**Purposeful Gaming monthly partner meeting 10/14/15**

Present: Marty, Joe, Mike B., Trish, William, Mike L, Susan L.

Absent: Connie, Patrick, Holly, Andrew, Doug

**Agenda**

Game update –

Big news - Smorball won award for “Best Serious Game” at Boston Festival of Indie Games last month!

Trying to leverage this award and get more media coverage. Held a meeting with Tilfactor, Patrick Grace and myself on which media to contact. Reviewed list of those we had contacted previously and trying to renew their interest.

Getting major media coverage still proves to be our biggest challenge in this project. The number of players since we started June 7th is

Smorball 1353 sessions, 1081 players   
(Days with highest players - 6/9 129 users, 9/22 54 users, 10/1 29 users )

Beanstalk 991 sessions, 829 players  
(Days with highest players - 6/9 138 users, 10/1/20 users)

Some of these more recent bumps were due to the BFIG award and William did a presentation at TDWG on the games

Trish contacted Post Dispatch reporter to see if he would do a followup article from the one he did when the grant was received. He no longer covers the museum district and said there is no one currently doing that but would try to get something written up. One of his questions was how many players do you need to get the OCR corrected? This was a great questions that we had never really tried to answer. Trish brainstormed with Max and Mike L about how to come up with those stats

Dpage \* Pavg \* B / (S \* T / R)= number of players needed

D = Differences - avg number of differences per page with differences

P = Page average – average number of pages per book sent to the game ( Each BHL book averages about 250 pages but only about half of those pages are sent to the game because the other pages are either blank or have illustrations and not text.)

B = Books – targeted number of books we would like to have corrected

R = Repeat (we estimate 4 game player inputs before a difference is resolved)

T = Time - minutes per player (highly variable)

S = Speed - 15 inputs per minute (calculated from observing some players)

We determined If each player plays for 10 mins we would need approximately 53k players

16\*125\*1000/(15\*10/4) = 53,333 players

But If each player plays for I hr we would need approximately 9,000 players

16\*125\*1000/(15\*60/4) = 8,888

We thought we could use these stats as a challenge to see if we could get a big push these last 6 weeks before the project ends. We could promote it widely within our own media channels but unless we get a major media outlet to pick it up still facing the challenge of how do we attract new players.

Joe wondered Could we piggyback on the current DigiVol transcription challenge? Trish said perhaps but only if they would be willing to promote our games to their audiences, which are much broader than BHL’s.

Trish wondered could we coordinate game play across our institutions on the same day and then ask folks to join us online. Marty suggested a live leaderboard could be an incentive so we could watch in real time how many players there were (institutions competing against each other) Trish isn’t sure how we could get those stats since the games themselves don’t count those. Google Analystics could maybe help but not sure if it provides stats in real time. Reports show stats by day.

Updates.

Harvard (Joe)

Transcription –

Brewster diaries and journals all done in DigiVol and FromThePage

(3470 pages total)

Horticultural catalogs are about 65% complete – of 854 pages, 548 are done Approx 9 of the 15 are 100% done

Cornell (Marty) –

shipment 7 went out in Sept, 5 has returned. Of the 1067 catalogs approx 576 are in BHL (about 50% done). 30 in queue in Macaw. Marty’s Talk at CBHL in June is now summarized in their quarterly newsletter. Will be doing a Talk next week at meeting of upstate NY science librarians. Was playing Smorball yesterday and it crashed and disappeared from browser once but then was able to play again. Haven’t set up games in house yet but plan on doing that soon.

NYBG –

Smorball caps arrived safely.

We formally launch the games next week in our Reference Room with posters, library staff wearing Smorball caps and a blog post or two. Cornell sent a nice promotional poster which they’ll use

Other

Trish Got an email from iMLS reminding us we need to spend out all the money by Nov 30th. She will review the budget this week and will let everyone know their remaining balance.

IMLS conference Nov 16-17th registration now closed – who is attending from our group?

Susan Fraser, Susan Lynch, Trish, maybe William

Did anyone want to attend who couldn’t get registered? Maybe Connie

Smorball hats – did everyone get theres who ordered one? Harvard still hasn’t received theirs