

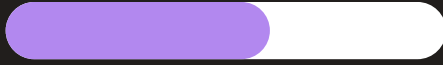






CITESAGA

✎Anneke Coetzee✎✎ Veruschka Pelser-Carstens ✎✎ Lance Bunt ✎✎Gordon Matthew✎

A REFERELLA GAME

WORK PROGRESS

Person	Activities	Objective(s)	To-do	Progress
Lance Bunt	Visual design of game components, Play design	Create unique and effective game pieces that reflect polish, quality and high educational standards	Game box, Rulebook layout, Citation card 2nd pass, Environment card 2nd pass, character standees 2nd pass, Player dashboard rework, Logo development, Supplemental material, Communication with printer(s)	 60%
Gordon Matthew	Play design and Digitalisation	Identify and understand the development environment for the digital version of CiteSaga	Source a workable solution for the digitalised version of CiteSaga that is playable on the most platforms possible; Estimate the amount of work required to translate the game to digital	 5%
Byron Bunt	Research planning and management, Play design	Plan the research map for CiteSaga into 2025 and beyond	Orchestrate the research leg of the project and direct how we approach research for the game going forward; Reach out to collaborators	 50%
Veruschka Pelser-Carstens	Project management and coordination	Manage the project in terms of administration, meetings, and GDD	Organise the game design document to reflect the most recent happenings related to the project; Arrange follow-up play tests; Finance and resource coordination; Stakeholder liaison	 70%
Kim Matthew	Narrative development and writing	Pen consistent and creative narratives for CiteSaga	Write the introduction to the world of Taleterra, character descriptions, faction loyalties, and other narratological elements for the game	 50%

BACKGROUND


When it comes to higher education, students have a lot of trouble with **citation** and **reference styles**. This makes it hard for them to do things like engage with existing scholarship, avoid plagiarism, and contribute to academic discourse. Neither the conventional methods of instruction nor the few referencing modules provided to first-year students at NWU were adequate for introducing or reinforcing these crucial abilities. Hence, fresh and interesting ways to help students learn to properly cite and reference sources are required. **Special emphasis can also be placed on broader academic integrity concepts*

PEOPLE MAKE GAMES

In order to keep the game interesting, make sure it teaches its intended lessons, and get it into players' hands, these parties must work together in a coordinated fashion. *A plan is needed to ensure this works and succeeds!*



 Veruschka Pelsler-Carstens

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Stakeholder(s)	Role	Activities	Specialisations
Educators	Content Advisors	Curriculum alignment, learning objective definition	Subject matter expertise, pedagogy
Game Designers	Game Development	Concept design, rule creation, playtesting	Game design, mechanics, interaction
Graphic Designers	Visual Development	Artwork, component design, visual theme	Graphic design, illustration
Developers/Engineers	Production	Prototype creation, manufacturing coordination	Engineering, production
Project Managers	Coordination & Planning	Timeline management, resource allocation	Project management, organisation
Students	End Users	Playtesting, feedback provision	End-user experience
Investors	Financial Support	Funding, investment oversight	Finance, investment
Publishers/Distributors	Marketing & Distribution	Marketing, sales, distribution	Marketing, sales, logistics
Regulatory Bodies	Compliance Oversight	Ensure compliance with educational standards	Educational regulations, standards
Accessibility Experts	Accessibility Guidance	Ensure game is accessible to users	Accessibility design
Legal Advisors	Legal Oversight	Contracts, intellectual property, compliance	Legal regulations, contracts
Quality Assurance	Testing & Quality Control	Testing for quality and consistency	Quality control, testing

ROLE ALLOCATION

→ **Anneke Coetzee**
Content Specialist, Tester

Anneke provides subject matter expertise to the project so the game focuses on the appropriate content for the right audience.

→ **Veruschka Pelsler-Carstens**
PM, Research, Tester

Veruschka oversees various aspects of the project and spearheads the research efforts surrounding the project.

→ **Kristien Andrianatos**
Subject Matter Expert

Kristien provides subject matter expertise to the project so the game focuses on the appropriate content for the right audience.

→ **Gordon Matthew**
Designer, QA, Accessibility Expert

Gordon's expertise lies in game design (logic, flow, rules), accessibility concerns, research, and end-user testing.

→ **Lance Bunt**
Creative Director, Art, Designer

Lance creates visual assets, balances game elements, designs game systems, builds narratives, and oversees game polish.

→ **???**
Investor, Publisher, etc.

Other stakeholders are not currently present in the project, such as, publishers production experts, legal people, etc.

OUTCOMES

RECOGNISING CITATION STYLES: Teach players how to identify and apply the rules of the three citation styles (Harvard, APA, and Footnote) in a variety of academic contexts.

IMPROVING RESEARCH CAPABILITIES: Improve players' skills in locating, interpreting, and utilising academic papers, as well as to foster effective research strategies and information literacy.

ACADEMIC INTEGRITY PROMOTION: Develop an understanding of plagiarism, proper attribution, and the ethical principles that guide academic writing.

PROMOTING COLLABORATIVE LEARNING: Promote collaborative problem-solving and peer learning while also developing teamwork and communication skills in an academic setting.

IMPROVING CRITICAL THINKING SKILLS: Improve players' ability to evaluate and synthesise information from a variety of sources, while also recognising the relevance and credibility of academic literature.

PUTTING KNOWLEDGE INTO ACTION: Allow players to apply their theoretical knowledge of citation styles to real-world academic papers, bridging the gap between theory and practise.

 Veruschka Pelsler-Carstens

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ENCOURAGING SELF-ASSESSMENT AND REFLECTION: Encourage self-assessment and continuous improvement in scholarly endeavours by facilitating reflection on players' academic writing skills.

GAME GENRES

Educational game.

Focus on teaching specific subjects (i.e. math, art, science)

Social impact.

Raise awareness or promote behavioural change related to social, cultural, or environmental issues

Training/Simulation.

Used for professional training and skill development (i.e. flight simulation)

Business/Management.

Focus on developing skills related to management, leadership, entrepreneurship, economics, etc.

Health + Wellness.

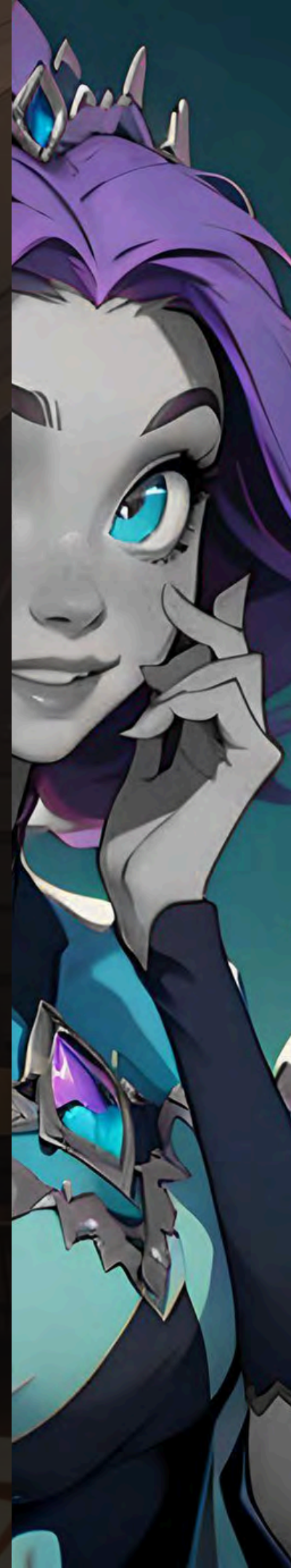
Promote physical or mental well-being, rehabilitation, or therapeutic goals (i.e. fitness challenges, physical therapy games)

Policy + Governance.

Used to explore and understand complex political, governmental, or public policy scenarios. Can also train individuals in security protocols, etc.

Game Title	Game Components & Description	Objective(s)
Error Quest	Mock academic papers with intentional errors and a deck of "Correction Cards".	Players identify errors in the paper, use "Correction Cards" to fix them, and earn points for accuracy and completeness.
Citation Swap	Card game with academic passages and citations.	Players swap and match correct citations with the given academic passages. The fastest correct matcher wins.
Source Showdown	Board game with various source types (books, articles, etc.) and citation style cards (APA, MLA, etc.).	Move around the board, draw source cards, and create correct citations based on the drawn style card.
Plagiarism Pursuit	Digital board game with plagiarism reports.	Players submit a mini essay, receive a simulated plagiarism report, and have to "correct" the issues on the board.
Integrity Quiz Whiz	Quiz board game with multiple-choice questions on academic integrity.	Answer questions to move forward. The goal is to reach the end first, demonstrating you're the "Integrity Whiz".
Paraphrase Party	Card game with original and paraphrased statements.	Players draw a card with an original statement and must provide a paraphrased version. Other players judge accuracy.
Ethics Escape Room	Physical or virtual escape room with scenarios on academic breaches.	Solve puzzles related to academic integrity to "escape" the room.
Tool Time Challenge	Board game with challenges based on referencing tools like Zotero.	Players must complete challenges based on tasks they'd do in citation tools. Collect points for speed and accuracy.
Annotate & Elevate	Deck of source cards and a timer.	Players pick a card, read the source, and have a limited time to write an annotated bibliography entry.
Citation Treasure Hunt	Adventure board game with "Source Islands".	Players navigate islands, collecting source details and avoiding the "Plagiarism Pirates". Earn treasure for each correctly cited source.
Integrity Island Workshop	Board game with event spaces related to lectures and workshops.	Players advance, land on event spaces, and answer questions or perform tasks based on lectures or workshops. Points for participation and correctness.

WORLD- BUILDING



This involves creating the backdrop, environment, and lore of a game world, crafting a rich and immersive setting that supports the narrative and gameplay. This process includes developing the game's history, geography, cultures, societies, and ecosystems, as well as defining the rules and physics that govern the world.

CHARACTERS

- Referella
- Prince Cite-A-Lot
- Tomebough, the Sage
- Sir Pendragraph
- Sir Duskwrit
- Queen Cinder Scroll
- EchoQuill, the Witch
- Thistlepage, the Linguist Ranger

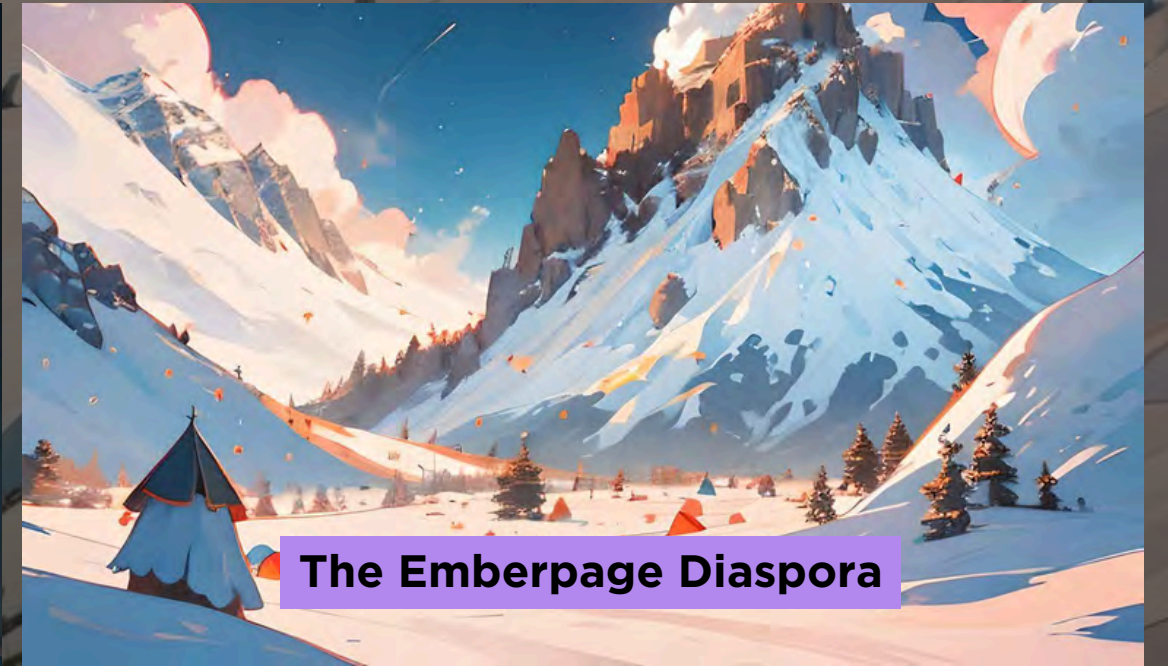




The World of Taleterra



The Ashenfolio



The Emberpage Diaspora



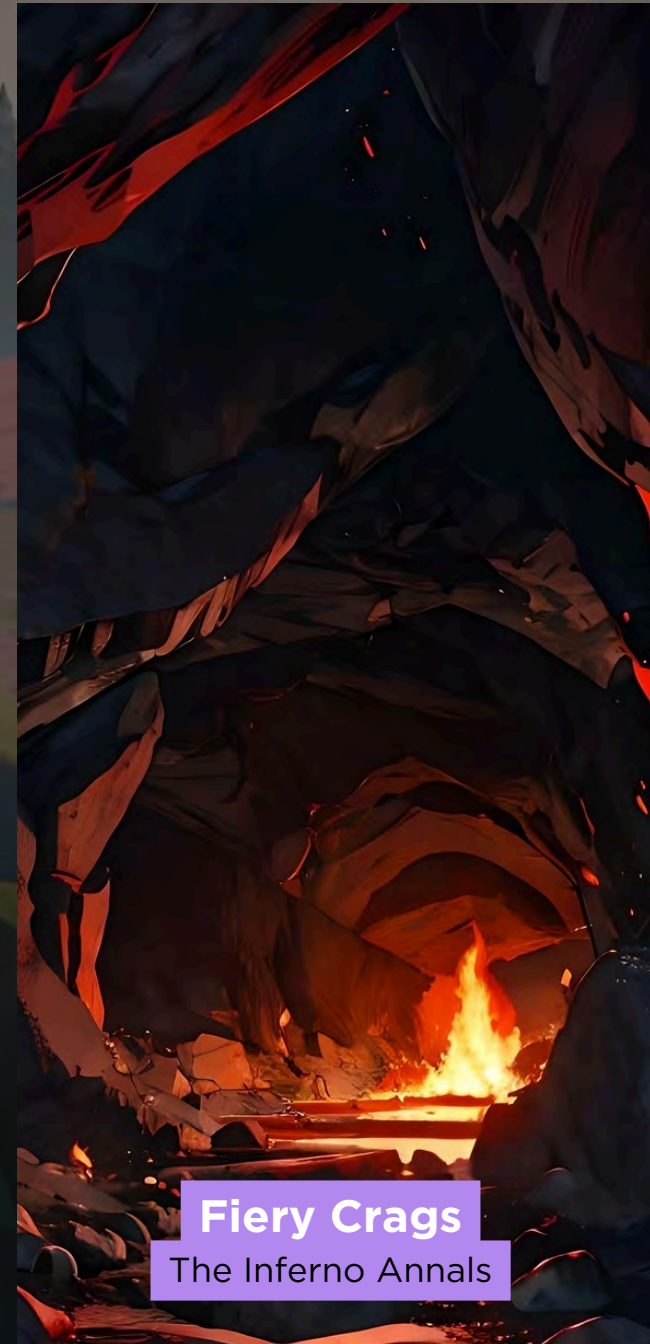
The Kingdom of Citehold



The Tomeguard Territories



Fusty Swamps
The Soggy Manuscripts



Fiery Crags
The Inferno Annals



Wooded Pathways
The Parchment Forests



Budded Fields
Quill Meadows



Frigid Mountains
The Citehold Heights



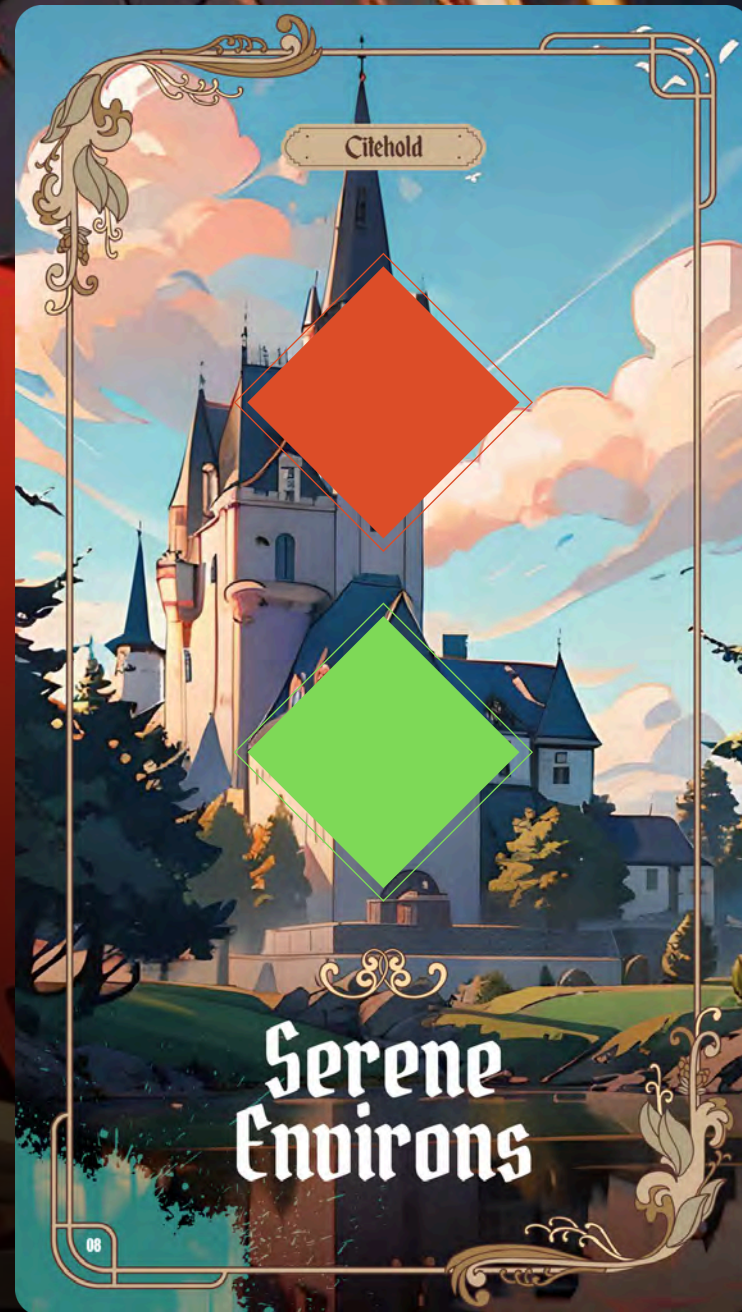
Faction	Drives	Incentives
Kingdom of Citehold	Maintain order, promote justice, uphold referencing	Ensuring a harmonious realm, being revered as truth-seekers
The Ashenfolio	Gain dominance, control narratives, amass power	Reign supreme, control the narrative, be the dominant force
Tomeguard Territories	Live in peace, uphold individual freedom, sustain lands	Maintain independence, protect personal spaces, harvest riches
Emberpage Diaspora	Reclaim homeland, preserve their tales, resist control	Return to ancestral lands, keep their stories alive, be free

FACTION MOTIVATION



DESIGN PHILOSOPHIES

Item	Description
Source of Knowledge	The Grand Archive was once the repository of all knowledge, but its contents were scattered. The Crystal of Citation retains the "essence" of that knowledge. Players need the crystal to identify missing or misplaced pieces (shards) of knowledge.
Deciphering Challenges	Scattered throughout the realm are pieces of the Grand Archive that are encrypted or jumbled. Using the Crystal of Citation, players can unscramble these citations to make them legible and fit for the Grand Archive.
Guardian of Authenticity	Some knowledge fragments might be corrupted or plagiarized. The Crystal of Citation illuminates the true from the false. When players suspect or encounter a corrupted citation, they can use the Crystal for verification. If it's genuine, it gleams brightly; if counterfeit, it dims.
Timed Challenges and Boosts	At set intervals, or when the timer runs out, the Crystal of Citation can pose challenges to all players. Successful completion can offer "Archive Boosts" - rare citations, ability to re-organize a section of their archive, or even hints about opponents' strategies.
Unlocking Advanced Citations	Some parts of the Grand Archive are more complex, representing advanced or rare knowledge. Players need to use the Crystal of Citation multiple times to fully decode and authenticate these advanced citations. This can introduce a risk-reward mechanic where players can invest more time for higher rewards.
Trade & Negotiation Mechanic	Players can negotiate with each other for limited "uses" or "time" with the Crystal of Citation. This adds a strategic layer to the game, where players must decide when and with whom to trade their access to the crystal, potentially hindering or aiding their competitors in rebuilding their section of the Grand Archive.
Final Reconstruction	Once players believe they have successfully rebuilt their section of the Grand Archive, they use the Crystal of Citation for final authentication. The Crystal evaluates the organization, authenticity, and completeness of their archive. The better aligned their section is with the Crystal's essence, the more points they receive during the final evaluation.



Government Resource

Edicts & Etiquette

Requires the following citation tokens:



More than just a manual, "Edicts & Etiquette" is a reflection of Citehold's soul. It serves as a beacon for all citizens, reminding them of their shared values, their collective responsibilities, and the honor that underpins the very fabric of their kingdom.

Book

Endless Tome

Requires the following citation tokens:



A weathered tome with seemingly countless pages beckons you. The old adage "Don't judge a book by its cover" comes to mind, yet this one urges you to delve in and consume its contents. It's an expansive volume, to put it mildly.

Dictionary

Taleterran Lexicon

Requires the following citation tokens:



The Taleterranean Lexicon is the ultimate guide for word wizards and ethical scribes! Dubbed the "sassy spellbook of semantics," it sniffs out sneaky duplications while celebrating true wordcraft. Beware, copycats!

Patent and Standard

Instant Inkwell

Requires the following citation tokens:



For any scribe, mage, or avid writer, the Instant Inkwell is not just a tool but a testament to Taleterra's blend of magic and practicality. **WARNING:** While the ink is non-toxic, consuming it may have odd effects. Keep away from children or small animals.

Newspaper Article

"Harvest Halted!"

Requires the following citation tokens:



While scholars might raise a brow at its daring dramatizations and sly speculation, no one can deny the *Tattler's* knack for capturing the very pulse of Taleterra. Their mantra is that today's tall tale might just be tomorrow's truth.

Religious Work

Esoteric Text

Requires the following citation tokens:



You discover a scroll marked with cryptic symbols. The sheet pulses with a tangible energy. Touching it, you feel an undercurrent of urgency. While much of the content remains a mystery, some religious symbols are familiar to you.

Study Guide

Goblin Grammar 101

Requires the following citation tokens:



Authored by the famed linguist Loric Lorespeaker after years of (mis)adventures in the goblin galleries, this guide deciphers the nuances of goblin gab. From their guttural grunts to their sibilant sneers, every syllable and smirk holds meaning.

MECHANICAL FEATURES

Turn-based.

Players take turns completing a series of actions that include drawing cards, arranging citations, etc.

Card drawing.

Players draw from the Citation Deck to determine the elements (Author, Title, Date) required

Citation building.

Players place elements collected from various areas on the board, onto the citation card to attempt to accurately construct them

Verification.

The Crystal of Citation used to verify a citation's accuracy, gaining or losing points based

Character abilities.

Each character has unique abilities that affect gameplay, such as speeding up citation construction

Special events.

Event Cards introduce unexpected challenges or opportunities, adding an element of unpredictability.

Scoring.

Players earn points

Rebuild.

Optional cooperative gameplay features

MANUFACTURING

Manufacturing step	Quality controls
Pre-Production Planning:	Manufacturers: Choose manufacturers with experience in producing educational or serious games. Determine Specifications: Outline the component specifications for materials, dimensions, colours, etc. Quality Standards: Set quality standards that align with the target audience's expectations (and the educational objectives).
Prototype Development:	Create Prototypes: Develop a number of prototypes to test the design and functionality. Quality Checks: Evaluate prototypes against quality standards, making adjustments as needed. Playtest Prototypes: Engage with end-users (students, educators) to ensure the prototypes meet educational and gameplay expectations.
Production:	Manufacturing Setup: Coordinate with the manufacturer to set up production lines. Material Quality Control: Inspect materials to ensure they meet quality and safety standards. Quality Checks: Implement inspections throughout the production process to detect any defects. Accessibility: Ensure that accessibility features are manufactured according to specifications.
Post-production:	Support activities (feedback, quality issues, etc.)

FINAL THOUGHTS

This game can help students learn different citation and reference styles in a fun and interactive way. In a gamified learning environment, the game can reinforce proper citation and improve students' practical skills. The game can also include referencing and citation decision-making challenges to encourage critical thinking and problem-solving. Students can, moreover, learn how to properly cite and reference sources by playing the game together. The bottom line is that a game combines intrinsic motivation, hands-on experience, and social engagement to help students master academic integrity. Combining gaming with academic skills can help students become more proficient and confident in citing and referencing sources. *More research on the game's creation, deployment, and evaluation is needed to determine its learning effectiveness.