Research questions:

1. hard/soft rails experiment

2. spatial storytelling: Because, the text gave people an order in which to go to things, And these things were all there all the time, But suddenly they had a meaning, that wasn't there simply by virtue of the buildings being there

We should mention in the presentation our intro video we never got to show because it adds a "meaning" and story to the clues in the books

3. The hierarchy of needs/ how to fulfill self-actualization.

4. comraderie of the journey and collective experience

What to include in powerpoint:
- The scavenger hunt, the meaning to the buildings, this "extra "story in the open world of minecraft
- Going on the scavenger hunt made every body equal (no need for resources to solve the puzzles)
- Screencaps of wershler's tweets

Questions:

1. Why is your project relevant to the concerns of the class (chiefly, whether we can consider the use of Minecraft as a kind of Carpentry in Bogost's sense, and what kinds of questions your project allowed you to ask that wouldn't have occurred to you otherwise)?

Answer: I think we managed to create a story, and place a linear adventure with a goal in an open-ended game. The challenge was that since this wasn't "our" server, without admin powers or mods, we couldn't force the server to be an adventure all set up for people to explore. The only way we could "make" it into a linear adventure was by taking some elements outside of the game, like the storytelling in books, and the clues being solved in the player's mind
well while making the stuff we had to adapt to overcome the limitations of a game that is cube based
From there, questions rose up we didn't expect immediately, like: if it would be completed alone or in groups and how it would mesh with other creations on the server
I was thinking about the first question again. Another thing worth saying is that I considered making the whole hunt into a linear obstacle course at some point. But the freedom of players made it impossible. So by scattering things, we KIND OF forced them to follow the path of the story
We carpented a story into the open world

"things fashion one another and the world at large" boghost wrote this to define carpentry.. i think we should expand upon this idea

2. What is original about your project?

Answer: I think this is a very important notion to include and elaborate about in the presentation: Our "limitation" was actually all of the other people's "powers" in the open-world. EVERY player was allowed to use tools and break blocks. Their freedom was our limitation

Our project is original because it puts a hard story in an open-world game to add to the second question: Ours was original because we were able to create rails in a game that is widely open world

But it doesn't matter whether it's massive or not. It doesn't have to be an impressive 12-stories building to be relevant. The essence of our hunt isn't in the massiveness or the scale, It's into its concept and design

doing the run tonight saw that we did just enough clues to make it seem a like a legit hunt

carpentry entails making things that explain how things make their world.. i like this comment from bogosts article

it also requires a basic knowledge of the server's landmarks

we used what was there and made what we need when there was nothing

Our hunt GAVE them meaning.

Like scientific

experiments and engineering prototypes, the stuffs produced by carpentry are not mere accidents. waypoints on the way to something

else. Instead, they are themselves earnest entries into philosophical discourse.

The run itself was the point

Element of fear to every run: going underwater, maze, rainbow.

3. What did you discover as a result of this project?

Answer:

I discovered the challenges of creating a challenge when the player has all powers. I discovered we'd have to rely on mental challenges to overcome the fact we couldn't give the player Minecraft challenges.

i discovered that bulding stuff is annoying and time comsuming, not just a game anymore, its work

i took night off from my real job to work on the game

I discovered that translating a nebulous idea to a concrete yet digital thing is possible with enough collective minds

I was amazed that people didn't steal all books, or break structures, or brute force the lava

Surprised there was no griefing) --- abiding by the constitution

thats awesome that the class did it with no brute but the prof did

Come on Darren. You need like 15 dirt blocks and 2 ladders

how in a world with no laws or rules that the players imposed some for the betterment of all

4. What follows from your project in terms of research that you or someone else could conduct?
Answer:
There definitely could be behavioral study --- for the behavioural study remark, or maybe psychological in some ways like G said about the heighten the rainbow or the clostrophbia int he maze the game reached past the virtual to affect a person siting at their computer bait
the length of time people took to do the project? whether they completed it or not?
the use of teamwork to complete the missions–solo runs weren't as successfully completed as those in groups.
whether random players will generate a different perspective and reaction to user generated material as opposed to the server being generated in that way IE will they grief more/less because its user generated?