Leveling Up Library Support for a Games Studies Program

Tallie Casucci, Anne Morrow, Roger Altizer, Greg Hatch, Christy Jarvis, and Nancy Lombardo
*I’m much taller IRL
• Varsity eSports
• Scholarships
• Sponsors
• PAC-G
• Education?
Why eSports?

Utah vs BYU
Yahoo uLoL event:
500 attended (near capacity)
10k-15k online, live

First ‘Power 5’ offering varsity eSports and scholarships.

Amateur sports does incredible things for young athletes.
Funds 25-35 Graduate Student Researchers Per Semester
8k per student gets a full tuition waiver (minus fees and differential)
750k-1.5m annually in sponsored research
   Hospital Support, seed grants, start-up funds, donors, foundations, federal grants, pay-day loans
We make a lot of games, we play/study a lot of games, we need to find a lot of games, and there’s no easy way to do any of it...
Archiving and Curation
Dissemination
Discovery
And more!

...partners in play
Collection Development
GDC Vault

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- eSports
- Programming
- Other
- Game Career / Education
- Production

Browse by Event
- VRDC @ GDC 2018
- GDC 2018

"Gorogoa": The Design of a Cosmic Acrostic
GDC 2018
by Jason Roberts (Buried Signal)
# Video Games & Consoles

<table>
<thead>
<tr>
<th>Title</th>
<th>PS4</th>
<th>XBox One</th>
<th>Wii U</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mass Effect Trilogy</td>
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<tr>
<td>Max Payne 3</td>
<td></td>
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<tr>
<td>Mega Man Legacy Collection</td>
<td>29.99</td>
<td>29.99</td>
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<tr>
<td>Metal Gear Solid V: The Phantom Pain</td>
<td>53.95</td>
<td>39.99</td>
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<tr>
<td>Metro Redux</td>
<td>14.39</td>
<td>15.00</td>
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<tr>
<td>Middle Earth: Shadow of Mordor</td>
<td>19.50</td>
<td>21.00</td>
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<tr>
<td>Minecraft</td>
<td>19.80</td>
<td>18.40</td>
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<tr>
<td>ModNation Racers</td>
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<tr>
<td>Monster Hunter 4: Ultimate</td>
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<tr>
<td>NBA 2K (the most recent one)</td>
<td>37.99</td>
<td>53.29</td>
<td>60.95</td>
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<tr>
<td>NHL 16</td>
<td>57.90</td>
<td>54.50</td>
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<tr>
<td>Persona 4 Golden</td>
<td></td>
<td>85.60</td>
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<tr>
<td>Pikmin 3</td>
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<tr>
<td>Pokemon X</td>
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<tr>
<td>Pokemon Y</td>
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<tr>
<td>Portal</td>
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<tr>
<td>Portal 2</td>
<td></td>
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<tr>
<td>Rare Replay</td>
<td>24.81</td>
<td></td>
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<tr>
<td>Rayman Legends</td>
<td>20.68</td>
<td>21.49</td>
<td></td>
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<tr>
<td>Sherlock Holmes: Crimes and Punishments</td>
<td>29.96</td>
<td>16.75</td>
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<tr>
<td>Shovel Knight</td>
<td>19.46</td>
<td>25.97</td>
<td>25.97</td>
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<tr>
<td>South Park: The Stick of Truth</td>
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<tr>
<td>Spec Ops: The Line</td>
<td></td>
<td></td>
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<tr>
<td>Splatoon</td>
<td></td>
<td></td>
<td>64.99</td>
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</tbody>
</table>
# Challenges & Solutions

**Xbox One Video Games**

Game titles in red link to the Usearch library catalog, where the game can be requested, and will be delivered to the Reserve Desk on Level 2.

- Alien: Isolation
- Assassin's Creed IV: Black Flag
- Assassin's Creed: Origins
- Assassin's Creed: Syndicate *Gold Edition
- Assassin's Creed: The Ezio Collection
- Atari Flashback Classics, volume 1
- Atari Flashback Classics, volume 2
- Batman: Arkham Knight
- Batman: Telltale Series
- Battleborn

**PS4 Video Games**

- LittleBigPlanet Karting
- Mass Effect Trilogy
- Max Payne 3
- *Metal Gear Solid: The Legacy Collection
- Minecraft
- ModNation Racers
- Portal 2
- Rayman Legends
- Red Dead Redemption
- South Park: The Stick of Truth
- Spec Ops: The Line
- The Tomb Raider Trilogy
- The Walking Dead: The Complete First Season (plus 400 Days)
- The Wolf Among Us
- XCOM: Enemy Unknown
- XCOM: Enemy Within

**PC Gaming**

- Max Payne 3
- Minecraft
- Portal 2
- Rayman Legends
- South Park: The Stick of Truth
- Spec Ops: The Line
- The Walking Dead: Complete First Season (plus 400 Days) - Game of the Year Edition
- XCOM: Enemy Unknown
- XCOM: Enemy Within

- Fire Emblem Fates: Birthright
- Fire Emblem Fates: Conquest
- Fire Emblem: Warriors
- Kid Icarus: Uprising
- The Legend of Zelda: A Link Between Worlds
- The Legend of Zelda: Ocarina of Time 3D
- Luigi's Mansion: Dark Moon
- *Mega Man Legacy Collection
- Metroid: Samus Returns
- Monster Hunter 4: Ultimate
- *Monster Hunter Generations
- Monster Hunter Stories
- Pokemon Moon
- Pokemon Sun
- Pokemon X
- Pokemon Y
- Professor Layton vs Phoenix Wright: Ace Attorney
- Shin Megami Tensei IV: Apocalypse
- Shovel Knight
- Super Mario 3D Land
- *Super Mario Maker
- *Tomodachi Life
- *Ultimate NES Remix
- Xenoblade Chronicles 3D
- Zero Escape: Virtue's Last Reward
- Zero Escape: Zero Time Dilemma
Mission-Driven Decisions

vghi.org/store/games_are_art_bs_arcade
Reference and Research Support
Open EHR

The very first cohort of GAapp students in spring 2014.
History of Present Illness

1. Dating anxiety: When I go on dates, play Converse
2. Stress and anxiety: Student debt, play Cyber Heist on Desura
3. Flu symptoms: After eating shady Chinese food, rest, lots of water

Medication

1. Vitamins: 800mg daily, 03/18/2014, 06/21/2014
2. Loratab: 700mg, 2 x day, 04/19/2014, 04/25/2014

Choose Conditions That Apply:
- Depression
- Bipolar
- Anxiety
- Alzheimer
- Attention Deficit Hyperactivity Disorder (ADHD)
- Learning Disorders
- Alcohol/Substance Abuse
- Cancer
- Bladder leakage
The GApp Lab

Start Here

- Electronic Health Records Overview
  This is from the NNJLM’s MidContinental Region. It contains a great overview of EHR, Meaningful Use, Resources, and Organizations.

- Health IT

  HIMSS: Healthcare Information and Management Systems Society
  “HIMSS is a global, cause-based, not-for-profit organization focused on better health through information technology (IT). HIMSS leads efforts to optimize health engagements and care outcomes using information technology.”

International/National Organizations

Below is a list of organizations that may have information pertinent to this project.

- African Telecommunications Union (African Union)
Save Your Bacon
(Arches Insurance Game)

Game purpose:
Encourage college-age individuals
to purchase health insurance.
Though they say that practice makes perfect, 62 percent of organized sports-related injuries occur during practice.

Tap

PUSH IT EVERY MONTH
AVOID ACCIDENTS

MONTHS

SAFE
BAD ACCIDENT
HORRIBLE ACCIDENT
CATACLYSMIC ACCIDENT (GAME OVER)

Survived: 1 Y 5 M

INSURED BANK
$15,710

UNINSURED BANK
$4,691

Insured Players pay $155 Co-pay on Accidents, $3,000 deductible for Catastrophic. All rates are for game only, actual costs vary.
HORRIBLE ACCIDENT!
Swearing A LOT

"You @!!&@ call yourselves a @!!@!%& motorcycle gang?!?"

INSURED CO-PAY
$150

UNINSURED COST
$34,626

CATASTROPHE!
- GAME OVER -

"%@!!$! you Darth Vader! You're not the boss of me!"

INSURED DEDUCTIBLE
$5,000

UNINSURED COST
$249,994
ChoreograFish
TetraSports
Rockwell Collins White Papers
Preserving The GApp Lab Content: e-channel

E-channel is a collection of innovative ideas in many formats and at various stages of creation.
Collecting and Archiving GApp Lab Wrap Kits

Why collect the Wrap Kits?

- Document student projects
- Students able to review previous work, prevent duplication, build on past work
- See growth of program over time
- Promote the program to prospective students, faculty, donors, etc
Collecting and Archiving GApp Lab Wrap Kits

June 2014 - Collect first round of GApp Lab Wrap Kits

1) Game Design Document (GDD) – MS Word
2) Style Guide – MS Word
3) Art – combined into PPTs by art grouping (screenshots, logos, other art)
4) Project schedule – xls document
5) User Manual – PDF or MSWord
6) Short video clip of game being played - to be created by student
Collecting and Archiving GApp Lab Wrap Kits

Originally collected in CONTENTdm (digital asset management system) collection

All documents archived as PDF

Art objects combined in one document

Objects linked using metadata, tagging, adding Reference URLs

Later, migrated to WordPress platform
Preserving The GApp Lab Content: e-channel

The GApp Lab Wrap Kits

The GApp Lab is part of the U of U Innovation Ecosystem. Every semester at the University of Utah, approximately twenty students from the EAE (Entertainment Arts and Engineering) / MGS (Master Games Studio) program are selected to work in The Therapeutic Games and Apps Lab (The GApp Lab), a collaboration between EAE, the Center for Medical Innovation and the Eccles Health Sciences Library. They play an integral part in the research and development, production and execution of interactive, medically focused applications for instructors, students, medical professionals, and patients. By working closely with the world-class researchers at the U of U, the game developers can develop medical games and apps that are innovative, highly engaging and clinically validated.
Preserving The GApp Lab Content:
e-channel

GApp Lab 2017

Spring 2017

A.R.B.I. - Augmented Reality Body Image
This application gives users the opportunity to compare and adjust a virtual avatar with an actual image of themselves through AR technology.

Using real patient data from the EHR, this application presents an avatar of the patient, assuming proportions in relation to the data that is entered. The user/physician can alter the avatar to more accurately represent themselves, while comparing the avatar to a photograph or other real-life representation. The goal of the application is to help those who struggle with body dysmorphism have a more healthy and realistic vision of their body image.

Features:
- Matching patient data (height and weight) from EHR.
- Rough avatar representation, generated by application.
- Customisation features to allow avatar appearance.
- Comparison scenes.
- User can compare avatar to a photograph of themselves in real life.

Virtual Limb
Virtual Limb: Box & Block Test
A mobile app that lets lower-arm amputees take the Box & Block test in Augmented Reality using a virtual arm.

There's a Problem:
In order to relieve debilitating phantom limb pain and increase the chance of prosthetic adoption, Amputees must exercise the muscles closest to the limb that was lost early after amputation.

Our Solution:
We will create an experience where a lower arm amputee can control an Augmented Reality arm that is projected over the amputation point to complete a virtual recreation of the Box & Block manual dexterity test.

Our Tech:
We use four primary technologies to make the magic happen: the Myo gesture armband, the Solton Reach mobile tracking system, Vuforia’s vision platform, and the Unity game engine.
- The Myo gesture band allows users to move and control the virtual arm in order to pick up and place virtual blocks.
- The Solton Reach allows the program’s virtual arm to precisely follow the movement and orientation of the user's physical arm.
- Vuforia lets the user move the play space anywhere in the room and allows the user to examine the play space in a 360x180 degree sphere.
Archiving EAE’s Wrap Kits

def. A wrap kit is an EAE thesis in a zip file
University of Utah is a recipient of a 2018 National Leadership Grant for Libraries!!

We are **very** grateful for the support of IMLS which will allow us to archive EAE’s scholarship and share our findings.
Archiving a standard thesis...

<table>
<thead>
<tr>
<th>Acquisition</th>
<th>Copyright</th>
<th>Access</th>
<th>Preservation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Library <strong>acquires</strong> copies of work</td>
<td>2. Author retains <strong>copyright</strong></td>
<td>3. Assigns level of <strong>access</strong></td>
<td>4. Library catalogs and <strong>preserves</strong> work</td>
</tr>
</tbody>
</table>

**HEAT TRANSFER AND PRESSURE DROP IN COAL-AIR SUSPENSIONS FLOWING DOWNWARD THROUGH A VERTICAL TUBE**

**BRANDON SCOTT BREWSTER**
Archiving a non-traditional thesis...

**Acquisition**

1. Library acquires videotape
2. Author holds copyright to choreography but not the music used
3. So, what does access look like?
4. Library catalogs and implements preservation strategy for the work
1. Library **acquires** zip file containing the work

2. **Multiple authors** hold copyright

3. Access is layered

4. Preservation is conditional, based on ability to preserve
   a. experience/playability
   b. peripherals
   c. Platform migration
   d. file stability
Some advice on pursuing a grant…

- Persist, don’t stop believing
- Remain flexible
  - Time
  - Effort
  - partners
  - Scope
- Partner
  - With those who have expertise you lack
  - With those who have expertise similar to your own

- Select the best grant for your project
  - Even if it means changing horses in midstream
- Get feedback from program officers
  - Don’t reject feedback on the basis that it would cause a delay in submitting your proposal
Thanks! Questions?