## **Today's Presenters**





#### **Benjamin Stokes**

Associate Professor, American University and Director, Playful City Lab



#### **David Quick**

Adult Services Coordinator, DC Public Library





# **Engaging Beyond Our Walls**

Libraries connecting communities through outdoor games and stories





# Different technology

(infrastructure)



Image source: Apple Vision Pro <u>press release</u>, January 8, 2024



# Different technology

(infrastructure)









Image source: Apple Vision Pro <u>press release</u>, January 8, 2024



# technology (infrastructure)







Photograph by Maria Avila of BART, as seen in a Bloomberg story on the <u>BART vending machines</u>

## Different technology

(infrastructure)



Protected bike lane image via NYC DOT: https://www.nycstreetdesign.info/geometry/protected-bike-lane



# Different technology

(infrastructure)



Protected bike lane image via NYC DOT: https://www.nycstreetdesign.info/geometry/protected-bike-lane



# technology (infrastructure)







#### **Exploring South Philadelphia**

If you venture past South Street, you will find a rich cultural and ethnic mix of communities. While it is most famous for its cheesesteaks and Italian Market, South Philadelphia has far more to offer than its cuisine, as you will see.

#### 1 Marconi Plaza Recommended

This park got its name from the heavy Italian influence in its surrounding communities. Stay a while and explore the many amenities that this space has to offer.



2 Bobby Rydell Blvd. (Recommended)

This street is dedicated to South Philadelphia native Bobby Rydell, a rock and roll star from the 1960s. This former teen idol is most



Please enjoy Pokémon GO in a safe and enjoyable manner by reviewing and obeying the safety precautions and Trainers Guideline page.

#### Publisher

Free Library of Philadelphia Fumo Family Library Phone: 215-685-1758 Issue date: July 2017

@2017 Niantic, Inc. @2017 Pokémon. Inc. / GAME FREAK inc. Pokémon and Pokemon character names are









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# HIVE MECHANIC



# OUR TEAM





Eric Schoenborn

#### Veronica Rubinsztain



Meagan Couture



GAME INSTRUCTORS

Mig Mrizek



Benjamin Stokes Program lead AU

STORYTELLING BOX INSTRUCTORS

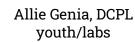
Tristan Sallin



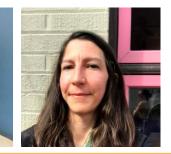
David Quick - DCPL

Programming

DC PUBLIC LIBRARY LEADS

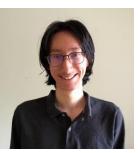


Víctor Benítez, DCPL Labs Lisa Warwick, DCPL Peoples' Archive





Hazel Arroyo





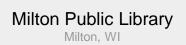


https://benjaminstokes.net/locally-played/

## What did they make?



Photographs courtesy of the Milton Public Library



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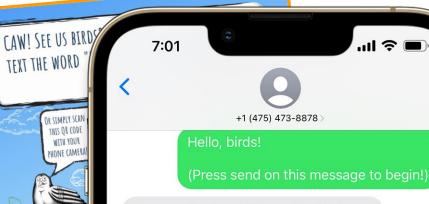


Photographs courtesy of the Milton Public Library









Hello and look up! We are the birds on the Story Gardens arch, EZRA (closest to the library), AVO (the middle child), and SCOUT (furthest to the right)! Which one of us would you like to chat with? (Hint: reply with any of the capitalized name.)

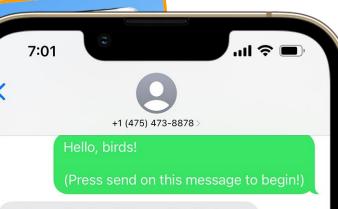


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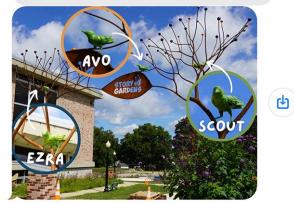








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EZRA SCOUT AVO

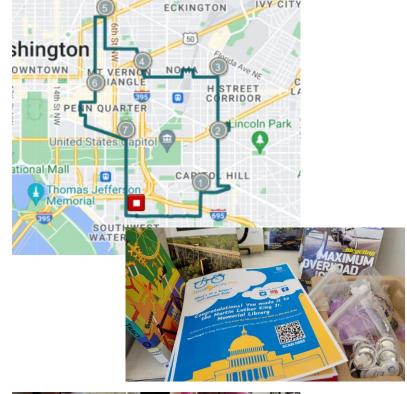


#### Values at Play

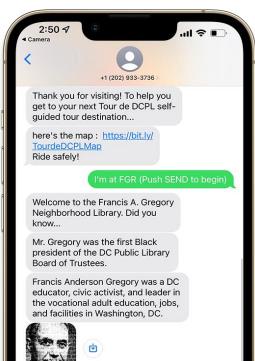
(Flanagan & Nissenbaum, 2017)













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#### Bellows Falls, VT



<u>So many partners</u>: Rockingham Free Public Library, Bellows Falls Historical Society, the Town of Rockingham, the Rockingham Historic Preservation Commission, and the Bellows Falls Downtown Development Alliance Time is out of order and must be set right!

Due to recent events, I suddenly found myself awake and thinking in this mysterious void.

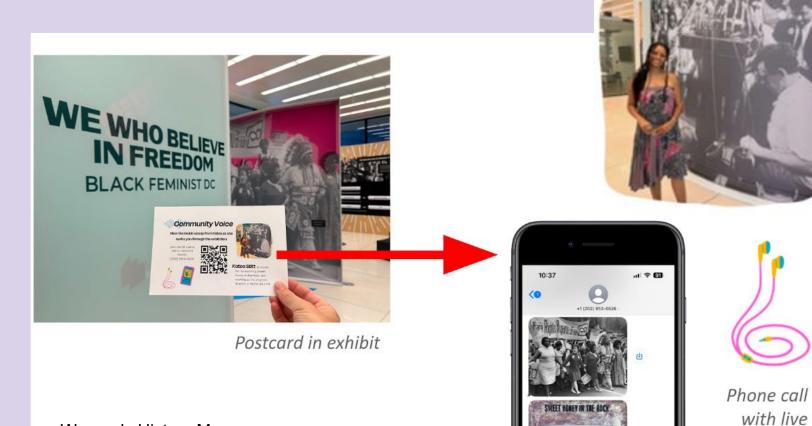
...and help me remember who I am!

It's up to you to help me put history back in order.

Follow the clues with me through Bellows Falls' history...

I know this village is important to me, but I don't remember why.





images

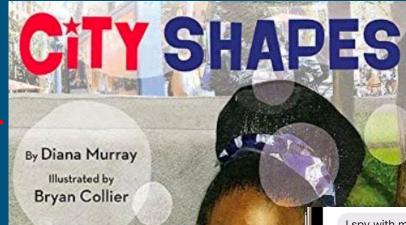
(MMS)

Women's History Museum with the DC Public Library

### Storywalk Remix

(with photo collecting)







#### Players send in their photos:

I spy with my little eye a shape. Look around you, left, right, up and down, and then...tell me one shape you see or send a photo of the shape!



Photographs courtesy of Spooner Memorial Library



Sawtelle Los Angeles, CA

# Low tech to <u>play</u> Low investment to <u>make</u>



#### Values at Play

(Flanagan & Nissenbaum, 2017)



Grand Ledge Area District Library, MI The Library's clay tile roof (Roof --That's for dogs and I'm a cat!) was installed in 1931, in 2031 how old will the clay tiles be?

+1 (580) 670-8491

Pawsitively fantastic! Right behind me is the first building built in Grand Ledge as a Library in 1931. The bricks for the Library came from a local company the GL Face Brick Company. Text MORE to hear some "mewr" about the Library or HINT to continue your hunt. Visit our website: https://

#### Purrfect!

6:54

gladl.org

Irend Ledge Face Brick Company

When you find the clock, tell me what color the clock is!

For your next clue, find the clock at the corner of River St. and Bridge St

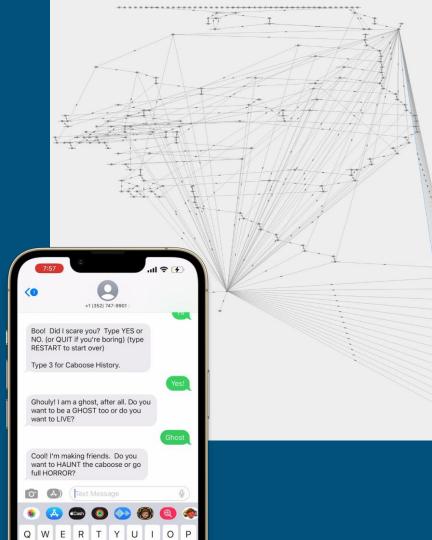
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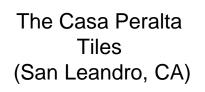
#### Umatilla Public Library, FL





Photographs courtesy of Umatilla Public Library

#### Umatilla Public Library, FL







Hola! Yo soy Don Quixote. Hello! I am Don Quixote. Welcome to my tour of the Casa Peralta's Tiles. These tiles tell stories about my many adventures. Stay tuned for text messages and phone calls guiding you throughout the Casa Peralta Grounds.

\*\*We do recommend that when Don gives you a phone call you immediately put the call on speakerphone for clarity.

\*\*Le recomendamos que cuando Don le llame por teléfono, inmediatamente ponga la llamada en el altavoz para mayor claridad.

Sending another now...



areat! Thanks for accepting the terms. injoy the game!



Find that it's here s

#### Send Message

- Card Name -

Text them our welcome...

#### Message

Welcome to the Sculpture Demo! I hope I'm not being too forward, but let me show you what I looked like when I was just a little tiny model. Let me find that photo, I know it's around here somewhere...

Ð

Inform of Keywords Text Message

Isn't that neat? you know

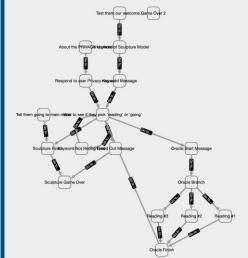
what else is neat? I'm also

an oracle. Let me know if

Send photo of Sculpture



Back when I was just a tiny model ...







Arrowhead Library

Arrowhead, MN





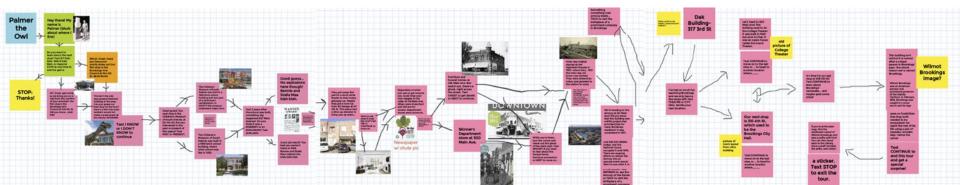






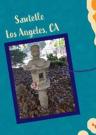
Brookings Historical Texting Tour (Brookings, SD)











# Low tech to <u>play</u> Low investment to <u>make</u>

# (3) Stronger <u>places</u>



Seward, AK







#### Values at Play

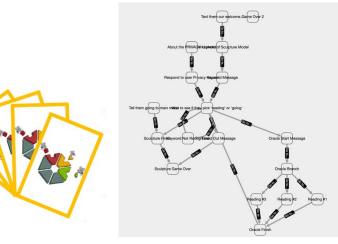
(Flanagan & Nissenbaum, 2017)

### Our authoring tool

for connected play... no coding needed free and open-source...

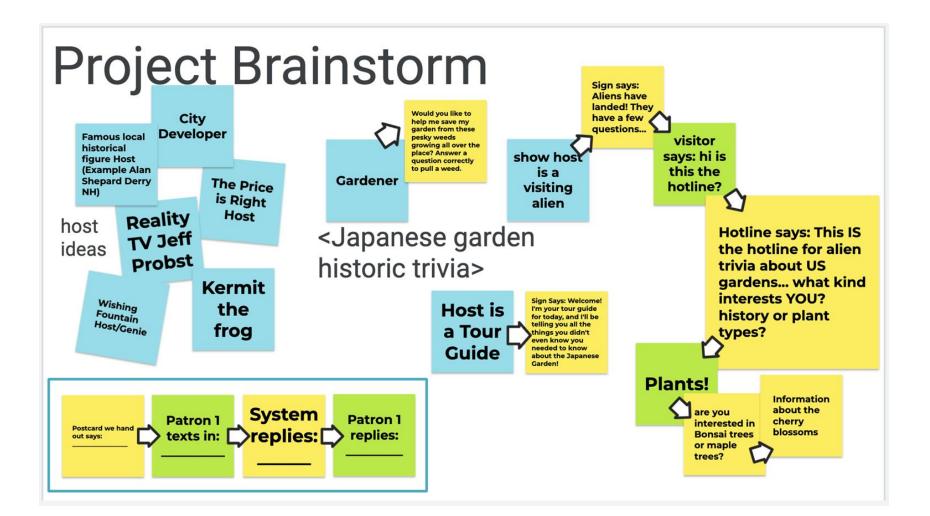
Send Message Card Name	:		Send photo of Sculpture
Text them our welcome Message Welcome to the Sculpture Demo! I hope I'm not being too forward, but let me show you what I looked like when I was just a little tiny model. Let me find that photo, I know it's around here somewhere	,	1	
<b>G</b>	> <b>·</b>		Back when I was just a tiny model





#### Card metaphor

Story diagram



# Great use of *index cards*...

From a library in fall 2022:

"what I did was...made index cards for organization. This is a sample of blank cards. There are more.

Like writing a screenplay or a poem, it's important to have the format in mind when drafting your story. So by having the cards pre-made it forces us to think in that branching fashion. Also to keep the text very short."

- Choose B1 or B2)	Unetil to	(B2) Branch	- Upet la
Piacass Response		serd a message	* a
Contains BI-			
Contains B2			
Timean 15 MINS			
	Ghost Seguna	(B3) or (F)	Ghost Squerce
			Umatilia
B3 LOSE	Unatila	B Brunch	Cabars
Seril a message	Unatil a	(B) Brunch Sord a message	Cabiry
	Unat 1 a		Cabir 5
Servil a message	Unat la Cature a		



# Dialog prototyping

NJTH:

THE

I'M

OFACLE.

PATPON 1

FELITES

WITH:

PERDING

# Step 1: Opening lines

POSTCAPD

DUT

"THIS

SCULPTUFE

11

TALKS

BACK

NE HAND

3

PERIJES

WITH:

(with zest and often a rewarding photo, joke, or insight)

PATRON 1

12445

HELLO

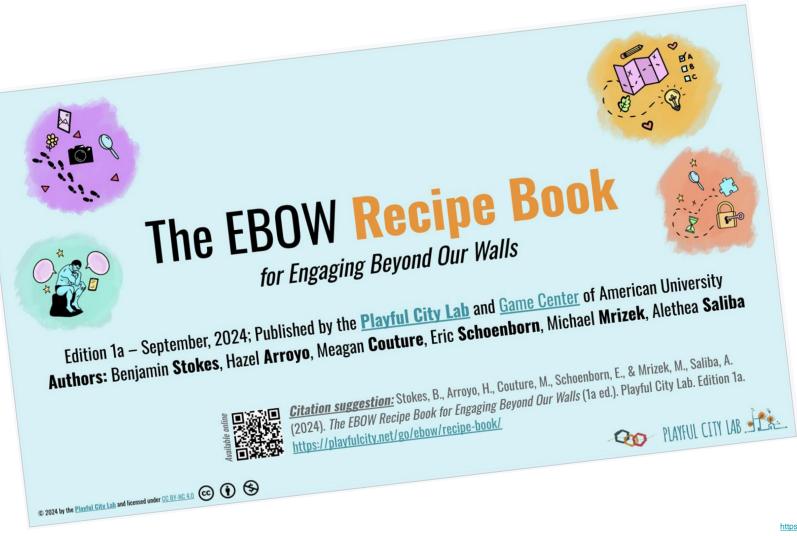
SOULPTUPE

N:

POSTCAPD WE HAND DUT PATIFON 1 PATFON 1 TEXTS

**Yellow** post-its = what we say or show (our **protagonist**)

**Green** post-its = what the **patron** texts back





https://playfulcity.net/go/ebow/recipe-book

Recipe #2

# **Ghost Tour**

Imagine: A friendly spectre has invited you to see the world through their eyes. As they guide you around, they reveal a new perspective to familiar surroundings.

#### Prepare the ingredients:

- Trim to 2-3 locations. You can always add more locations after playtesting.
- Invent a compelling personality for the ghost. See flavoring tips for interactive hosts. 1.
- Write your ghostly dialog. Lean on the personality of the ghost to bring out creativity in the 2.
- content. Figure out where it makes sense to use pictures to accompany the dialog. 3.

#### Mix to taste:

 $\star$ 

- Playtest your dialog. Make sure the dialog takes participants on the intended route in the 4. correct order. See our <u>playtesting article</u>. Build your tour in the digital tool of your choice. Also, see our essential appetizer:
- 5.
  - signage & paper.
- Launch your activity! 6.

## **Expansions and substitutions:**

For a "no tech" version, consider using paper flyers at the starting location with a map of the path and dialog from the ghost tour guide to give them the narrative and any other content as they make their way around the tour path.

#### As seen in...

# **Ghost of the Caboose**

Creator: Umatilla Public Library (FL)



Community members were able to participate in a spooky story led by a friendly ghost about a famous historical caboose in the center of town. The library launched this activity in time for Halloween and have since continued to expand on the project by adding narrative flourishes.

>> See more photos online







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Recipe #2

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COD EDDNE Recipe Socie 2020, Playtiel City Lal.

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Section A. Our philosophy

Section B. **Recipes** 

- Text with a Sculpture
- 2. **Ghost Tour**
- 3. An Unlocking Walk with Trivia
- 4. **I-Spy Photo Collecting**
- 5. **Escape-the-Tour Challenge**
- 6. Voice Guide with Insider Choices
- 7. **Sequencing Puzzle for a Place**
- 8. Phone Calls that Lead a Hunt
- 9. **Reenactment Tour with Media**
- 10. Storytelling Box with Touchscreen

Section C. Flavors and technique

Design principles for borrowing from game design, interactive hosts, and print/physical starting points

Section D. Advanced recipes

For makerspaces, playful city data & more

# Technique: Tasting Menus

CAW! SEE US BIRDS? YOU L TEXT THE WORD "HELLO" TO 475-473-1

> ds sout /you here

outside on, this Lat me

Success stories bring a wonderful concreteness to the imagination. Read about as many as you can... or try a few!

Jice

Coteca Stitt is known for representing Sweet Honey in the Rock, and working as the program director at WPFW 89.3 FP

MONTCLAIR

20



>> **Try our sampler** of EBOW projects: <u>https://playfulcity.net/go/ebow/tasting-menu/</u>

GHOST OF THE CAL

Start at Spooner Library Read page then go to the next location Play-a-long using your celliphone

, y with my little eye a shu

# Seasoning: Borrow from Game Design



<sup>&</sup>quot;Big Urban Game" (2003, Twin Cities) Nick Fortugno, Frank Lantz, and Katie Salen

3.

We can borrow from the emerging science and art of game design – even when we are *not* making games!

It turns out that interactive stories and engagement activities benefit from some of the same principles.



For more on game-based activities, read our book "<u>Locally Played</u>" by Prof. Benjamin Stokes (pages 8-10 in particular) *Try to amplify any one of the three elements from the definition:* 

**Game-based activities** *structure participation* through...

**Playful challenges.** For example, are you bringing a playful spirit into transition lines of dialog? Are you trying to give participants a challenge rather than make everything boringly obvious?

2. Feedback loops. For example, when a participant makes a choice, do you compliment them on it, or show them the implications in a wonderfully exaggerated way?

#### Uncertain outcomes.

For example, can you ask participants

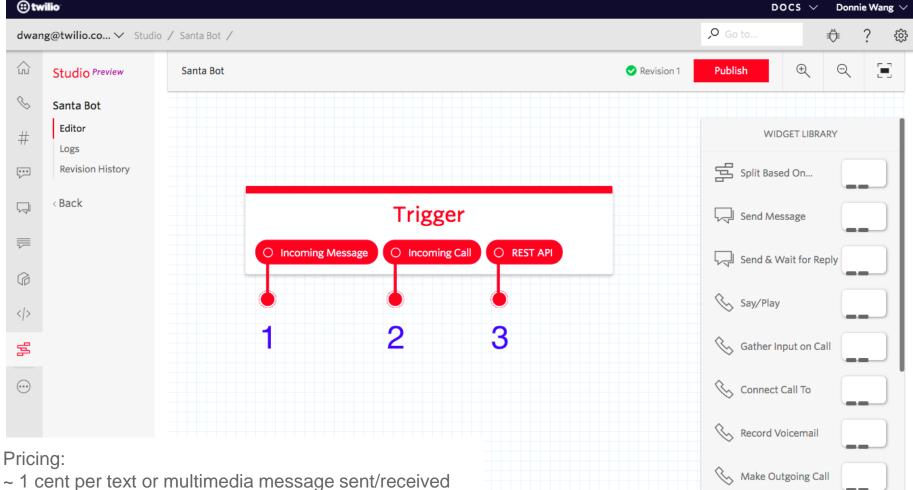
to reflect on something that is always changing, like a park bench or the length of a shadow? Can you introduce an element of randomness in who your participants will meet, or what conversations they will have?

# Playful Tech can be accessible, cheap (sometimes both!)

- a) QR codes for phone numbers, text messages, or loading a hidden slide → plenty of free tools
- b) Google Voice works for gathering input, and coordinating teams (by hand)
- c) Apps like <u>Action Bound</u> (price depends on library service size)
- d) Chalk for choices, maps as menus, push buttons



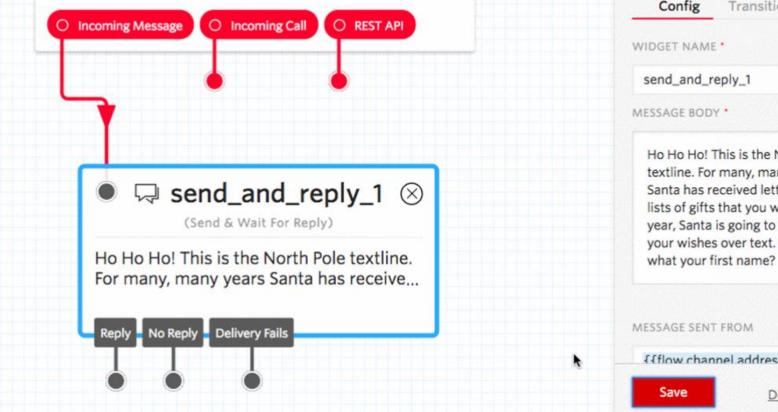
- e) RFID cards for iPhones or Android phones → this is coming for all phones, although diverging standards make this a bit unpredictable
- f) Twilio Studio  $\rightarrow$  anyone can create a voice or sms decision tree



~ 30 cents for a half hour of voice calling

#### 🙂 twilio

# Trigger



# Config Transitions WIDGET NAME \* send\_and\_reply\_1 MESSAGE BODY \* Ho Ho Ho! This is the North Pole textline. For many, many years Santa has received letters with lists of gifts that you want. This year, Santa is going to read all your wishes over text. But first,

SEND & WAIT FOR REPLY

...

<

MESSAGE SENT FROM

{{flow channel address}}

**Delete Widget** 

# Get notified

...when our reports (and more recipes) launch



https://playfulcity.net/go/connect/

# 3 Timelines Converge



### Movement for Libraries as Creative Hubs/Beyond Walls

1960s: **Bookmobiles** in 2000+ towns (growth since first in US in 1906)

1976: **Tool lending library launches** in Columbus

2011: **First makerspace** in the 21st C model opened in Fayetteville Free Library

2017: '**Placemaking'** featured at ALA as a core contribution of libraries

2018: **Palaces for the People** book helps recenter the library as social infrastructure for neighborhoods

2021: Pandemic story walks created at ~500 libraries in the US

## Game/Play Movement

1920-50: Playground movement

1985: Carmen Sandiego launches

2004: Launch of **Games for Change** - the global movement hub for games tied to social issues

2007: **Gamers in the Library** book recognizes the power of video game tournaments in libraries.

2009: University **degrees in game design** Reaches 250 in USA (none a decade prior)

2012: NEA recognizes games as art

2016: **Pokémon GO** release shifts our imagination of play in public space

2022-23: **EBOW** attracts library applicants from more than 100 cities and towns

## Mobile and Urban Tech

2007: **iPhone launch** turning point for smart screen

2008: **Twilio launch** (cloud telephony)

2009: **Open data movement** Enabled storytelling tied to live data on pollution, bus times, housing, etc.

2019: **Smartphone** ownership 81% of U.S. adults

2021: **QR codes go mainstream** during pandemic in US

2022: ChatGPT recenters the chatbot

Get out there...

Play & make locally!



# Recipes:

https://playfulcity.net/go/ebow/

Benjamin Stokes American University

David Quick DC Public Library



















