



# open AXIS

The Open Access Video Game



# Open Axis: Impetus + Process

- Open Access Week Events
  - 2019 OA Week Gamification
  - 2020 alternative?
- Gamification can be a useful tool to explain concepts and acknowledge that there are many different paths to success, much like scholarship.
- Gamification also presents creative and engaging opportunities for asynchronous instruction beyond recorded lectures.



# Open Axis: Impetus + Process

## First Steps:

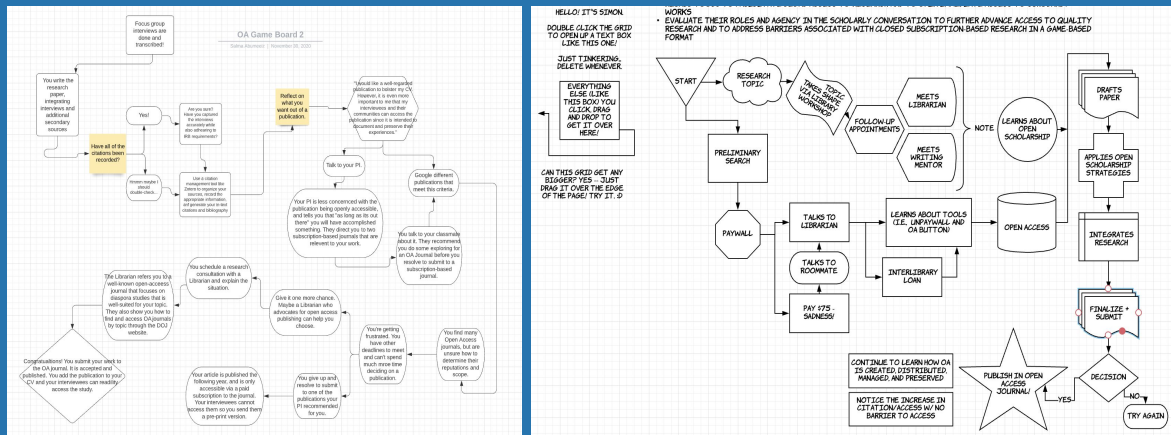
- Identify intended audience
  - Undergraduate focus on finding resources
  - Graduate focus on publishing research
  - Faculty focus on sharing research
- Develop learning outcomes and touchpoints to ground each storyline



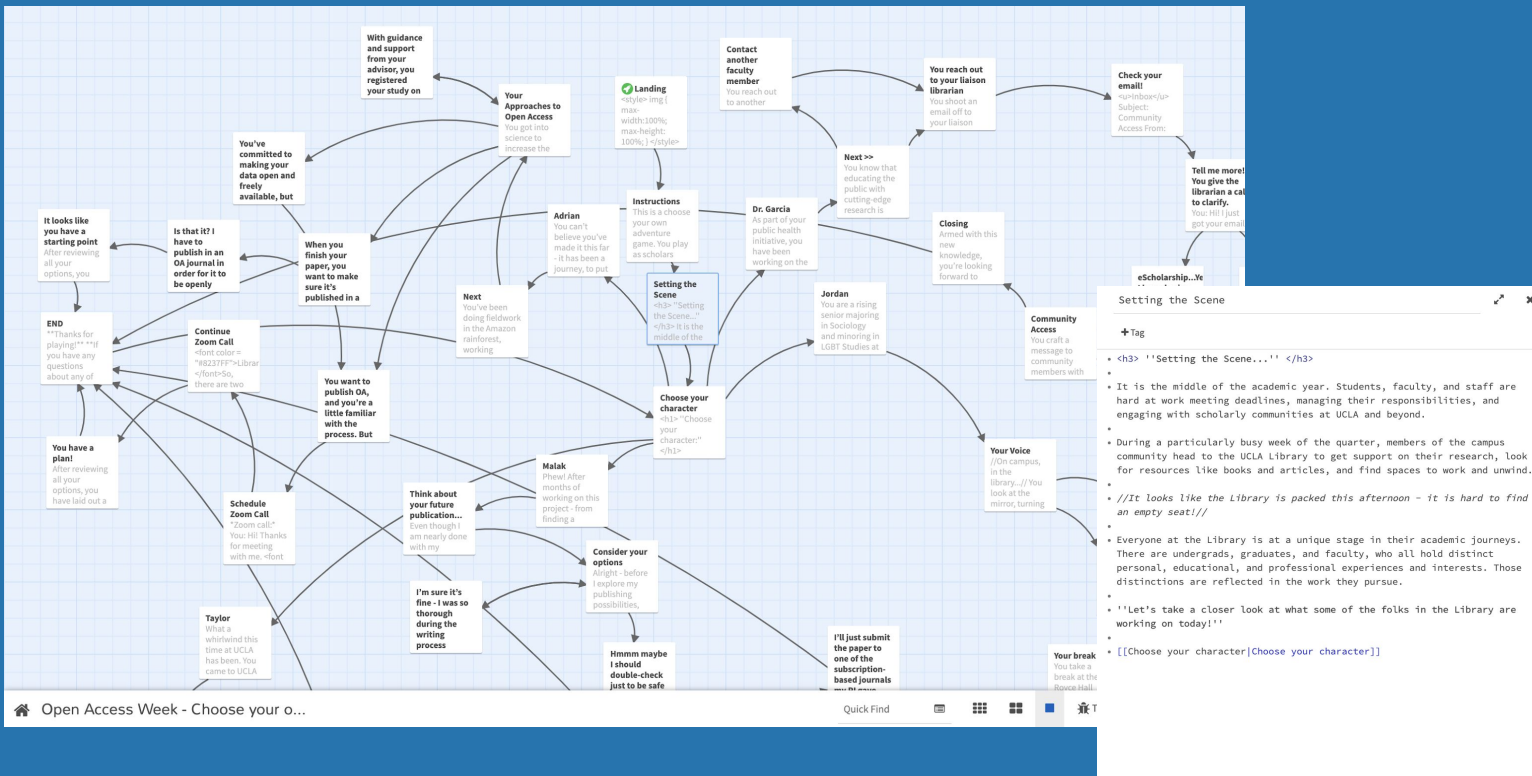
# Open Axis: Twine Foundations

- [twinery.org](http://twinery.org)
- Open-Source non-linear storytelling tool
  - Supported our “choose your own adventure” style format
  - Permitted external links
- Minimal coding experience needed

LucidChart  
used to  
create  
collaborative  
outlines:



# Open Axis: Twine Foundations



# Open Axis: Flowlab mini games

- Browser-based game creation toolkit:  
<http://flowlab.io>
- No coding experience needed
- Utilizes visual logic builders
- Extensive online help
- Visual assets are provided;
- found other free 2D/platformer assets on the web



# Open Axis: Flowlab mini games

Basic collision:

Player “collides” with article ➡ Sound effect plays & article is “destroyed”



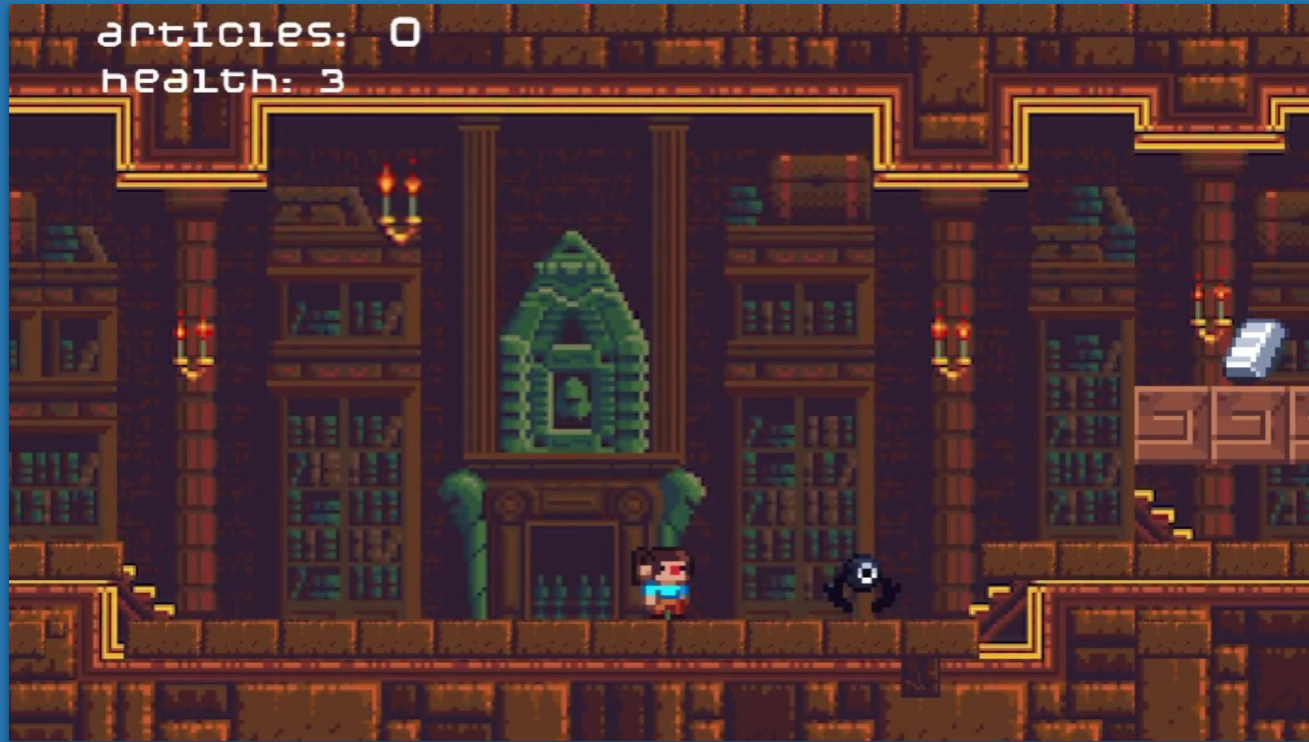
# Game Demo





# Open Axis: Open Game Play

<https://www.library.ucla.edu/open-axis-open-access-video-game>



# THANK YOU!

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