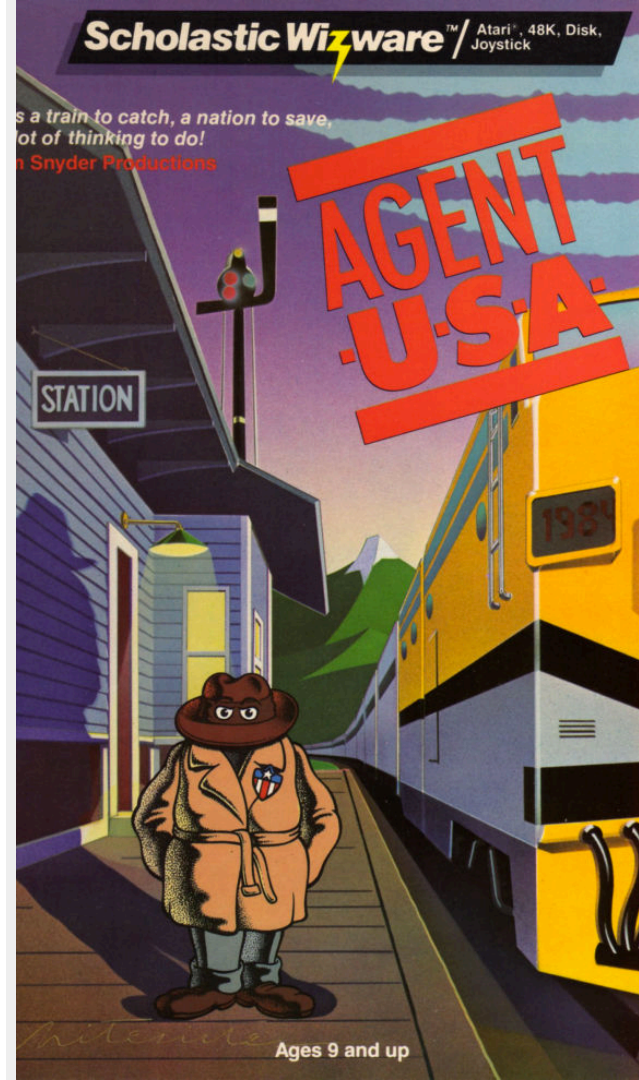
— FAMILY —  
VIDEO GAME   
— DATABASE —

<https://www.common sense media.org/>

Sito che contiene recensioni di adulti e ragazzi su film, libri e videogiochi.

<https://www.taminggaming.com/>

Database di videogiochi che possono essere fruiti in famiglia. Ogni gioco è caratterizzato da una panoramica generale, l'impegno in termini di tempo, costo, accessibilità.



# GRAZIE!



E-mail: [marco.mazzaglia@synesthesia.it](mailto:marco.mazzaglia@synesthesia.it)



# Non è solo un (video)gioco

l'arte interattiva al servizio  
del sociale e della formazione

Use Finishes to make the river  
Interactive



0:03 / 1:31

4 / 8