

OpenGameCity : a new platform for GameCity Goodness.

Draft Specification

v 0.6b

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GameCity Festival

Introduction

The GameCity festival is an annual videogame festival which takes place in Nottingham UK in the final week of October¹ every year.

The festival is a project of Nottingham Trent University, and was begin in 2006.

Copy on the Gamecity.org web site describing the festival reads -

GameCity is a unique celebration of videogame culture.

It's a series of regular events culminating in an annual festival that takes place in Nottingham's best venues and public spaces. GameCity brings people together to participate in interesting things and interact with videogames in exciting new ways.

Since 2006 when we started, we've had:

- 1 Art exhibitions,
- 2 tea parties,
- 3 music recitals,
- 4 world premieres,
- 5 public debates,
- 6 arcade trails,
- 7 club nights,
- 8 big-screen outdoor gaming,
- 9 pub quizzes,
- 10 lego animations,
- 11 book readings,
- 12 3000+ zombies,
- 13 4 tons of Lego,
- 14 2 world records,
- 15 1 album
- 16 and loads of other stuff.

GameCity is about showcasing the most exciting new work in the world. It's about world-class developers sharing their creativity and the public joining in.

- as of September, 2010.

History

A full account of the history of the festival is in development at www.playthecity.org.

¹ This week is also half-term week in Nottingham City.

OpenGameCity

Context & Aims

For the previous four years GameCity has actively attempted to support, explore and promote videogame culture in all its forms. It's tried hard to adapt, evolve and constantly ask questions of itself, operating around answering the question, "what could a videogame festival be?"

In particular, the festival has always aspired to be an event (and now series of events) which can be actively inhabited and shaped by its participants.

We are now attempted to push GameCity beyond being simply a mechanism for delivering the organisers' idea of a festival, but rather a platform which can be shared by people who care about it.

One of the key constraints the festival has faced over previous years has been a simple one of resource. Whilst it aspires to deliver and support such a platform, previously it has done this in a less than ideal manner.

Historically, whilst as much as possible we have attempted to engage any and all developers and other enthusiasts who might want to show work at the festival, the time and resource invested in bringing a limited number of bespoke events together has led to frustration and in some cases inadequate event provision.

GameCity wants to invite as many people as possible who care about it to take part in it, but needs to recognise that it cannot service the needs of these people in its current structure.

OpenGameCity Proposal

OpenGameCity is an attempt to declare a series of specifications which will allow interested parties to participate in and expand the GameCity festival platform.

In doing so, it attempts to provide a solid basis for autonomous event planning, whilst maintaining the spirit of playful serendipity which is so important to the GameCity operating culture.

Constraints & Known Issues

27 Sept.

Nomenclature

We have attempted to break down the festival into its component elements as far as is practicable.

Content Assets

The GameCity festival is composed of units of content. These might be talks, gigs, films or other pieces of media or acts of interaction.

These **Content Assets** are hosted on **Content Platforms**.

Content Platforms

The Content Assets that make up a GameCity festival are delivered upon / within Content Platforms.

These might be cinemas, meeting rooms, churches or other physical spaces - but importantly they might also be display screens, websites, telephones, websites, radio stations or other modes of delivery.

Content Platforms are specific and usually time-bound.

Messaging Platforms

The GameCity festival will produce and maintain a number of messaging platforms which can deliver both information about Content, Content Producers & Platforms and potentially Content Assets themselves.

Festival messaging platforms for 2010 include : GameCity.org, my.gamecity, twitter, facebook, street media, posters, pr etc..

Draft Specifications 2010

Content Assets

This is by no means an exhaustive list, indeed we actively invite new content types to be specified and added to the document.

Adding New Assets

New content assets can be submitted to the festival for inclusion by completing the form online at gamecity.org/open.

Content Asset Specifications

Developer (Talk)

Overview

A popular format, and the foundation of the festival. It is important to note that 'Developer' is being used to mean any creative member practitioner within videogames, and often aligned industries.

2010 Draft Specification

60 / 20 minute duration. (Please note this is a programming guideline length. We would urge you to get in touch if you want to do something shorter, or indeed insanely long.)

2010 Content Platform Recommendations

The core festival programmed talk events take place at the Ballroom, on the Market Square. Speakers Corner, Tonic Lunchtime Session,

Notes

Developer talks should be pitched at a level of technical / specialist knowledge that should render them accessible to any intelligent adult (unless a session tailored to a specific audience eg. under 12's).

Talks at GameCity should be interesting, exciting, unique - but stop short of exclusory technical discussion. It is likely that students will attend the talk, and we would ask that you make yourself available to them at other times following your talk to answer deeper questions.

More than anything else, GameCity talks should inspire curiosity and excitement in the audience.

Wherever possible, they should be brilliant.

It is important to note that Developer (Talk) assets need not necessarily involve visual aids. If they do, we would urge you to consider how creatively they are use.

Student Developer (Talk)

Overview

Very similar to the preceding in terms of format, the exception being here that the practitioner is in full-time education. This isn't intended to be a value judgement at all on the quality of their output, just a convenient way of grouping together ideas from folks at different points in their lives.

2010 Draft Specification

60 / 20 minute duration. (Please note this is a programming guideline length. We would urge you to get in touch if you want to do something shorter, or indeed insanely long.)

2010 Content Platform Recommendations

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Notes

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Wherever possible, they should be brilliant.

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Music / Audio (recorded)

Overview

Solo, ensemble, electronic, acoustic, sung, spoken-word - there's a place for all of these at the festival.

2010 Draft Specification

A number of specific platform slots will be taking place at the festival this year, as detailed below. We urge any events requiring a full-pa to alert us as soon as is possible.

2010 Content Platform Recommendations

Guardian Breakfast Sessions

GameCity(Every)Nights

OneLifeLeft

Speakers Corner

Notes

Music / Sonic (live)

Overview

Solo, ensemble, electronic, acoustic, sung, spoken-word - there's a place for all of these at the festival. Musical performance is a hugely important part of the event.

2010 Draft Specification

A number of specific platform slots will be taking place at the festival this year, as detailed below. We urge any events requiring a full-pa to alert us as soon as is possible.

2010 Content Platform Recommendations

Guardian Breakfast Sessions
GameCity(Every)Nights
OneLifeLeft (One Night Left)
Speakers Corner

Moving Image (industry promo)

Overview

We're not especially interested in showing explicit advertisements of the Cillit Bang school, but if your promo / trailer is brilliant, then we'd invite your submission.

2010 Draft Specification

A maximum of 3 minutes
Resolutions vary by platform (see platform details)

2010 Content Platform Recommendations

Ballroom (house projection)
Various Display Media
Broadway Cinema
Festival Big Screen

Moving Image (non-commercial)

Overview

This might be feature film, short film, documentary of any medium.

2010 Draft Specification

A maximum of 3 minutes
Resolutions vary by platform (see platform details)

2010 Content Platform Recommendations

Broadway Cinema
Festival Big-Screen

Illustration / art (wall mounted)

Overview

If you're a talented creator and want to exhibit your work to a wide audience

2010 Draft Specification

Venue Specific

2010 Content Platform Recommendations

Broadway
GameCityLounge

Art (site-specific)**Overview**

By its very definition, we would not expect proposals in this form to necessarily fall into already declared OGC Content platforms. We would advise you to liaise with us as early as possible to help broker relationships with potential sites.

2010 Draft Specification

n/a

2010 Content Platform Recommendations

n/a

Photography (framed / projected)**Overview**

Photographic work, framed or not, singular or collated is of great interest to us. 2

2010 Draft Specification

Platform specific.

2010 Content Platform Recommendations

Guardian Breakfast Sessions
GameCity(Every)Nights

Craft (knitwear)**Overview**

We think Geek crafting is brilliant.

OGC offers opportunities for the display and creation of knitwear materials. We are especially interested in activities which can involve the broader public. Can you create and disseminate patterns? Can you teach people how to make that Scarf?

2010 Draft Specification

Garments that feature or refer to videogame/ geek culture are preferred.

We cannot advise you in matters of i.p regulation in your appropriation of existing character / concept art.

We would advise that warmer things might be more appropriate, as it is October. Like scarves. Or jumpers.

2010 Content Platform Recommendations

GameCityLounge
Ballroom

Craft (textiles / screenprint)

Overview

We're not especially interested in showing explicit advertisements of the Cillit Bang school, but if your promo / trailer is brilliant, then we'd invite your submission.

2010 Draft Specification

A maximum of 3 minutes

Resolutions vary by platform (see platform details)

2010 Content Platform Recommendations

GameCityLounge

Ballroom

Craft (cosplay / performance / workshop)

Overview

We're not especially interested in showing explicit advertisements of the Cillit Bang school, but if your promo / trailer is brilliant, then we'd invite your submission.

2010 Draft Specification

A maximum of 3 minutes

Resolutions vary by platform (see platform details)

2010 Content Platform Recommendations

Guardian Breakfast Sessions

GameCity(Every)Nights

OneLifeLeft

Speakers Corner

Dogs (pedigree & mongrel)

Overview

We like dogs here, both pictures, moving image documentation of and real-life. Whilst Dogs are welcome at the event, in order to be featured the Dog needs to be exceptional in some way which you can explain.

2010 Draft Specification

Unless part of a sanctioned demonstration, Dogs should remain on leads at all times and in particular respect the standard bye-laws of Nottingham City.

2010 Content Platform Recommendations

Dogs are not allowed in any of the venues (except Guide dogs).

Market Square (on lead)

Workshops

Overview

If you want to demonstrate your exceptional talents and help people acquire brand new skills, host a workshop and encourage an audience to get hands-on. Perhaps in the future they'll

remember how helpful you were and eventually, when they surpass you in ability, they'll offer you a job or something sometime. Maybe.

2010 Draft Specification

Duration dictated by the content. Short sessions of colouring-in or all day attempts to create something epic are equally acceptable.

2010 Content Platform Recommendations

Depending on content and technical requirements.

Lee Rosy's
Alley Cafe
The Approach
Antenna
Council House
GameCity Lounge

Notes

To be classified as a workshop, the event should offer the audience an exciting opportunity to get hands-on with the content. Be that making, drawing, discussing, creating or anything at a non-passive level.

Workshops should be pitched at a level that will render them accessible to any curious party.

If a workshop requires the use of materials, creative tools or other equipment, please consider what you will be able to supply and if you require an audience to provide their own.

Tutorials

Overview

If you have an immense talent in a particular field and would like the opportunity to pass your knowledge along to a grateful audience, host a tutorial and show people how it is you became so wonderful.

2010 Draft Specification

20 mins+. Duration dictated by the content.

2010 Content Platform Recommendations

Depending on content and technical requirements.

Lee Rosy's
Alley Cafe
The Approach
Antenna
Council House
GameCity Lounge

Notes

Tutorials should be pitched at a level of technical/specialist knowledge that should render them accessible to a specified audience (e.g. Programmers, students).

If a tutorial is to use visual or technical aids, please consider how creatively they will be used.

Party

Overview

Whatever your reason to celebrate, GameCity loves a good party. So if you want to throw a huge public shindig, a highly exclusive; top secret bash or an intimate affair with tea, games and civilised conversation, go for it.

2010 Draft Specification

Duration dictated by timing, venue discretion, and audience's ability to stay awake/sober.

2010 Content Platform Recommendations

Alea

Lee Rosy's

Antenna

Dogma

Alley cafe

Notes

Do you have a particular theme in mind? Are your guests required to do anything specific or out of the ordinary? What are their incentives for attending?

Party content and theme should stick within the boundaries of UK Law and common decency.

Networking Event

Overview

Everyone likes a get together, it's just noone likes them to be called Networking Events. If you'd like to bring together an interest group though, the festival is a nice time to do it. Maybe over lunch?

2010 Draft Specification

These can be any format you like, really. Perhaps best to be led by the interests of the group. But then, you know that, right?

2010 Content Platform Recommendations

Any of the hospitality venues.

Notes

Breakfast

Overview

We're already holding daily breakfast events with the Guardian, so one option would be to bring your Content along to that. Bear in mind that you don't actually have to cook yourself, perhaps you could find somewhere that was already cooking food and purchase it from them? It's the most important meal of that day, after all.

2010 Draft Specification

Breakfast normally should take about an hour.

2010 Content Platform Recommendations

Any of the hospitality venues.

Notes

Lunch

Overview

Lunch is similar to breakfast, although often eaten later in the day. Again, we will be holding regular lunchtime sessions each day, which you might consider taking part in. Failing that, many fine eateries are available.

2010 Draft Specification

Lunch should not be rushed.

2010 Content Platform Recommendations

Any of the hospitality venues.

Notes

Dinner

Overview

Dinner is often the final 'proper' meal of the day during festival time. It's a time to make new friends, and reflect on the good times you've had during the day.

2010 Draft Specification

Dinner is particularly social.

2010 Content Platform Recommendations

Any of the hospitality venues.

Notes

Food (cake & biscuits)

Overview

We love cake and biscuits at GameCity, and would urge you to bring some along for people to eat.

2010 Draft Specification

These can be any form in terms of size.

2010 Content Platform Recommendations

Any of the hospitality venues.

Notes

The cake should have some relationship to videogame culture.

All food & drink will be subject to Health and Safety legislation. We are currently investigating a festival kitchen provision.

Please be aware of consumer requirements re: nut allergies etc.

Games (screen-based)

Overview

Have you made a brilliant game? Perhaps you just really like a game that someone else has made and have some nice, insightful things to say about it? Or maybe you can play a game really, really well and want to show off. Let's get it up on a screen and show people.

2010 Draft Specification

Platform and content specific.

2010 Content Platform Specification

Antenna

Walkabout

The Approach

Tonic

TheGameCityLounge

Notes

Is there a way to present the game in a unique, interesting way? For example, at GameCitySquared, Robin Hunicke of ThatGameCompany participated in a site-specific play-through of Flower projected onto 4 floating screens while flower petals fell from the sky.

If you are the creator, it would be good to make yourself available to answer any questions that arise from the audience concerning your work.

Games (board)

Overview

Have you made a brilliant boardgame? Perhaps you just really like a game that someone else has made and have some nice, insightful things to say about it? Or maybe you can play a game really, really well and want to teach other people how to play it/show off. Let's get it down on a table and show people.

2010 Draft Specification

Lee Rosy's

Dogma

The Approach

Alley Cafe

Fat Cat

Tonic

GameCity Lounge

Games (locational)

Performance (theatre / comedy / dance)

Overview

Other art forms which have been influenced by videogames and videogame culture are really important to us too.

2010 Draft Specification

Platform and content specific.

2010 Content Platform Recommendations

Obvious performance spaces such as Broadway etc. should be considered, but also please look at all of the Platform spaces as potential locations for site specific events.

Notes

Is there a way to present the game in a unique, interesting way? For example, at GameCitySquared, Robin Hunicke of ThatGameCompany participated in a site-specific play-through of Flower projected onto 4 floating screens while flower petals fell from the sky.

If you are the creator, it would be good to make yourself available to answer any questions that arise from the audience concerning your work.

Content Platforms

A detailed specification of each content platform is presented below.

Pitcher and Piano

Venue	Address	Website	Power	Projection	PA
Pitcher and Piano			See Diagrams	3 Screens on Composite Matrix	EW300 wireless transmitter to house system (mono)
				11' Screen with SD Projector off truss above island	
				Samsung 42" will swivel: DVI, VGA, Component, Composite	IDR4 and IDROut Mixer, XLR In
				LG 28/32": Composite on Scart, VGA	
				Philips 46", Scart, DVI	
				Kramer VS 5x4 composite matrix	

Fat Cat Upstairs

Venue	Address	Website	Power	Projection	PA
Fat Cat Upstairs			1 x 2 Gang	Projector and Screen Available	9 x Ceiling Speakers (Tannoy)
				50" LG Scree: VGA, HDMI	IDR8 XLR In

Fat Cat Downstairs

Venue	Address	Website	Power	Projection	PA
Fat Cat Downstairs			1 x 2 Gang Below Game Display	28" Phillips: 2 x HDMI, 2 x Scart, RF, Component, Composite	
				50" LG: VGA, HDMI	
				2 x 42" LG: VGA, HDMI	

Lee Rosy Ground Floor

<i>Venue</i>	<i>Address</i>	<i>Website</i>	<i>Power</i>	<i>Projection</i>	<i>PA</i>
Lee Rosy Ground Floor			6 Available around room	None - No Obvious Mounting (poss ceiling mount with truss on chains)	Stereo System for music

Lee Rosy Basement

<i>Venue</i>	<i>Address</i>	<i>Website</i>	<i>Power</i>	<i>Projection</i>	<i>PA</i>
Lee Rosy Basement			7 available around room	None - Projection possible from under the stairs onto the end wall.	Speakers linked to upstairs amp - possible fault

Alea Hidden Bar

<i>Venue</i>	<i>Address</i>	<i>Website</i>	<i>Power</i>	<i>Projection</i>	<i>PA</i>
Alea Hidden Bar			See Diagram	65" Panasonic Plasma: VGA on wall panel beside	Bose House System
					Behringer 1622FX 12Ch/4Mic Mixer
					CDJs and Monitor Speaker

Alea Function Room

<i>Venue</i>	<i>Address</i>	<i>Website</i>	<i>Power</i>	<i>Projection</i>	<i>PA</i>
Alea Function Room			16A x 2 to Stage	Sanyo ProXtraX Ceiling Mount on IWB project to motorised screen on back of stage: VGA, Composite	Bose House PA
			2x13A by door		16x4 loom from stage
			1x13A on back wall		Behringer 2442FXPro, 10Mic in in Booth
			1x13A near bar		MiniJack stage tie for laptop
			2x13A on stage	2 x Panasonic 46": VGA and Composite	
			4Gang on IWB		
			2x13A in Green Room	VGA and Composite panel just off stage	

Tonic Upstairs

<i>Venue</i>	<i>Address</i>	<i>Website</i>	<i>Power</i>	<i>Projection</i>	<i>PA</i>
Tonic Upstairs			2x2x13A by XLR In	Optima projector 720p onto Wall by stairs	IDR8 Mixer
			2x1x13A near back office	2 x LG 32" Screens over bar	Ceiling House Speakers
				Main Optima 720p Projector onto Electric Screen: VGA feed from wall panel. HDMI from Freesat, Composite from Matrix	Upstairs/downstairs zones.
				Big Projector onto Wall	Mic and Small Mixer
				4 x 4 Composite Matrix	

Alley Cafe

<i>Venue</i>	<i>Address</i>	<i>Website</i>	<i>Power</i>	<i>Projection</i>	<i>PA</i>
Alley Cafe			Behind Bar	Not Suitable	House Speaker System,

Dogma Basement

<i>Venue</i>	<i>Address</i>	<i>Website</i>	<i>Power</i>	<i>Projection</i>	<i>PA</i>
Dogma Basement			4Gangs in DJ Booth		House Club-Style PA
			4x2x13A in Ceiling		2xXLR into House system
					20x4 wall box from 2 8x4 wall boxes

Dogma Upstairs

<i>Venue</i>	<i>Address</i>	<i>Website</i>	<i>Power</i>	<i>Projection</i>	<i>PA</i>
Dogma Upstairs			2Gang 25m Extension	Pull Down Screen; ceiling mount projector	
				Optima projector	
				MIGHT DISAPPEAR!!!	

Walkabout Downstairs

<i>Venue</i>	<i>Address</i>	<i>Website</i>	<i>Power</i>	<i>Projection</i>	<i>PA</i>
<i>Walkabout Downstairs</i>				2 x LG 3D 50"	House PA
				9 x TVs on Composite Matrix	
				Big Projector and Screen	

Walkabout Upstairs

<i>Venue</i>	<i>Address</i>	<i>Website</i>	<i>Power</i>	<i>Projection</i>	<i>PA</i>
<i>Walkabout Upstairs</i>			5x2x13A around seating area	Motorised Screen over balcony, composite projector ceiling mounted	House Sound System
			Poss in DJ booth	5 x LCD Screens	Upstairs/downstairs 2-zone
				LG 3D 46"/50" LCD TV	

Approach

Approach			2x2x13A Near Stage Box	Screen and Ceiling mounted projector in back corner	House System
			2x1x13A near cigarette	5 x LG 3D 42"-50" Plasma Screens	24x2x6 Stagebox to Bar Breakout
			2x13A Left of Projector Screen	Screen on Front of Stage motorised and ceiling mounted projector	4 in XLR to house from stage
			2x13A on front of stage	8x8 HDMI Matrix	2 in XLR from window end of bar
					6Ch Line Mixer
					EV OC One

Big Screen (outdoor)

(31/8)DETAILS TO BE CONFIRMED

Ballroom (inter-stitial)

(31/8)DETAILS TO BE CONFIRMED

GameCityTapes (podcast)

(31/8)DETAILS TO BE CONFIRMED

Market Place

(31/8)DETAILS TO BE CONFIRMED

