

# Open Web Games Directory

For web games community group

# Discoverability Challenges

- Discovery and indexing of web games is still a challenge – and **surfacing**
- Games are more visual than text – makes **automation hard**

# Thoughts

- To bring consistency and ease the indexing, a **more standardised format** could help
- To kickstart the ecosystem and simplify surfacing for different channels, a **central directory** and/or API could help

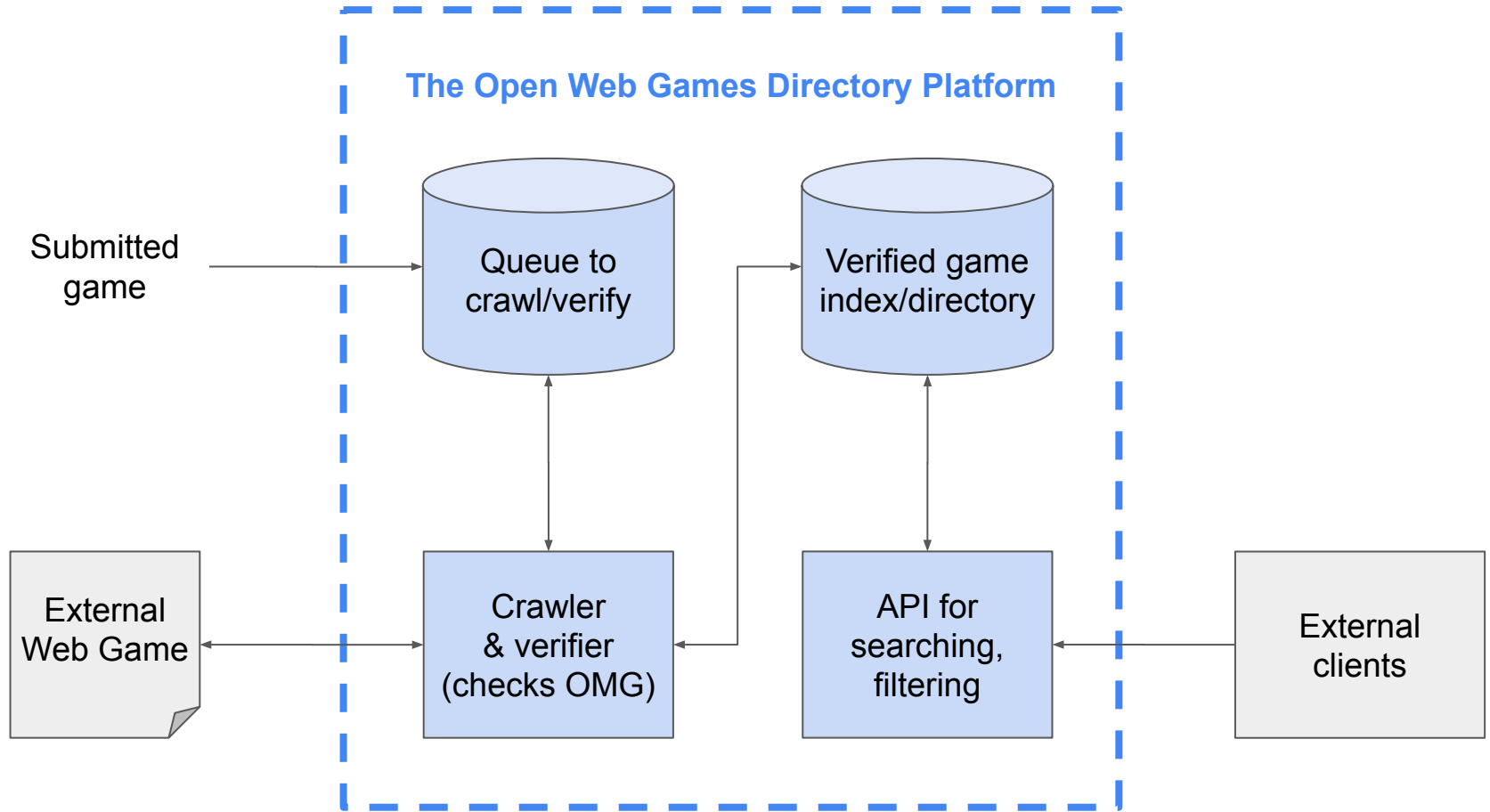
A standardised format  
& an open web game directory

# What?

- An **open source project** driven by the community which acts as a directory/index of web games on the open web that any developer can add/push their games to.
- A **standard format** (i.e. the web games schema and/or open mini games specification) that works to describe the metadata of the games.
- A **crawler** that crawls the list, ingests the games based on the metadata.
- An **API endpoint** (and/or webpage) for surfacing, filtering, searching the index.

# Standard Format?

- Web Games Schema proposal ([link](#))
- Open Mini Games proposal ([link](#)) – the schema is a sub component
- We suggest starting with the above and growing from there



# Future Directions

- Metacritic reviews etc for web games
- Featured “new & noteworthy” games



# Challenges

- How do we deal with auth limited games?

E.g. Facebook

- Serve a version of the page with the metadata, even if the game itself is unavailable without auth.
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- How to prevent abuse?

# Open Questions

- How do we trust who adds to the list?
  - Have a vetting process of some kind?
  - Some review process?
  - Automated screenshot capture? Generated email/PR of screenshots to be spot checked
- Where do we start?
  - Create a github? Build using Node.JS?
- Who pays for the server?

Q/A

# Feedback

**AMazur:** close to heart. Two challenges: monetisation and discoverability.

Monetisation is mostly adverts. Web Monetisation and Web3 APIs are changing the status quo.

Discovery: making games is easier now. We have way more games. Especially hyper casual.

Ideal would be... a Google search result, looking like YT videos. A GIF, a video, genre, etc. Seems win-win for developers and users.

Games tab in Search would be cool too.

# Feedback

**AMazur:** GitHub would be great. Easiest, developers are there.

<https://github.com/leereilly/games>

“Awesome web games list”

Most value would be for developers themselves. Developers would want it to be clear of spam.

No concerns around schemas.

PWA manifest seems important.

# Feedback

**Koen:** Reminder that Poki is a directory as well.

Like the idea. Might be important to integrate with itch.io and poki (and other web portals?). Should web portals have an easier/faster path to submit games.

Metadata makes it clear where the game is hosted?

Ability to filter by host?

Maybe this could run on GitHub entirely, with github actions, and no need for a real server to be running?

# Feedback

**RYager:** if run on GitHub it would be cheaper and easier.

**Koen:** also more transparent.

Discoverability: quality and moderation...

When Steam allowed anyone to submit games, lots of low quality content. Harder to find high quality.

# Feedback

**The auth limiting problem:** AM: I think that's a good solution.

Tom: the auth/login requirement of the game could be a required field in the metadata.

Koen: also games which give you more features if you create an account. Might be worth including.



# Feedback

**Noel:** For abuse, we have a first round of vetting of developers to reduce the incoming noise/spam. We were receiving 500 games per day at first before implementing a vetted list of developers.

We should vet the first developers. Abuse can result in removal, etc.

**AM:** agree with above.

**TomG:** I think we'll need good quality guidelines to be able to defend our decisions transparently.

**Noel:** maybe the first wave of games can be driven by the big portals

# Feedback

**RYager:** evangelists of the W3C. Trying to drive: educational focus.

Young developers, students, 18yo. In game jams. University reachout.

Portals are important because young developers gravitate towards them.

But independent publishing is valuable too.

**Mazur:** submitting games outside of the portals is important but... we should clearly communicate that the submission process is time constrained.

**Noel:** What if it was like Greenlight?

# Feedback

**Mazur:** if we position it as the only source of truth... if it's like the Steam of web games, the open design would be good.

Could be the IMDB/Steam of web games.

**Koen:** IMDB of games is better than the Steam of games. Because Poki and portals are like Steam. But IMDB is more of a SoTruth (a catalog).

**Yager:** agree with Mazur. A vetted but open list is good.



# Feedback

**Yager:** A few other criteria: a gamejam / educational concept for web standards.

- Web accessibility, audio, game design itself, the visuals

**Noel:** clarify, the web game schema could include accessibility details?

**Yager:** Yes.

Tom/Koen agrees as well

# Next steps

We need to identify the MVP and identify the areas of ambiguity. The latter to drive a crystal clear MVP and then split the work and build.

How can the work be divided?

Three key areas:

- Agreeing on the schema / verifier (Web game schema or OMG and more?)
- Agreeing on where we run/deploy the code (actual server or GitHub Actions?)
- The guidelines / vetting process? (just portals to start or indie stream as well?)

Feedback