

Work doc - <http://goo.gl/LiUBd>

Practomime -

Ancient Epic and Modern Narrative video games - as the bard could not sing the same song on successive nights, so too the Halo player can't play the same exact level from night to night.

The Plato's cave model of education needs modification.

Continuous narrative instead of modules.

Map learning objectives to play objectives.

1. Learning objectives: one big, two sub
2. ARG play objective: generally "Save the world by X"
3. RPG play objective: narrative object McGuffin style, and/or final product like a report to an authority figure
4. Outline story-arc of RPG (including time period, setting, characters, etc.)
5. Integrate mechanics/activities: collect important objects? annotate important primary and/or secondary sources? Role-playing! (Mastery of a learning objective can always be expressed as performance as a master of that learning objective.)

My group (Snow Crash ARG):

Objectives:

- **Read and demonstrate understanding of the novel. (summarize the narrative / identify the key characters)**
  - **Defining/understanding cyberpunk as a genre.**
  - **Using the novel to help analyze the genre.**
- Getting the cyberpunk literacy (you don't know what is going on but you're ok with it.)
- Connect the contemporary context.

ARG Objective:

- Discover the power and repercussions of online avatars through discovering and uncovering 'code words' of power.

- Connecting the metaverse and the real world - what happens in one can influence the other.
- Take a look at their own virtual lives
- Create their own avatar that would remain consistent over multiple platforms.
- We provide spaces.
- Uncovering language as code words / magic

#### RPG objective:

- Two teams (subdivided), they collect words of power and use them to build and then deploy a virus to either support or go against the main character in his mission to change the net.

#### Activities:

- Researching Social Networking - find out what they are using.
  - Use clues to find specific word in Twitter TOS.
  - Find number of clicks to a certain Facebook opt-out feature.
- Researching identity formation, concept of avatar in general.
- Researching history relevant to the book.
- Codex of information and links relevant to the book.
- Reward entry of additional information into the codex.

Start off with a nearly empty codex, entry field for each team where they can enter and save their words. As entered in they unlock additional sections of the codex.