

Free Knowledge Game Jam

The Game Jam for Open Data and Open Source Games



FREE KNOWLEDGE GAME JAM
OCTOBER 24 – 25, 2015



A Game Jam

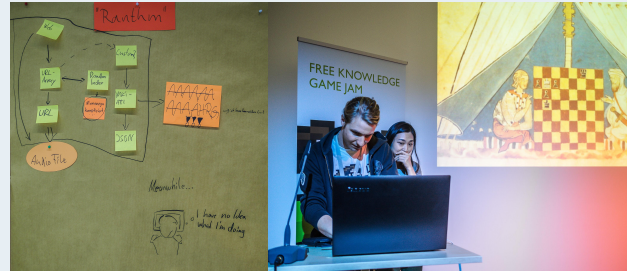
24 Hours

+

Ten Teams

=

Ten Game Prototypes



About Wikimedia



Organization supporting and promoting projects of Free Knowledge such as Wikipedia or Wikidata

Wikimedia Deutschland is the German chapter, an independent organization in the Wikimedia movement

Our Theme

Spread the use and idea of Free Knowledge and Open Source
With this Game Jam we want to bring **two worlds** together.

Special theme:

The game must include an **aspect of Free Knowledge**

Open Data from Wikimedia APIs, Open Street Map, Open Soundbites, Open Code, Open Data from museums (Coding DaVinci partners).

Free Knowledge enthusiasts

and

the ever-growing world of game development



Our partners in crime

Computerspielmuseum Berlin
Cologne Game Lab

With help from:

A MAZE
Gamelab.berlin
Technologiestiftung Berlin
Gesellschaft für Informatik
pizza.de
BerlinGameScene.com
Projekt Zukunft



Games 2015

Thief

- You are a thief in a museum. Collect paintings that have the right license. A game which uses the Wikidata API.

Pictures Of A Reasonably Documented Year

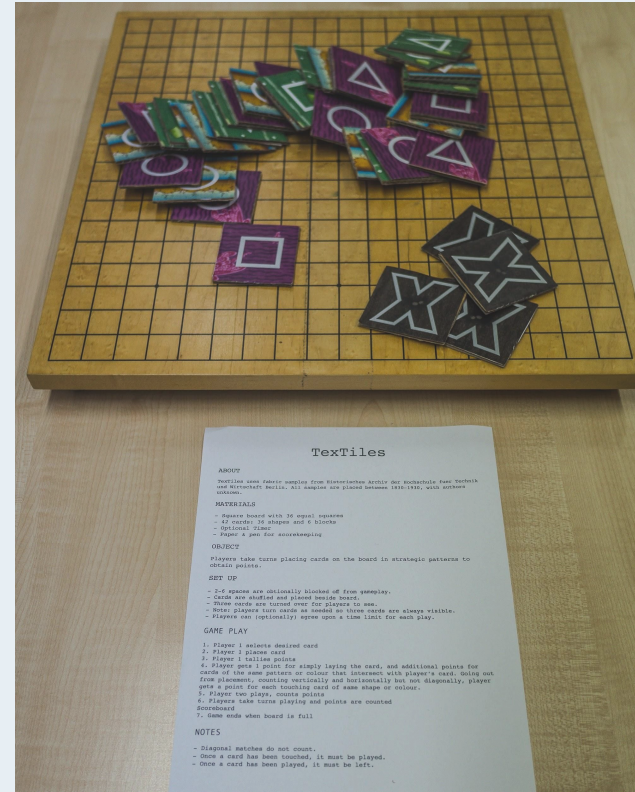
- An interactive fiction video game where the story unfolds in videos, pictures, and text that come from a source for free content.



More Games

TexTiles

- A game which included files from the [pattern books from the historical archive of HTW Berlin](#). There is also a prototype analogue game on paper. A puzzle game that combines [matching tile games](#), Tetris, and Scrabble-style point scoring. Made with data from [Coding Da Vinci](#).



TexTiles

ABOUT

NOTES: Uses fabric samples from [Hilmarthor Arndt](#) and [Schubert's Textile and Materials Series](#). All images are placed between 100-150, with different rotations.

MATERIALS

- Square board with 16 equal squares
- 42 cards: 14 shapes and 4 colors
- Optional: timer
- Paper & pen for scorekeeping

OBJECT

Players take turns placing cards on the board in strategic patterns to obtain points.

SET UP

- 2-6 spaces are optionally blocked off from gameplay.
- Cards are shuffled and placed beside board.
- Some cards are turned over for players to see.
- Most players turn cards as needed so their sides are always visible.
- Players can (optionally) agree upon a time limit for each play.

GAME PLAY

1. Player 1 selects desired card
2. Player 1 places card
3. Player 1 calls the points for the card, and additional points for cards of the same pattern or colour that intersect with player's card, going out from placement, counting vertically and horizontally but not diagonally, player gets a point for each touching card of same shape or colour.
4. Player two player, scores points
5. Players take turns playing and points are counted (scoreboard)
6. Game ends when board is full

NOTES

- Diagonal matches do not count.
- Once a card has been touched, it must be played.
- Once a card has been played, it must be left.

More Games

We have a list of games and some download links
[at our website](#)

https://www.wikimedia.de/wiki/Game_Jam/Program

[Podcast](#)

<https://sourcecode.berlin/2015/11/23/free-knowledge-gaming/>



COMES HOME FROM GAME JAM



KEEPS WORKING ON GAME

References/Links

Photos:[https://commons.wikimedia.org/wiki/Category:
Free_Knowledge_Game_Jam_2015](https://commons.wikimedia.org/wiki/Category:Free_Knowledge_Game_Jam_2015)

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Game Jam “Knowledge Hero”

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