

ENGL398E

CLASS EFFECT



RESEARCH QUESTIONS

THESE ARE THE QUESTIONS WE STARTED WITH

- How to fulfill self-actualization?
- How do we introduce hard or soft rails into a rail-less game?
- How do we use space in Minecraft to construct a story or a narrative?
- The camaraderie of the journey: does the social aspect of Minecraft affect the outcome of our experiment?

CLASS EFFECT & CARPENTRY

WHAT WE DID

- DAN BUILT A CASTLE
- JM BUILT A FARM IN THE CASTLE
- WE BECAME SELF SUFFICIENT...



DESIRE VS NEED

HIERARCHY OF NEEDS SATISFIED... SO NOW WHAT?



CREATING A SCAVENGER HUNT

- Constructing a scavenger hunt imposed rails into a rail-less space.
- The books, buildings and clues gave the space a narrative for the players to follow.
- Succeeding at the scavenger hunt was not wholly dependent on the level of "traditional Minecraft" gameplay expertise.





Darren Wershler @alienated · Mar 28

Last night on the TAG Minecraft server, I played team Class Effect's scavenger hunt, starting at the compass rose
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Darren Wershler @alienated · Mar 28

... the pyramid I built at the start of the class, to see what one person could accomplish in a few hours over a week. pic.twitter.com/sJgF8X8v4c

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Darren Wershler @alienated · Mar 28

A chest in the ocean the white Queen led to this giant wooly rainbow at dawn ... the next chest was on the very top pic.twitter.com/ux5FN6BxPY

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The view of Team Gameception's Coliseum and flaming tower from the top of the wooly rainbow pic.twitter.com/Ph6GXIEwQz

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Darren Wershler @alienated · Mar 28

The last chest in the Class Effect scavenger hunt was on an orange carpet, basically in my living room. Cheeky. pic.twitter.com/NmR13h7JZs

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Each site on the Class Effect scavenger hunt has a chest containing a book of riddles leading to the next site pic.twitter.com/hdYkXWgzY9

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Next up in the Class Effect allegorical scavenger hunt: a giant white chess Queen floating on TAG Bay pic.twitter.com/S4nGOOFSmi

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Darren Wershler @alienated · Mar 28

North of the rainbow, a giant op-art cube, with a maze below it, full of empty chests ... except one, which led to ... pic.twitter.com/nn0Em2iLvN

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Darren Wershler @alienated · Mar 28

Node 2 on the Class Effect scavenger hunt cost me a perfectly good set of diamond armor. Don't ask. pic.twitter.com/FhkAGSNEuZ

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THE CLUES

1 Under the Arrow:

I have awoken in Hell. The very beauty of nature has been stolen; reduced to mathematics, as if all has been hewn from stone. Flowers spin away from me as I pluck them from the dirt. Earth comes away in my hands like children's building blocks...

My hands! Thick, flesh-coloured matchsticks with no digits to speak of... with what trembling fingers do I hold this pen?

I can feel madness closing in around me. I beg you, if you read this, seek me out. With any luck we may escape this bizarre hellscape that mocks the laws of nature.

Night falls. Something follows. It speaks in the dark:

His body is lifeless, without sense or desire

But his skin endlessly roils in fire

Four times enraged at the North sky above,

He is the Flame King, a killer of love

7 Chest in the Pyramid:

I have stumbled across strange feats of nature and great fallen empires, whose ruins have granted me sanctuary here. The sun sets again - the King of Flame snuffed once more. I am safe for another night.

My mind wanders...

In my travels I have seen unspeakable things. The dead walking, attacking even in the nakedness of their bones, and nocturnal creatures prone to burst if approached...truly this is a land with horrific challenges...

But so too is my homeland. Only there, the beasts and demons wear different names, play different roles.

This land has divine beauty, now that I have the means to see it. Perhaps, nature is not destroyed by mathematics, but created by it. By what hidden theorem does a tree grow, what invisible equation lets us build...

I am pursued through the night by terrible evils, yet, in many ways, so are we all. Here I know what code they abide by, what algorithms drive them...

I think, perhaps, I shall stay in this world.

I apologize, faithful follower, for abandoning you here. I hope you too, having trod in my footsteps, have seen the appeal of this land: the beauty of creativity.

2 Chest in the Lava Mountain:

Away from one Flame King, to the rise of another,

Lies the Ice Queen, his regicide lover.

His gaze was soft but it broke her apart

She guarded secrets in her melted heart

3 Chest in/beside Ice Queen Statue:

Her love trickled down into the sea
Blackened and hardened by atrophy

The tragedy was, the King knew from the start,

That only those beneath her could enter her heart.

4 Chest in the Underwater Obsidian Hut:

The grander Flame King, the one in the sky,
Wept for the Ice Queen, left alone to die

He shone down on her body, freed her from the cold,

Now she arcs about him, guarding their pot of gold.

5 Chest at the End of the Rainbow:

Away from the colours comes the end of days,
Cubes within cubes, maze within maze

Life give you choices, too many, in fact

But you must keep choosing until you're on the right track

6 Chest in the Cube Maze:

After a long search, you are finally done

You must seek out tutelage before you have won

The Judge of Creation, we do as he has told,

His house is imposing, like the Mayans of old.

WHAT DID WE DISCOVER AS A RESULT OF THIS PROJECT

- **[Minecraft as a game-making tool]** *I discovered the challenges of creating a challenge when the player has all the powers. I discovered we'd have to rely on mental challenges to overcome the fact that we couldn't give the player Minecraft challenges.*
- **[Playbour]** *I took a night off from my real job to work on the game.*
- **[Playbour]** *I discovered that building stuff is annoying and time consuming.*
- **[Carpentry]** *I discovered that translating a nebulous idea to a concrete yet digital thing is possible with enough collective minds.*

GRIEFING (OR LACK THEREOF)

- Prior to the creation of the scavenger hunt, one of our team members (Kalel69) was approached by members of Team Rocket and Group X to partake in a peace treaty that stipulated no griefing and no stealing.
- That being said, we were amazed that people didn't steal books, break structures, or brute-force the lava challenge in order to win.
- In a world with no laws or rules, Class Effect imposed some for the betterment of all.
- However, as you can see, there was some *slight* griefing...



Darren Wershler @alienated · Mar 26
Node 2 on the Class Effect scavenger hunt cost me a perfectly good set of diamond armor. Don't ask. pic.twitter.com/FhkAGSNEuZ

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WHAT COULD FOLLOW ?

- There is potential for a behavioural study, perhaps regarding the psychological states created such as vertigo (scaling the rainbow) or claustrophobia (maze)
- It would be interesting to measure scavenger hunt completion, rate of completion and compare the results of those who worked solo or managed the hunt in groups (our observation was that solo missions were not as successful compared to playthroughs of those working in groups)
- Whether players have a different perspective and reaction to user-generated material as opposed to server-generated ones. Will players be more/less inclined to grief because the scavenger hunt was user generated?

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