

Project Ideas

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IQP's

Oral Histories of Pioneer Game Developers: This year, a project group has created a video documentary on the career of Ralph Baer, the inventor of first home video game console. The documentary will be used as part of an exhibit at the Computer Game History Museum in Berlin, Germany. Next year's project group will select another pioneer game developer as the subject of a documentary. The students will study video and documentary techniques, conduct and record the interviews, and edit the final documentary.



March 22, 2007

IQP's

Admissions Alternate Reality Game: In conjunction with the Admissions Office students will design and implement an alternate reality game for prospective students. The invitation to the game will go out about the time of acceptance letters and the game will culminate in the Closer Look weekend. The IQP group will be expected to track participation levels and number of participants who then come to WPI as part of the freshman class.



March 22, 2007

MQP's

Persistent Alternate Reality Game: The students will design and build an alternate reality game which has no set beginning or endpoint. Players can begin from the moment it goes live until the advisor decides to take it down. It should still utilize all communications like IM, email, phone, and webspace. This is a non-trivial problem that current professional ARG makers are tackling.



March 22, 2007

MQP's

Game Mod based on Neverwinter Nights Engine: The group will use the Neverwinter Nights engine to build a story-based module for *Neverwinter Nights*. Students will have to write an original script, create models for characters and monsters, use the *NN* scripting language to make unique behaviors, and create a playable game.



March 22, 2007