

BIBLOGAMERS
11 – 17 MARÇO 2019

REPORT



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Introduction

Bibliogamers 2019 was an event that aimed to promote information and knowledge about the history and heritage of the Marvila territory through a series of educational activities related to the conception and programming of videogames. The majority of the initiatives took place in the Marvila Library, with some special seminars directed particularly to media and technology students at the nearby D. Dínis secondary school. All of the activities were free and most of them were open to the wider public. Only some workshops and the Game Jam required the inscription of the participants.

The initiatives developed during the Bibliogamers 2019, from the 11th to the 17th of March, were:

Day	Time	Name of the activity	Location
11	10:30	Lecture: “Os Agentes no Entretenimento”	Secundária D. Dinis
11	16:00	Workshop: “Iniciação à Criação de Videojogos”	Biblioteca de Marvila
11	19:00	Opening Bibliooffice, Mural Sonoro and RetroGames	Biblioteca de Marvila
11	20:00	“Realidade Virtual” . Realização: Nostálgica	Biblioteca de Marvila
12	10:30	Lecture: “Robots à Conquista do Mundo”	Secundária D. Dinis
12	16:00	Lecture “Robots e iniciação à programação”	Biblioteca de Marvila
13	10:30	Lecture: “ Videojogos inteligentes”	Secundária D. Dinis
14	10:30	Lecture: “ Do's and dont's”	Secundária D. Dinis
14	16:00	Lecture: “Escrita para Videojogos”	Biblioteca de Marvila
14	21:00	Lecture: “Arte Técnica para Videojogos”	Biblioteca de Marvila
15	16:00	Lecture: “Música para Videojogos”	Biblioteca de Marvila
15	17:30	Game Jam	Biblioteca de Marvila
15	20:00	Lecture: “Small steps, big results”	Biblioteca de Marvila
15	20:30	Presentation: “Videojogos Indie”	Biblioteca de Marvila
16	10:00	Videojogos 2D Workshop	Biblioteca de Marvila
16	11:00	Game session: “competições Pais/Filhos Minecraft”	Biblioteca de Marvila
16	14:30	Role Play Game session- “AEON Blades Os filhos das Estrelas”	Biblioteca de Marvila
16	17:30	Debate: “Liberdade para jogar”	Biblioteca de Marvila

16	18:30	E-Sports Competition (FEPODELE, Federação Portuguesa do Desporto Electrónico)	
17	11:00	Game session “competições Pais/Filhos Roblox”	Biblioteca de Marvila
17	15:00	ROCK COnterence " Jogar a sério: contributos para a Ciência"	Biblioteca de Marvila
17	17:00	Game Jam Awards	Biblioteca de Marvila

The ICS team at the Bibliogamers 2019

The H2020 Rock project research team at the ICS-ULisboa followed the entire programme of the Bibliogamers 2019. The methodology used for monitoring activities was participant observation and the elaboration of surveys that were distributed to the participants throughout the event. After the end of the event, the ICS-ULisboa team organised the ROCK Coffee Talk “Gaming and Marvila” with a sample of participants of the Game Jam. The aim of the Coffee Talk was to promote open discussion about the experience of participants in the videogames competition. In addition, on the 9th of April, a joint session with the participants at the Game Jam and some of the participants of the “Vidas e Memórias” was organised at the library (see below).

Field notes from participant observation

Seminars at D. Dínis Secondary school

- Participants were all students and mostly underage.
- During the seminars held at D. Dínis school, participants were mostly young males. One of the teachers said that the technology and media courses in the school attract particularly young male students and only a few female students.
- The D. Dínis students showed interest to engage in the seminars, and have participated actively in the open debates.
- Most schoolteachers seemed interested in taking part in the Bibliogamers. One of the teachers has actively participated in many activities held at the library.

Events at the Marvila Library

- Throughout the Bibliogamers week, the library was particularly lively. People from inside and outside the neighbourhood took part in the activities. The programme attracted especially younger people but also the parents of young gamers. Friendly relationships and interactions were established among participants.
- The percentage of males and females participating in the activities held at the Marvila library was somewhat more balanced than in the activities held at the D. Dinís secondary school. However there was still a majority of males organising/participating in these activities.
- Many of the private agencies leading the activities had previous contacts with the Marvila Library. That may help explain the supportive environment noticed throughout the event.

- There was an effort to create constructive connections between the different activities in order to demonstrate the potential of games as a learning tool and to engage participants (ex: the results from the kids workshop for creating monsters were used to illustrate one of the videogames created during the Bibliogamers; the memories collected from the elderly who participate in the 'Vidas e Memórias', an initiative of the library outside the Bibliogamers, were presented to participants in order to inform the games produced for the Game Jam)

Concerns

- Some concerns arise regarding the communication strategy of the event. The promotion of the Bibliogamers 2019 relied on both online and offline actions of dissemination. However, most participants seemed to have become aware of the event by word of mouth and personal relationships with participants and organisers of the activities. In addition, two complementary issues should be considered in future events: (i) last minute changes in the programme (some of the activities were either cancelled or moved to different time slots at short notice); (ii) and attention to make adequate reference to ROCK funding by using properly the project's logotype.

The ROCK Coffee Talk "Gaming and Marvila" at ICSUL

The Rock Coffee Talk was organised in order to gather the participants of the Game Jam, the main competition organised within the Bibliogamers 2019 with nine teams and a total of 37 participants. Towards this end, an invitation was sent to all participants via email (contacts were provided by Bapa Dreams, the private agency contracted by the Library of Marvila to organise the Game Jam). Four participants decided to take part to the Coffee Talk, which took place at ICSUL on the 2nd March from 2 pm to 4 pm.

The four participants were: one game programmer (male); one game script writer (male); one game music composer (male); one game designer (female). Three out of the four members belonged to the first prize awarded team, while one was member of the second classified team. The Coffee Talk was guided by four members of the ICSUL team with the goal to let participants free to explore and discuss their personal experience with the Game Jam, and the Bibliogamers at large. Participants told their experience by referring to the preliminary actions provided by the organising team of the Game Jam (Bapa Dreams): a guided tour in Marvila and a short documentary with locals telling their life stories (the video was recorded during the initiatives "Vidas e Memórias" promoted by some Libraries of the Municipality of Lisbon). According to the participants, both preliminary actions were determinant to design their game because it allowed them to know better the history of the urban area, including the Cultural Heritage, as the competition theme conveyed the relation between past, present, and future of Marvila. The Coffee Talk permitted exploring how and to what extent the inputs retrieved from the guided tour and the documentary were worked through the process of game designing. One of the issues debated by participants referred to the general preference on the history, when compared to present and future, given to the need to set a positive background for the stories they were keen to narrate. As such, the documentary provided insightful inputs on the

life stories of some residents that inspired the narration of some games' characters.. In some cases, games focussed on the difficulties lived by local populations, with city management and housing as some of the driving topics approached by teams. Interestingly, participants agreed on the main function played by games in letting players know and get aware of specific contents through an "emotional approach". Accordingly, gamers are expected to unconsciously learn and increase curiosity towards the topics proposed by games through playing. Additionally, participants were asked about gender issues, considering that the majority of the Game Jam participants were male. According to the participants that was not a real issue, and the game designer - the only woman in the Coffee Talk - confirmed that she has never felt discriminated in this field. Finally, the participants highlighted the opportunity to provide resources for the gaming to be accepted as a leisure activity with potential for learning. As such, libraries of the Municipality of Lisbon and other public and private agencies should promote similar events such as the Bibliogamers 2019.

The joint session between Game Jam and Vidas e Memórias

The session was organised by the Marvila Library together with the coordinators of the game Jam (Bapa Dreams) and Vidas e Memórias on the 9th of April 2019. Participants included libraries' coordinators (Marvila and Penha da França), and some of the participants to the Vida e Memória, who provided inputs through the documentary showed to the nine teams engaged in the Game Jam. This session allowed sharing information about the future of the videogames created in the Bibliogamers, as some of the teams have been contacted by private enterprises that are keen to invest on their development. Participants of the "Vidas e Memórias" further advocated their appreciation and confirmed their willingness to test the games. In their opinion, focus on the past and on life stories is a useful device to think on the future

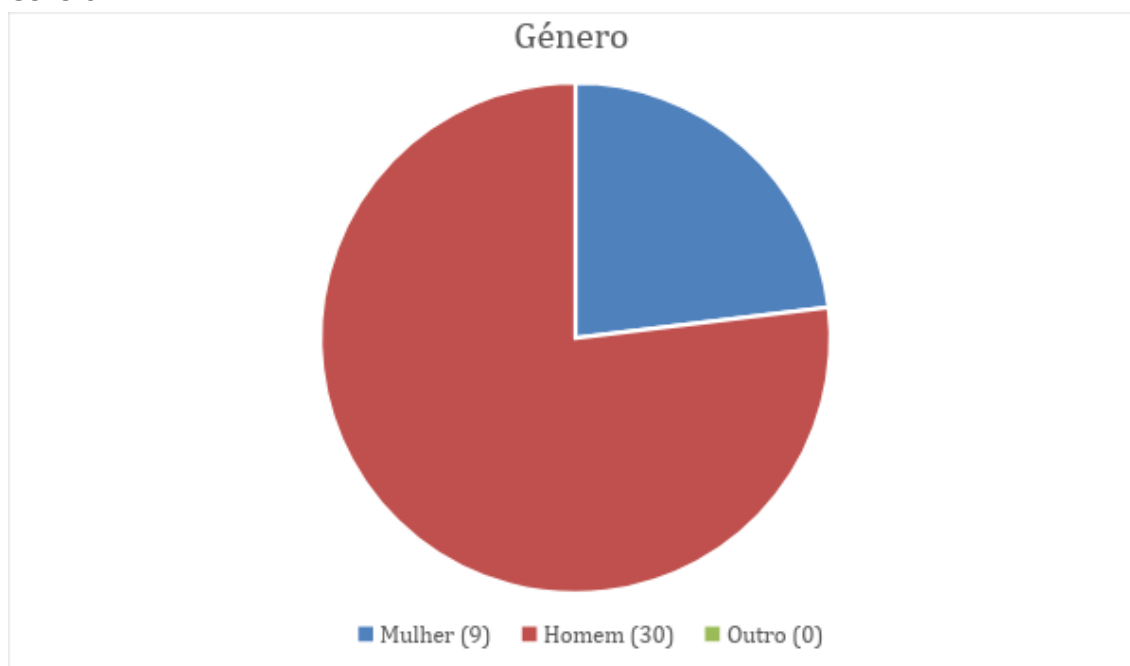
Results from the surveys

The surveys were prepared by the ICS-ULisboa research team in order to collect quantitative information regarding their personal experience at the Bibliogamers 2019. The results of these surveys provide insights about the typology and expectations of audiences that deserve attention for the monitoring and evaluation of the ROCK activities.

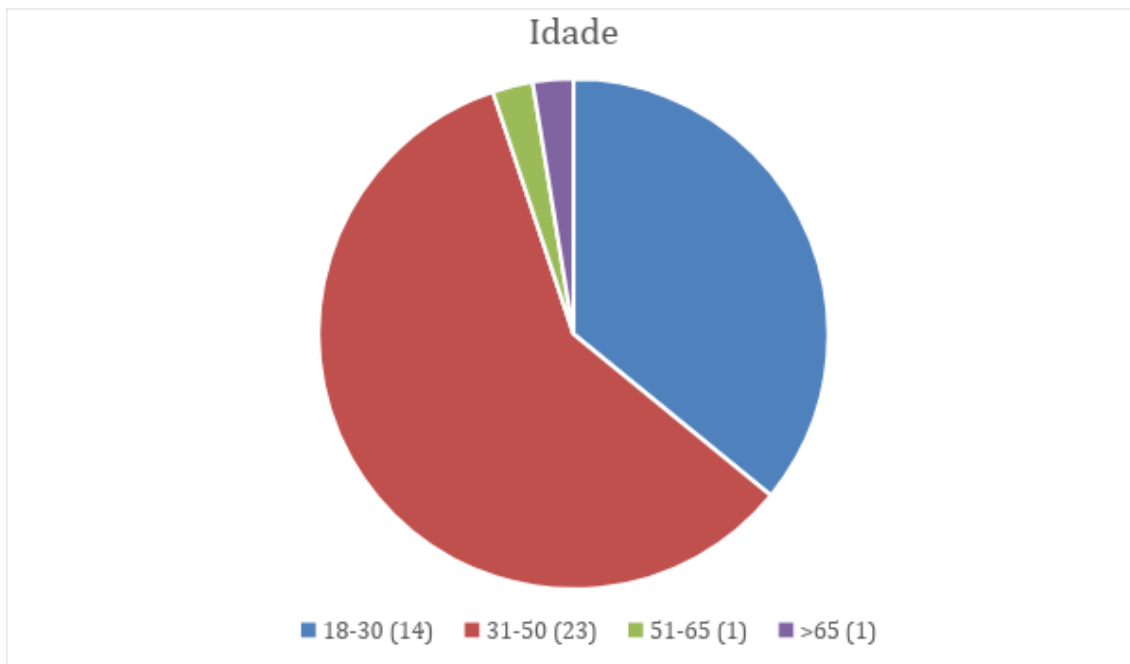
Surveys Bibliogamers 2019

Total of Surveys: 39

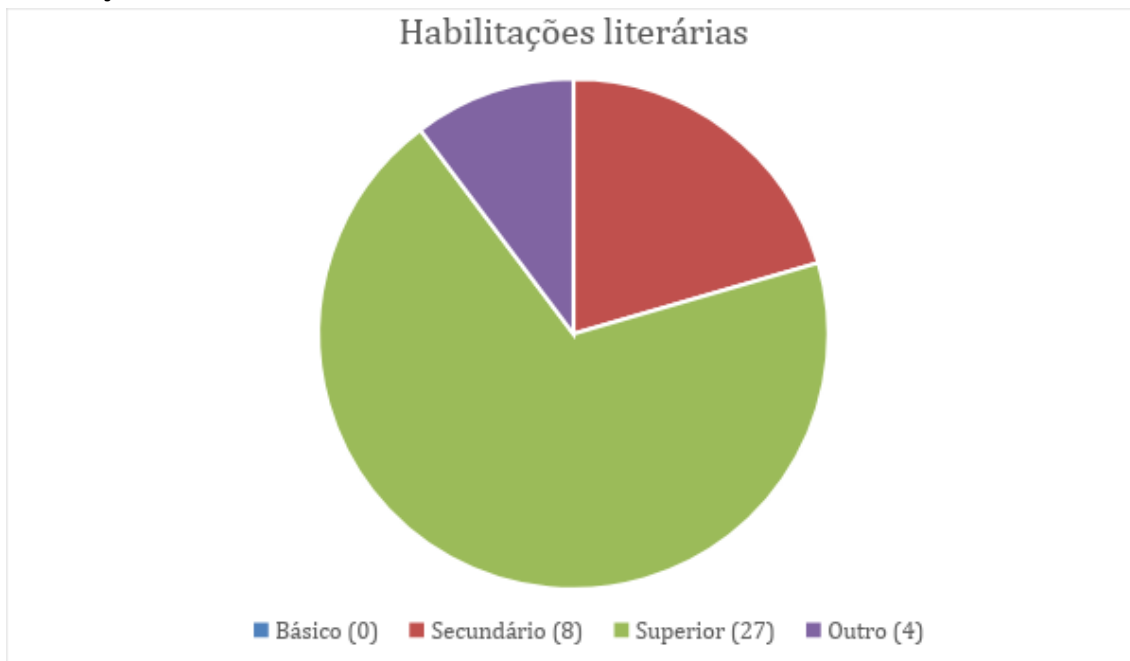
Género



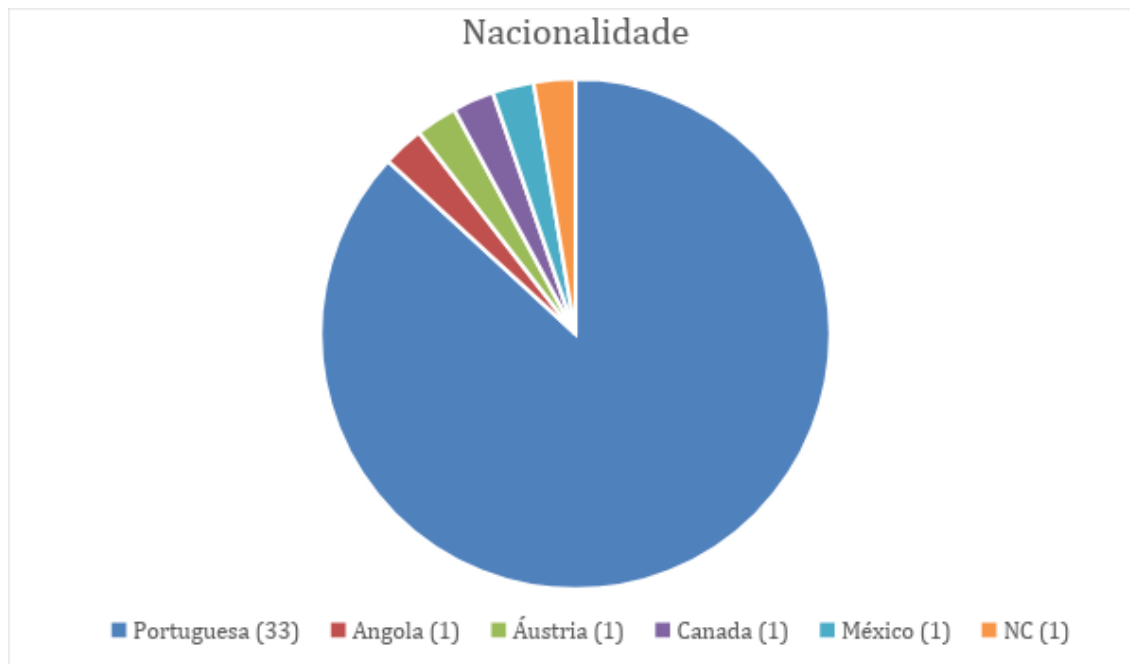
Idade



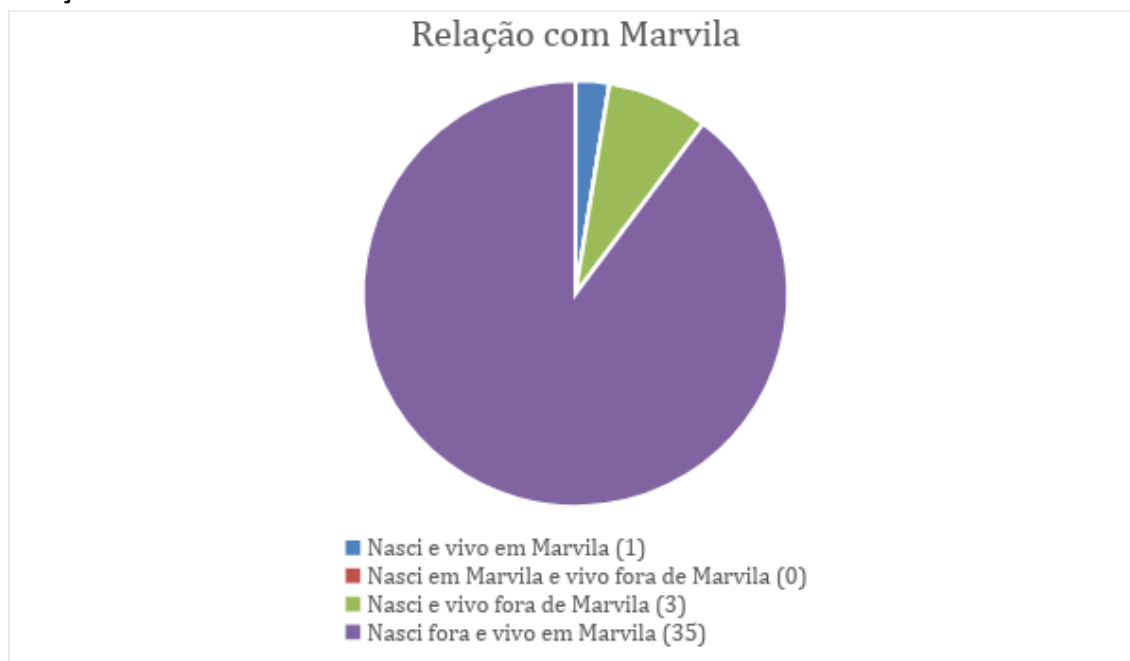
Habilitações literárias



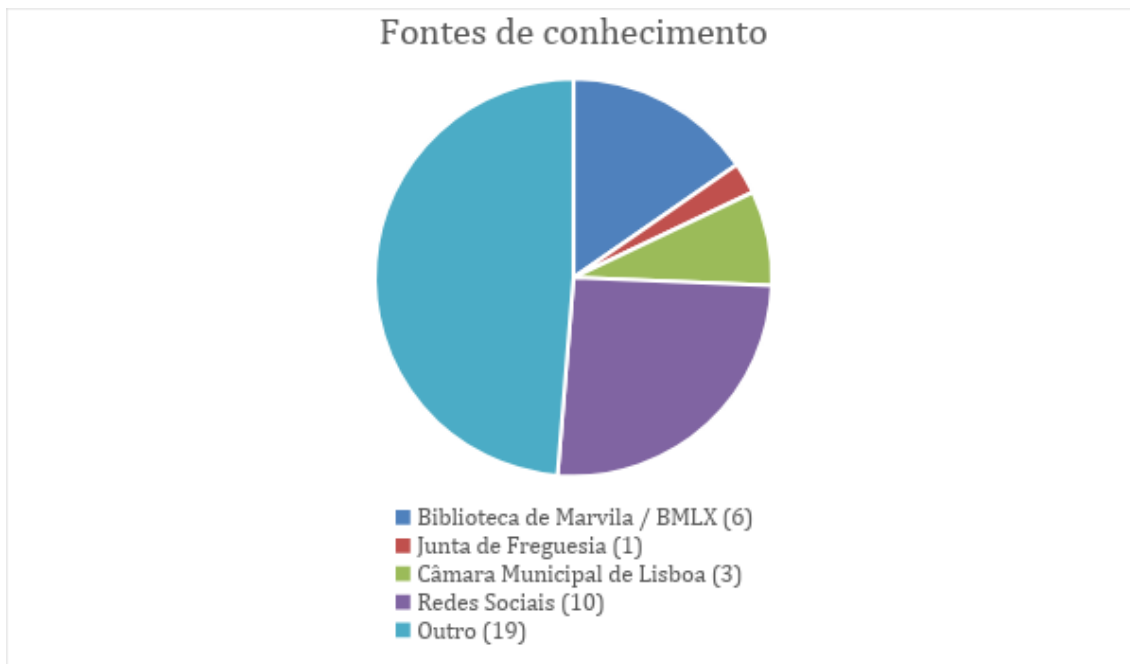
Nacionalidade



Relação com Marvila

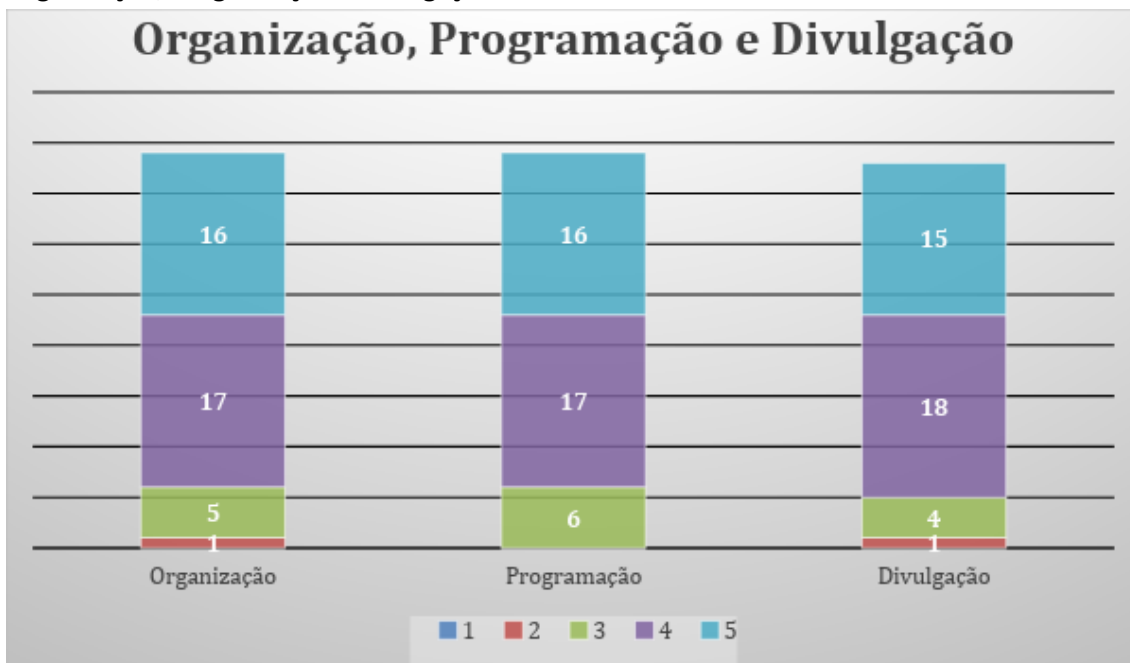


Fonte de conhecimento dos Dias de Marvila 2018



It is important to note that when referring to “other” sources of information, the main sources identified where: : School; Bapa dreams (gaming agency and one of the co-organizers of the event); friend; other person; professor Paulo Rocha;; global game jam; ICS.

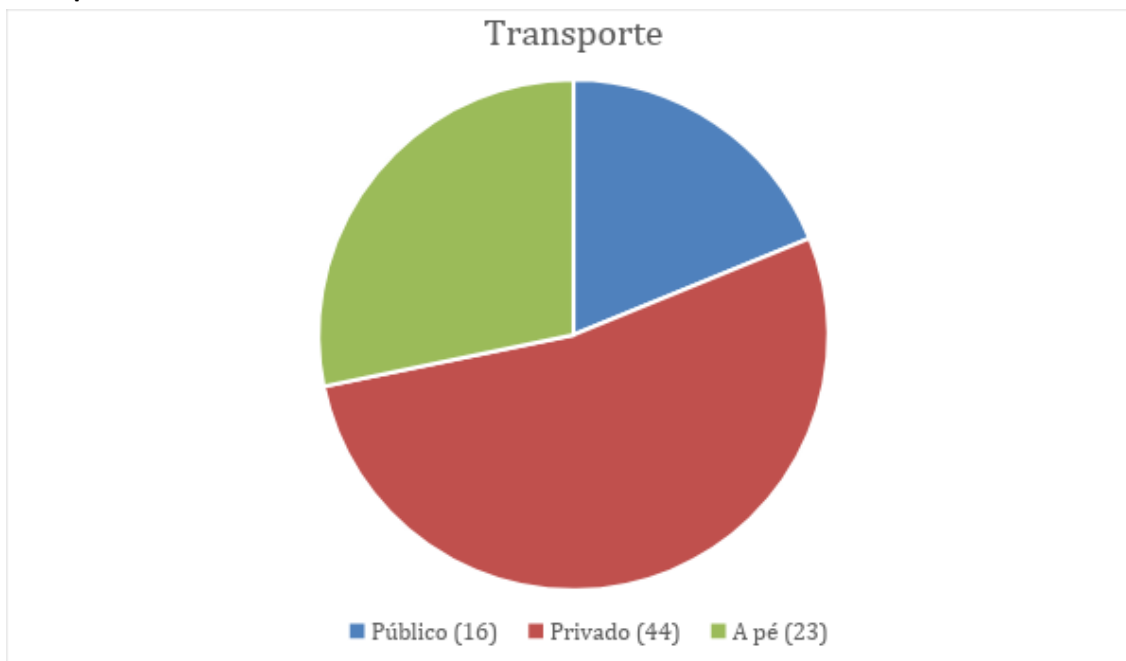
Organização, Programação e Divulgação dos Dias de Marvila 2018



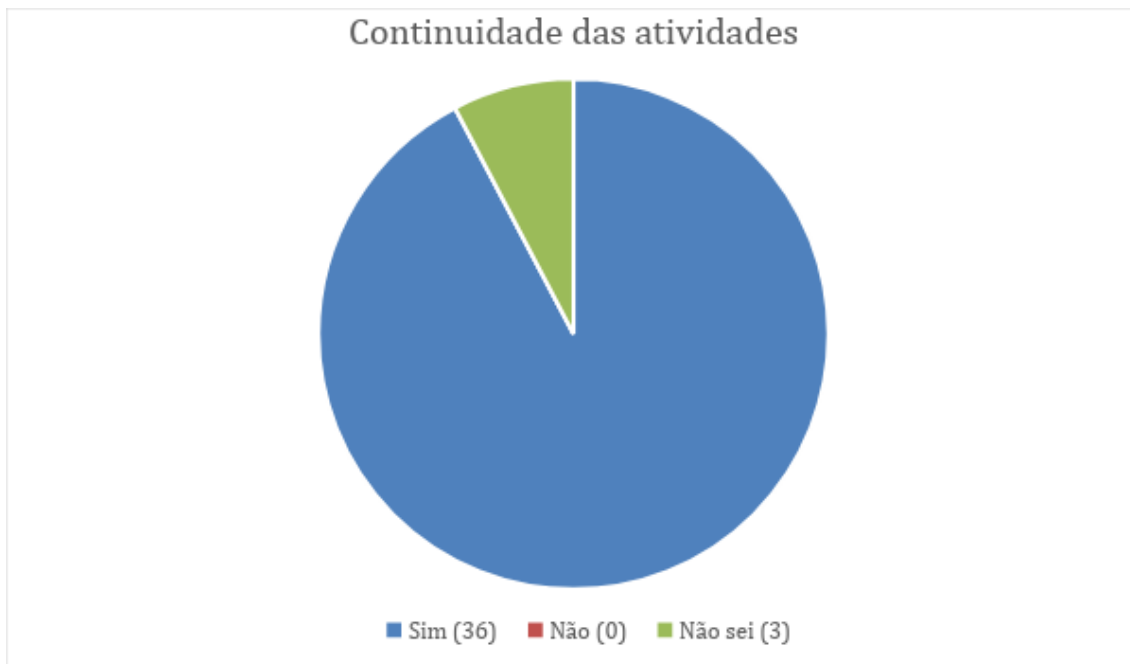
Razões da participação

Novidade/continuidade da experiência	oportunidade para conhecer novas coisas
	desafiar o acto de criar
	não arranjei nada melhor numa 6ª à noite
	já não participava há algum tempo
	experiência nova
	pertenço à indústria
	ligação institucional
	trabalho na área
Aprendizagem e amizade	importância sobre a matéria
	desenvolver ritmo
	interesse
	desafio
	aprender
	fazer rede com pessoas que partilham o mesmo interesse
	diversão
	conhecer profissionais
	conhecer pessoas
progredir na carreira de game developer	
Grau de parentalidade	mostrar aos filhos formas de usar a tecnologia
	o meu filho gosta de jogos

Transporte



Continuidade das atividades



Satisfação com a atividade



O que gostou e o que não gostou da atividade

Gostou	liberdade de circulação no espaço
	liveplay
	instalações
	equipa
	comida vegan
	oficina de criação de jogos
	as condições oferecidas
	ser em Marvila
	atenção
	condições da sala
	interação com organizadores e coordenação
	conhecer melhor o universo do game
	companhia
	diversidade no programa
	participação dos pais
	convívio
	refeições grátis
	atmosfera
	componente formativa
	game jam
	equipa
espaço	
desafio	
Não gostou	Comida e refeições
	pouca comunicação
	mudanças à última da hora
	os últimos minutos da competição
	ausência de agenda e alterações
	falta de controlo na distribuição da comida
	problemas de rede
	target reduzido
	comunicação e divulgação
	linguagem técnica
	não poder aquecer água para bebidas quentes
	não havia acesso à internet fora da zona de refeições
	mais videojogos antigos
	utilizações livres sem inscrição prévia
	ter de esperar pelas refeições sem glúten
	multibanco desligado
dormir na sala multiusos	

Eventos como o Bibliogamers são uma mais valia para Marvila?

Sim	potencia o uso das novas tecnologias
	maneira divertida de promover cultura
	novas competências
	acesso a conhecimento que não existia
	integração de gerações num espaço respeitado
	mais valia para a zona
	motiva os jovens
	convivência; valor cultural e social
	permitem partilha cultural
	incentivar a jogar
	potencial nestas atividades
	encantado com os graffiti
	dinamiza a freguesia
	promoção, participação, inclusão
	atividade contemporânea e atual
	chamam pessoas nesta zona
trazer conhecimento	
fornece competências digitais	
chamou a atenção numa zona que desconhecia	
Não	são uma mais valia para fora de Portugal e não em Marvila

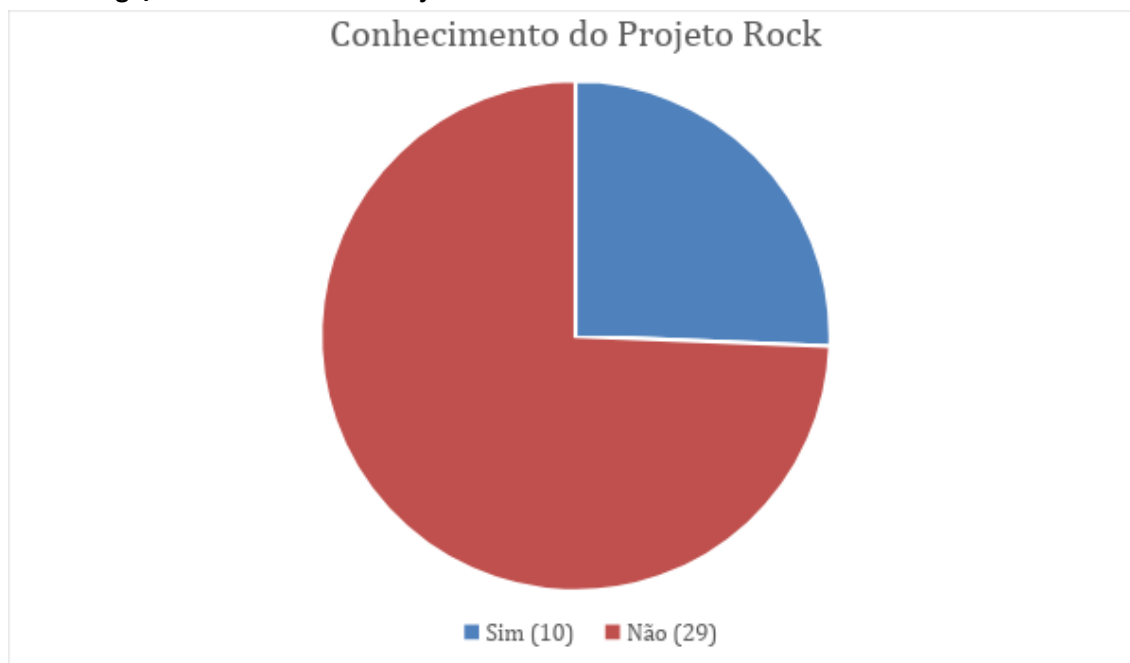
Os Bibliogamers levam a conhecer melhor Marvila?

Sim	Marvila é um centro de talento na área
	vou estar atento á agenda cultural
	biblioteca como polo de cultura
	a zona é bonita e merece mais atenção
	é um bom espaço da biblioteca
	o espaço é excelente
	repetir esta boa experiência
	se houver eventos destes
	os graffiti
	novo conhecimento adquirido
	programa interessante
Não	longe da minha casa;; já cá está trabalho
	não tenho interesse e está longe
	depende das atividades
	já frequentava a zona
	já frequento regularmente a biblioteca
não sou da zona	

A melhorar para as futuras edições

Logística da organização	mais perto da minha casa
	ampliar o target
	mais formação em desenvolvimento de jogos
	mais atividades lúdicas
	mais edições nas outras bibliotecas
	mais tempo de preparação
	maior dinâmica e interação entre as várias atividades
	definição mais concreta de funcionamento
	mais espaço para game
	mais atividades para os pais
Logística da Game Jam	dormir perto do PC
	assegurar as 48 horas de game jam (e não 44)
	colchões tipo yoga para quem dorme
	mais comida
	a estadia para quem dorme durante a jam
	partilhar o CV dos participantes
	haver uma zona para as pessoas fazerem chá e comida para partilha com os participantes
	puffs espalhados para relaxar
Comunicação	mais publicidade e divulgação
	promoção em diversos canais
	melhorar a comunicação

Knowledge/Conhecimento do Projeto Rock



Attachment A

Survey | Bibliogamers 2019

Equipa ROCK - ICS Universidade de Lisboa

- Género

Homem	Mulher	Outro
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- Idade

18-30	31-50	51-65	>65
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- Nacionalidade

Portuguesa	Outra (indicar qual)
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- Qual é a sua relação com o território de Marvila?

Nasci e vivo em Marvila	Nasci em Marvila e vivo fora de Marvila	Nasci fora e vivo em Marvila	Nasci e vivo fora de Marvila
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- Como é que conheceu o programa dos Bibliogamers 2019?

Biblioteca de Marvila / BMLX	Junta de Freguesia	Câmara Municipal	Redes Sociais	Outro (indicar qual)
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- Numa escala de 1 a 5, onde o valor 1 representa muito pouco satisfatória e 5 é muito satisfatória, como considera a organização dos Bibliogamers 2019?

1	2	3	4	5
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- Numa escala de 1 a 5, onde o valor 1 representa muito pouco satisfatória e 5 é muito satisfatória, como considera a programação dos Bibliogamers 2019?

1	2	3	4	5
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- Numa escala de 1 a 5, onde o valor 1 representa muito pouco satisfatória e 5 é muito satisfatória, como considera a comunicação dos Bibliogamers 2019?

1	2	3	4	5
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- Porque é que decidiu participar?

- Como se deslocou até aqui?

Transporte público	Transporte privado	Outro (indicar qual)
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- Gostaria que a(s) atividade(s) em que participou nos Bibliogamers 2019 tivessem continuidade no futuro?

Sim	Não	Não sei
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- Numa escala que de 1 a 5, onde o valor 1 representa muito pouco satisfatória e 5 é muito satisfatória, como considera a sua experiência nos Bibliogamers 2019?

1	2	3	4	5
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- O que gostou mais dos Bibliogamers 2019?

- O que gostou menos dos Bibliogamers 2019?

- Considera que os Bibliogamers 2019 lhe permitiram conhecer melhor esta zona da cidade?

Sim (indicar por quê)	Não (indicar por quê)
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- Considera que a seguir aos Bibliogamers 2019 vai frequentar mais esta zona da cidade?

Sim (indicar por quê)	Não (indicar por quê)
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- O que considera que deveria ser melhorado para as futuras edições dos Bibliogamers?

- Conhece o Projeto financiado pelo Programa Horizonte 2020 da União Europeia ROCK “Regeneration and Optimisation of Cultural heritage in creative and Knowledge Cities” que patrocina os Dias de Marvila 2018?

Sim	Não
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Se quiser saber mais sobre o trabalho de investigação que a equipa ICS Universidade de Lisboa está a desenvolver no âmbito do Projeto ROCK, deixe-nos o seu contacto (e-mail ou telefone)

Obrigado!