

# 2022: Beyond the Conferences

An Interactive Qualifying Project

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By

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*This report represents the work of one or more WPI undergraduate students submitted to the faculty as evidence of completion of a degree requirement. WPI routinely publishes these reports on the web without editorial or peer review.*

## **Abstract**

The objective of this IQP was to run a variety of events related to WPI's Interactive Media and Game Development program. These ranged from events within the program to participating in events run by the greater WPI community to showcasing the program during PAX East, a game exhibition convention. We needed to make sure these events ran successfully and that individual goals for each event were met, whether they were simply making sure that students had a good time or that the program was represented well.

## **Dedication**

It is with hearts full of gratitude that we want to take the time to dedicate this paper, and the success of this IQP as a whole, to our first advisor Dean O'Donnell. Having tragically passed away over C-D term break, he was unable to see this particular project come to fruition, something that we quickly learned would heavily impact the proceedings.

Although no longer with us, his memory will continue to regulate our lives and the lives of every subsequent iteration of this IQP. The biggest regret we have is that those who come after us will never get the chance to work with him.

# **Acknowledgments**

## **The Team**

We want to thank Ralph Sutter, Mikel Matticoli and Monty Sharma for coming onto the IQP to help manage and assist with tasks after Dean O'Donnell's unfortunate passing, as well as Gillian Smith for coming onto the project the day of Showfest to help with last minute problems. We also want to thank Mariko Endo, our student assistant, for providing guidance throughout the project.

And lastly, but certainly not least, we want to not only thank but dedicate the success of this project to the late Dean O'Donnell, to whom without his help and inspiration, absolutely none of this could have been possible.

## **Additional Support**

A great deal of our support came from Allison Darling, who helped handle many financial tasks that arose over the course of this IQP. We also received help from Gillian Smith, particularly around Showfest, to assist with making sure the event ran smoothly the day of, as well as various help from the WPI Marketing team providing us with backdrops and promotional materials. In addition, we want to give thanks to Ben Schneider, who gave a great deal of support around Showfest.

And of course, this IQP could not have happened in its entirety without the great variety of volunteers and guest speakers who gave freely of their time to come and assist with these events for the pure reason of wanting to see them succeed.

# **Executive Summary**

## **About WPI IMGD**

The Interactive Media and Game Development (IMGD) program at WPI serves as one of the country's first institutional programs within game development. A student pursuing an IMGD degree can concentrate on a variety of elements, including art, technology, writing, and audio. As with any major at WPI, seniors are required to complete a Major Qualifying Project (MQP) in order to earn their degrees. As these projects often are made for and rely on other people playing or utilizing them, WPI has set up a variety of events to help students showcase their projects to their peers and industry professionals.

## **The IQP**

The goal of this IQP is to run major events for the sake of the IMGD program. In the past, this has typically referred only to PAX East alongside another conference, such as BFIG (Boston Festival of Indie Games), but due to the unique circumstances, last year's IQP ran Alphafest and Showfest instead. This year, the team was tasked with running PAX East as well as Alphafest, Showfest, and Touch Tomorrow, another WPI event, to promote and showcase the works of students within the program.

## **Alphafest**

Alphafest is held at the end of B-term each year and serves as a way for IMGD students to showcase their in-progress projects. While MQP projects are required to attend Alphafest to receive feedback from testers, anyone with a project is allowed to attend and show off what they

created. While games have historically been the most prevalent media shown, there are no restrictions on what can be brought.

### **Touch Tomorrow**

Touch Tomorrow is a WPI hosted event run yearly with the intention of showing the different programs the school has to offer to families and kids who may be interested in pursuing a degree at the school. After being remote for the past couple years due to Covid, Touch Tomorrow was once again held in person this year at the nearby Polar Park.

### **PAX East**

Penny Arcade Expo (PAX) is a series of game conventions held throughout the year in different cities, allowing developers to show their games to a large audience of potential customers. PAX East is held yearly at the Boston Convention and Exhibition Center, typically around late February or early March. While a March date was planned for this year, the event was pushed back to the end of April due to Covid precautions. Anyone can book a space at PAX East, which can be then used for promoting upcoming games, selling merchandise, running contests, or in our case, showcasing a game development program.

### **Showfest**

Showfest is a showcase event similar to Alphafest, but used to cap off the academic year by allowing students to showcase their final MQP or graduate projects. Showfest is run on a notably larger scale than Alphafest, with groups being interviewed by industry professionals, and awards being given out at the end of the night. The entire event is live streamed over Twitch, so

viewers who could not make it to the event are still able to tune in and watch the interviews remotely.

## **Research**

Typically, this IQP has a student advisor who has worked on this IQP in the past to offer guidance on how to run events. However, due to the unique circumstances of the past few years, there were no students available in recent years who had actually been part of this IQP as it was currently running, doubly so when considering that we were taking on more events in a more condensed timeline than in years past. As such, a large portion of our reference involved reading past papers to understand what went wrong and how to do things, though we still experienced a variety of unique sets of challenges.

## **Conference Calvary 2021**

This paper was the most unique of the ones that we read through, as the events for this year took place entirely online and a lot of their time was spent restructuring large parts of the IQP. The largest event that this team was actually able to complete was Showfest, and their coverage of how they ran this event was helpful largely to the fact that we essentially only had a week to pull Showfest together ourselves due to our timeline. A lot of the materials they left behind for us, such as the structure for the Showfest website as well as some files for Showfest posters, were largely helpful as well. Due to the differing format of this version of the IQP, we did not so much come to a conclusion or learn from what they did as much as we were able to recycle a lot of their assets, namely their website, compared to other papers and groups that we looked at.

## **PAX East 2019**

Despite this team's project taking place quite a while from us, we found that their paper was the most helpful due to their thorough examination of the design elements they chose and the reasoning behind them during their IQP. This was particularly helpful when we were working on elements such as the shirts and buttons for making sure we would not make mistakes such as making the goat look 'demonic' or using red color schemes. Overall, due to them explaining their reasoning behind many of the decisions they made, we were able to effectively take that same reasoning and transfer it into the work we were doing to create something both great and something that exhibited WPI's IMGD program well.

## **PAX East 2018**

This team's paper served as a cautionary tale, giving a lot of useful advice with regards to communication with WPI Marketing, taking care of the backdrop properly, and keeping track of the budget. While we also had similar issues with our budget due to miscommunication among our team, we found that our communication with WPI Marketing went rather smoothly. In fact receiving additional support from Marketing upon Professor Dean O'Donnell's passing. Some of this can likely be attributed to efforts to improve communication between this IQP and WPI Marketing post the 2018 IQP, and we are largely thankful for that. However, while we did not personally have issues with WPI Marketing, this group did help us realize how important communications with Marketing were and how contingent it would be to the success of our project.



## Authorship

Kateri Bajer wrote, in order, the sections entitled ‘Acknowledgments’, ‘The Team’, ‘Additional Support’, ‘Research’, ‘Conference Calvary 2021’, ‘PAX East 2019’, ‘PAX East 2018’, ‘Methodology’, ‘The Team Itself’, ‘Faculty’, ‘Marketing’, ‘Student Advisor Relations’, ‘Dean O’Donnell’s Passing’, ‘Designing Items for PAX’, ‘Designing Shirts and Buttons’, ‘Designing the Booth’, ‘Games for PAX’, partial work on ‘Getting Games and Relevant Information for Showfest and the Showfest Website’, ‘Covid Precautions’, ‘Alphafest Materials’, ‘Alphafest’, ‘Touch-Tomorrow’, ‘Scheduling’, ‘Running the Booth’. ‘Managing Volunteers’, ‘Giveaways’, ‘Breaking Down the Booth’, ‘Initial Problems’, ‘Contacting Alumni’, ‘Teams for Showfest’, ‘Setting up the Venue’, ‘Running Interviews’, ‘Awards Ceremony’, ‘Showfest Post-Mortem’, and ‘Final Thoughts’.

Connor Peavey wrote, in order, the sections entitled ‘Abstract’, ‘Executive Summary’, ‘Table of Contents’, ‘PAX Chest’, ‘Creating a Budget’, ‘Getting Game Submissions for Alphafest’, partial work on ‘Getting Games and Relevant Information for Showfest and the Showfest Website’, ‘Alphafest’, ‘Preparations for Touch Tomorrow’, ‘Transportation’, ‘Building the Booth’, ‘Returning Materials’, ‘Initial Problems’, ‘Running Front Desk for Attendees’, ‘Food Table Management’, in addition to organizing sources of information, formatting, and the table of contents.

The both of us looked over the entire paper multiple times over the course of working on it, making a great variety of minor edits as the need arose.

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## **Dean O'Donnell's Passing**

Tragically our initial advisor for this project, Professor Dean O'Donnell, passed away suddenly over C-D term break. While it is impossible to give justice to the amazing life he led with a paragraph in an IQP paper, we wanted to mention it early on not only to honor him and the work he's done for this IQP, but to provide context to many problems we ended up encountering that will be mentioned further on in the paper.

Professor O'Donnell served as our IQP advisor from the start of the IQP up until his passing, and was then replaced by Professor Ralph Sutter, who had experience assisting on this IQP beforehand. Mikel Matticoli and Monty Sharma also came on to assist with the project, and the fact that it took three people to fill the gaping hole Professor O'Donnell left behind should say enough about the legacy he had.

## **Methodology**

While we, Kateri Bajer and Connor Peavey, were the only two students who worked on this project, we also had advisors and others join the team as the year went along. In addition, there was a great deal of help that we received outside of the team, as well as a variety of resources left to us by past teams that we made sure to take full advantage of.

By using the resources available to us, whether they be people we were able to discuss things with or content we were able to read through, we were able to structure preparations for this IQP.

### **The Team Itself**

Beyond the two of us, we also had the obvious legend of Professor Dean O'Donnell on our team before his tragic passing. Professor O'Donnell had a great deal of experience running this project, and worked with one of us in A-term before the project officially began. He was the primary form of communication between us and the greater administration of WPI, informing us of major deadlines or additional events that we had been tasked with running, such as Touch Tomorrow, as they came up.

Professor Ralph Sutter joined this IQP as our new advisor during D-Term, and he provided similar assistance to Professor O'Donnell, picking up where he had left off by keeping us aware of deadlines and explaining groundwork that had been laid down in the past. In addition, he offered further assistance by volunteering at events and giving of his time while available despite this extra, unexpected workload.

We also had Mikel Matticoli and Mariko Endo, two members of the IMGD student body, assist on this project, as the two of them had experience with this IQP beforehand, even if it was

not in the exact way it occurred this year, with Mariko working with us since B-term and Mikel joining us after Professor O'Donnell's passing. The two of them offered a great variety of assistance from contacting alumni, providing transportation from certain events, and offering general advice based on their own experiences with this IQP.

## **Faculty**

Perhaps one of the most significant individuals involved in the success of this project, particularly after the passing of Professor Dean O'Donnell, was Monty Sharma, a managing director at MassDiGi. With one of the only people who had ever actually run events such as these leaving at such a critical point in the proceedings, Monty Sharma's experience was necessary not only to keep us aware of important tasks that came up, but what to prioritize and worry over and what were things that we really did not need to stress over. He also provided a great deal of advice on how to manage projects in general, ensuring that post this IQP, the team would have actually learned a great deal on how to manage projects efficiently. Monty Sharma began working with us at the beginning of D-term, and checked in with us weekly, both as a team and individually, to make sure we were on the right track.

In addition, the IMGD secretary, Allison Darling helped significantly with administrative tasks that arose as our project went along. Her responses and actions were quick, to the point, and helpful, particularly when it came to financial decisions that we were unsure about how to go through.

## **Marketing**

Our interactions with the Marketing department as a whole were brief in comparison to others that we worked with on this project, but significant nonetheless. A great deal of their

assistance came through during PAX East, when we needed their help with acquiring a backdrop as well as receiving materials to hand out during PAX. These materials included things such as postcards, pamphlets, and brochures that promoted the IMGD program, particularly the summer and graduate programs offered here, as previous teams recommended we do<sup>1</sup>. We advise that future teams make sure that they request these materials early on to make sure that they receive them in time, but if the positive relationship with WPI's Marketing team remains, we foresee no further issues on that front.

However, the IMGD backdrop is well used, and many of us agreed that this would be the last time the backdrop would be used. While future teams have the option to simply design and print a new backdrop to be used on the stand IMGD Marketing provides, we recommend that teams instead get a hanging banner in order to make for more room within the booth.

### **Student Advisor Relations**

While Professor O'Donnell was a part of this IQP, much of the project was strongly led by him due to a variety of miscommunications. In addition, we found ourselves in unique circumstances due to COVID leaving us with no student still at the school who had run the IQP in a way similar to ours. Once Professor O'Donnell had passed away, we found ourselves even more lost and felt as though we were simply going through a task list before Monty Sharma provided us with a very helpful management structure. By giving more agency and power to the students on the project, we were able to make more important decisions and be more efficient in our approach. We no longer felt as we had beforehand, like employees being given various tasks, but were able to communicate what needed to be done, assign who needed to do it, and if we needed help, to contact those who we needed help with.

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<sup>1</sup> Porell & Taylor (2015)



We highly recommend this structure to future students taking this IQP, and feel it is worth reminding them that they are the ones leading this project, and that the advisors are just that - your advisors. Being relied on too heavily is not in their job description, and the success and 'flavor' of this project is really dependent on how much students take charge.

### **PAX Chest**

Basically every single paper we referenced mentioned the significance of the PAX chest in the graduate lounge. This large chest contained a significant amount of supplies and materials we would end up needing not only for PAX, but Alphafest and Showfest as well. These included power strips, HDMI cables, headphones, and controllers to name a few. The most prominent item however was a bag filled with hundreds of IMGD buttons from prior year. As these buttons did not state the year of the PAX East event they were distributed at, we were able to use them as extras at our booth. After retrieving the chest and storing it for the year in one of our apartments, we took inventory of everything inside. This spreadsheet served to be crucial for knowing which supplies we had available and which we would need to obtain elsewhere.

Amount	Item	Notes
	5 VGA cord	
	2 Ethernet cord	
	5 HDMI cord	
	1 USB extension	
	6 Power strip	
	7 AC extension	6/7 have 3 ports, other only has 1
	1 HDMI to VGA adapter	
	2 Xbox 360 controller	Wired, USB
	1 USB wifi adapter	
	6 Headphones	
	2 Allen wrench kit	
	2 Picture frame	~10" x 8"
	3 Tissue box	
	1 Paper towel roll	
	1 Table cloth	Seems big enough to cover a single table
Many	Napkins	
Many	Trash bags	
Many	Wipes	Leftover from Alphafest
Many	IMGD buttons	small, about 1.5" in diameter

Fig. 1.1: List of items in the chest



Fig. 1.2: The PAX Chest

Of the supplies we would need, the one that stood out as most vital was sanitation equipment. While the 2019 group stated in their paper that there was a substantial amount of hand sanitizer left over in the chest, this seemed to have all been used up in later years<sup>2</sup>. Knowing that proper cleaning and sanitizing equipment would be necessary due to Covid, we promptly obtained enough to last us all three events, with a decent amount left over for next year's team. Other consumable items, such as paper towels and tissues however, will need to be replaced.

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<sup>2</sup> Alice Olguin et al. (2019)

## **Before It Began**

### **Designing Items for PAX**

The biggest event of this IQP, by far, was PAX East itself. There were two main things that we needed to design ahead of time prior to the event: merchandise, which included the shirts we would be wearing and giving out at the event as well as buttons, and the booth itself.

#### **Designing Shirts and Buttons**

We went through a few designs while designing our t-shirts. We had two main rules for our t-shirt design: one, that the shirt could not be red as in the past this has gotten us confused with PAX employees, and two, that the goat does not look demonic<sup>3</sup>. Due to the very nature of WPI's mascot, we wanted to make sure that our goat looked goat-like while keeping it away from anything malicious looking. This was remedied by giving the goat on the front of the t-shirt very round, cute looking eyes, making the horns stubby, and in general making as much of the design round and "soft" looking as possible. We also decided to go with a light green color for the shirt, as we felt it was both distinct enough to stand out.

For the design itself, a few ideas were passed around. Past designs had concentrated a lot on 'gaming', but we wanted to convey what WPI's IMGD program had to offer through our design. Thus, we decided to go with a design that displayed the goat working at a keyboard, with a sign hanging above its head reading "DO NOT DISTURB GAME DEVELOPMENT IN PROGRESS" as well as a variety of speech bubbles that conveyed what goes into game development, such as art, sounds, and programming. On the back, we wrote down both the name and URL of WPI's game development program. Overall, this shirt was well received by

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<sup>3</sup> Alice Olguin et al. (2019)

volunteers and PAX attendees alike, as all of the shirts were out of our hands by the end of the last day. Additional shirt color ideas can be found in Appendix A.



Fig. 2.1: Initial concept sketch with code in the background



Fig. 2.2: Refined sketch closer to final design



Fig. 2.3: Design with vectors in place



Fig. 2.4: Final shirt design

We got our shirts via ooShirts based on advice from past IQPs, and it went smoothly<sup>4</sup>. The shirts got here fast, were of high quality, and of the appropriate sizings<sup>5</sup>. We got 70 t-shirts in total, with 15 S, 25 M, 20 L, 5 XL, and 5 XXL's. We felt that this was an appropriate amount, as

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<sup>4</sup> Buffum et al. (2018)

<sup>5</sup> "Custom T-Shirts For Less"



about 10 of them were taken up by volunteers. However, we did not anticipate as many children being at PAX as there ended up being, and wished that we had gotten a few XS sizes as well as a few more XL's and XXL's. A few L's and M's could have probably been exchanged for these larger sizes. Despite that, however, we were still able to get every single shirt off of our hands with ease.

For our button designs, we decided to go with a much simpler design due to the nature of a button pattern. Instead of focusing on emphasizing the fact that the program was game development focused to prevent confusion with the design, the design instead featured a goat with a similar design to the one on the t-shirt holding a generic gaming controller with the letters WPI plastered on the side of it. In addition to a link to the IMGD website as well as keeping the background a closer red to WPI's colors, we felt we were able to properly communicate the information we wanted through the design.



Fig. 3.1: Button idea sketch



Fig. 3.2: Button idea sketch



Fig. 3.3: Button idea sketch

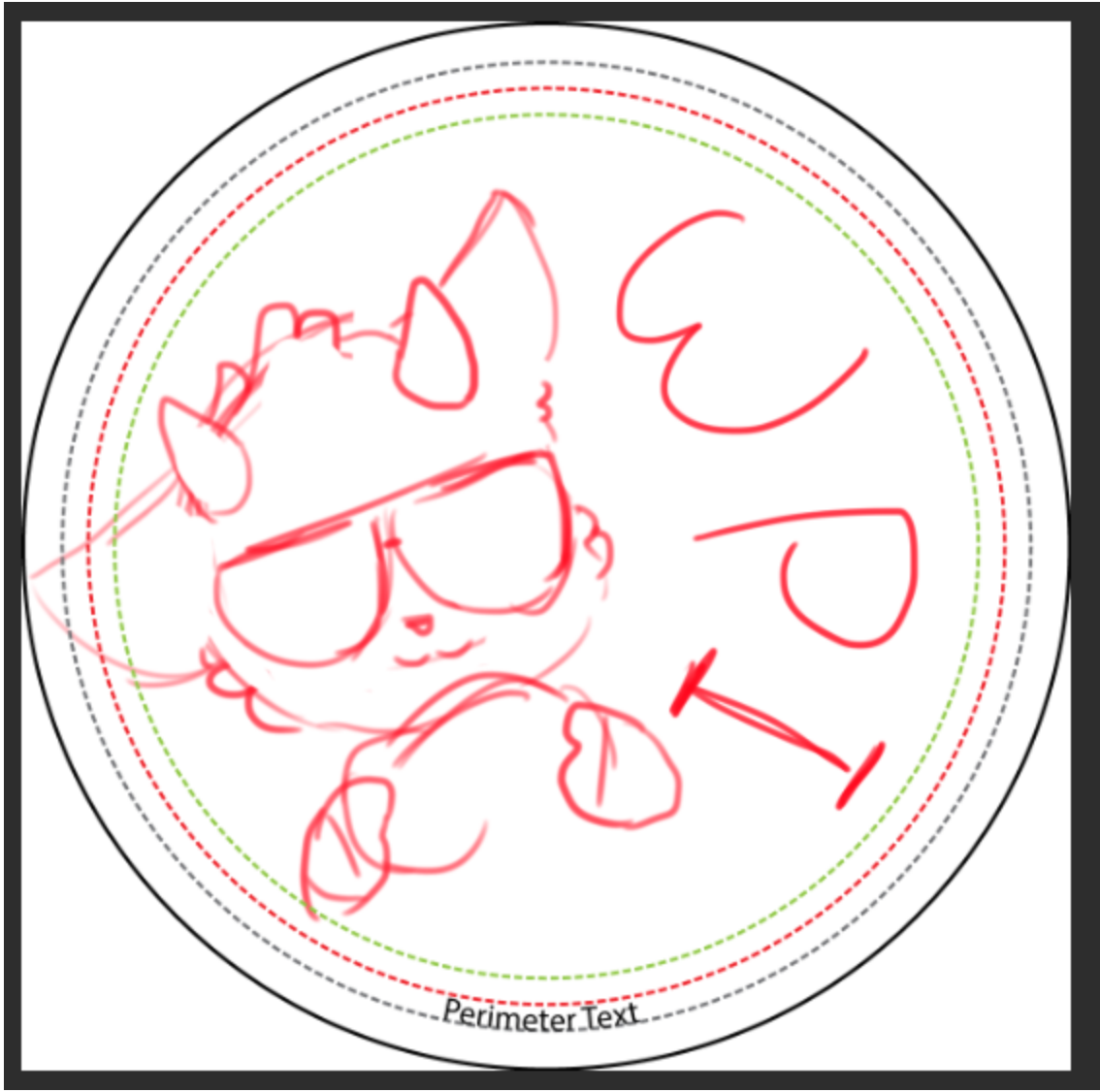


Fig. 3.4: Sketch of the button design we ended up using



Fig. 3.5: Final button design

We got our buttons via StickerMule despite what past IQPs did, as in addition to being high quality and not having a massive shipping cost, we received a free bottle of hot sauce with our order<sup>6</sup>. We ordered 750 buttons in total, and on top of using leftover buttons from past years, we were able to give away all of the buttons we had prepared for PAX. We recommend that

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<sup>6</sup> “Custom printing that kicks ass” (2022)

future teams get a few more buttons than we did in order to make sure you do not run out of your own design, as in the worst case scenario these buttons can be reused for future years.

### Designing the Booth

We initially decided to go for a U shape for our booth, similar to what had been done for past years<sup>7</sup>. However, this was before we decided to have a VR game, and once we realized that we were going to have to change the booth set up. We ended up changing around the booth design during Demo Night, which we will go into later, but we had a few important parts that we wanted to make sure the booth was properly utilized.



Fig. 4.1: Original booth design concept

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<sup>7</sup> McCarthy et al. (2016)

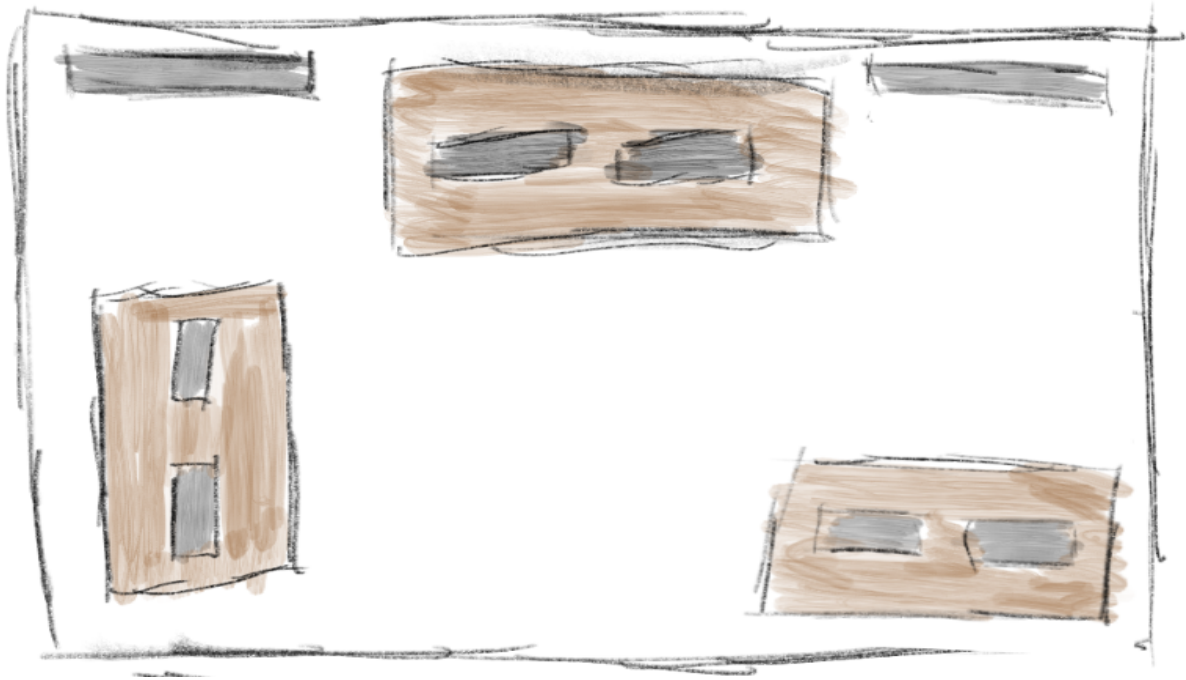


Fig. 4.2: Alternative booth design concept



Fig. 4.3: Booth design modeled in Minecraft to get a better sense of feel in a 3D space





Fig. 4.4: Mock booth layout from Demo Night

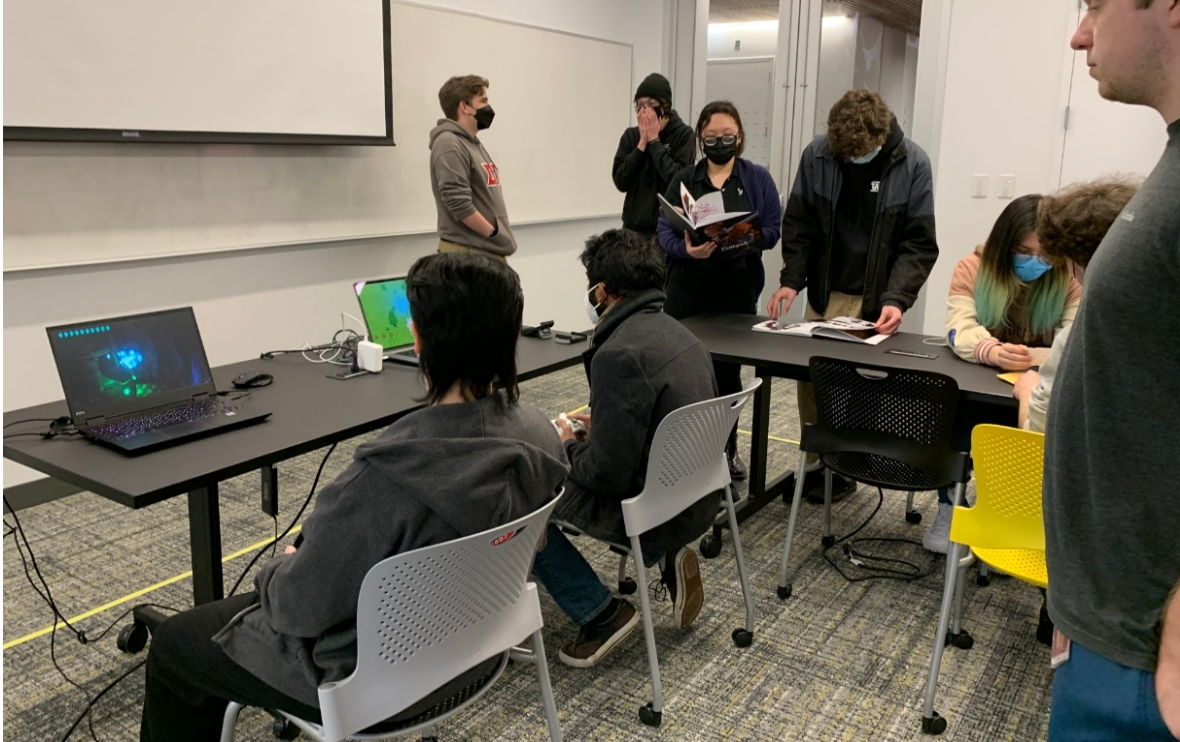


Fig. 4.5: Mock booth layout from Demo Night

We wanted to make sure that the booth had ample space to showcase and play all the exhibited games, providing a clear view of the games. The challenge here was the biggest with our VR game, as due to the nature of VR it requires ample space of its own. To accommodate for this requirement, we ended up having one long table with four of our chosen games, and then an additional space to the right, out of the way of the other games where a stool was positioned for our VR game. Due to the nature of our VR game, players could sit down instead of wandering around the booth, meaning we did not need an additional partition to prevent players from disrupting the rest of the booth. However, for future VR games, we recommend taking individual VR playstyles into account.

We also needed to be able to display WPI promotional material, such as flyers, brochures, and buttons. We had a table on the far side where these were displayed, as well as a television

displaying a trailer for one of our physical games. This ended up working quite nicely, as people would naturally be able to walk in on the booth, pick up a free pin, and then make their way across.

One of the things that we did not account for while designing the booth was a space where volunteers could leave their belongings. This resulted in volunteers hiding things underneath the tablecloth, which worked decently but made for a few awkward moments where volunteers would need to crawl on the floor in the middle of PAX in order to retrieve their belongings. However, all items were well hidden, so it did not detract from the booth's appearance at all.

### **Creating a Budget**

We read thorough past IQP papers in order to evaluate where we should dedicate our budget. We aimed to ensure we would not make the same budgeting mistakes some previous teams had made, as well as create an estimate early on as to how much money we should dedicate to each event, especially as PAX booth space and hotel rooms were going to account for a sizable chunk of the \$8,000 we had to work with<sup>8</sup>. After reading through a selection of previous years' papers, we created a spreadsheet for easy reference.

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<sup>8</sup>Buffman et al. (2018)

Year	2015	2016	2017	2018	2019
<b>Budget</b>	\$10,000	\$8,000	\$8,000	\$8,000	\$8,000
<b>Booth Space</b>	4800	3400	3500	3700	3925
<b>Advertisement</b>	2000	2100	N/A	N/A	N/A
<b>Volunteer passes</b>	2020	1550	1875	2500	1625
<b>Watt Box</b>	183	120	161	N/A	N/A
<b>Furniture Rental</b>	91.81	N/A	N/A	N/A	N/A
<b>Buttons</b>	83.9	100	138	380	157.3
<b>Shirts</b>	N/A	187	529.96	396.68	331.2
<b>Banners</b>	N/A	190.11	N/A	N/A	N/A
<b>Table Supplies (tablecloth, stands, etc.)</b>	135.45	83.42	N/A	356.1	235.5
<b>VR Setup</b>	N/A	N/A	223.75	N/A	N/A
<b>Rainy Day Fund</b>	N/A	265	450	N/A	N/A
<b>Housing / Travel</b>	N/A	N/A	N/A	1420	925.2
<b>Parking</b>	N/A	N/A	200	N/A	120
<b>Additional Purchases</b>	241	100	224.79	31	105
<b>Total</b>	<b>9555.16</b>	<b>8095.53</b>	<b>7302.5</b>	<b>8783.78</b>	<b>7424.2</b>
<b>Remaining</b>	<b>\$445</b>	<b>-\$96</b>	<b>\$698</b>	<b>-\$784</b>	<b>\$576</b>

Fig. 5: Budget comparison from previous years

Based on this spreadsheet, we were able to make some early decisions on what we would need for PAX. For starters, we elected not to pay to advertise the booth in the PAX brochure as this would cost a couple thousand dollars, and we had been told in past years attendance did not change by a notable amount based on whether or not the booth was advertised by PAX<sup>9</sup>. We also had the benefit of being able to reuse materials previous groups had purchased, such as furniture, tablecloths, and a backdrop.

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<sup>9</sup> Cerini et al. (2017)

Line Item / Category	Item Total	Status	FR Total	IMGD Total
<b>IMGD Sponsorship</b>	\$ (8,264.19)			\$ (8,264.19)
Booth and 5+13 exhibitor badges	\$ 5,675.00	PAID		\$ 5,675.00
500 Watt Box	\$ 140.00	PAID		\$ 140.00
Shirts	\$ 651.04	PAID		\$ 651.04
Buttons	\$ 193.00	PAID		\$ 193.00
Supplies (water, sanitation equipment, snacks)	\$ 38.10	(from Alphafest)		\$ 38.10
Supplies 2 (water, sanitation equipment, snacks)	\$ 46.58	(PAX)		\$ 46.58
Brochure Prints (250pc x 2, 11x17 color)	\$ 45.00	**Marketing should pay		\$ 45.00
Incidentals (CVS Additional Supplies)	\$ 12.73	PAID Mikel		\$ 12.73
Summer St Parking	\$ 25.00	PAID Ralph		\$ 25.00
<b>SGA FR</b>	\$ (3,240.22)	Pending FR Report	\$ (3,240.22)	
Team Hotel (Thurs-Sun)	\$ 838.44	PAID Allison	\$ 553.37	\$ 285.07
Team Hotel (Wednesday)	\$ 344.69	PAID Connor	\$ 227.50	\$ 117.19
SA Hotel	\$ 1,141.21	PAID Allison	\$ 753.20	\$ 388.01
Advisor Hotel	\$ 1,327.64	PAID Allison	\$ 876.24	\$ 451.40
Additional Hotel (Wednesday)	\$ 283.98	PAID Allison	\$ 187.43	\$ 96.55
Parking (Ralph Valet)	\$ 220.00	PAID Ralph	\$ 220.00	
Mileage (88mi round trip + 22mi travel around boston) * 2 trips	\$ 117.00	FINAL EST	\$ 117.00	
Event Parking (Mikel 2x)	\$ 50.00	PAID Mikel	\$ 50.00	
Event Parking (Ralph 1x)	\$ 25.00	PAID Mikel	\$ 25.00	
Seaport Parking (Wed)	\$ 40.00	PAID Mikel	\$ 26.85	\$ 13.15
Attendee Passes	\$ 254.00	PAID Connor	\$ 167.64	\$ 86.36
Parking (Saturday, Stillings St)	\$ 36.00	PAID Mikel	\$ 36.00	

Fig. 6: Our finalized budget after receiving funds from SGA

## Getting Games for Events

All of the events that we ran included some sort of form of exhibition of games and/or projects from the IMGD community. How we accepted and decided which games to showcase differed from event to event, as described below.

### Getting Game Submissions for Alphafest

On November 1, we sent out the initial email to all IMGD students requesting game submissions for Alphafest, stressing that all MQP groups were required to participate. A major decision made was not to include a submissions due date for Alphafest aside from the day the event was taking place. The only prep work specific to the number of groups attending would be printing out each group's sign and arranging the tables in Innovation Studio 203 and 205 to

accommodate for everyone, so we figured there was no need to potentially stress students out with a close due date for submissions. While this worked smoothly for Alphafest, we would come to learn that having a strict due date for PAX and Showfest submissions would be crucial.

We tried to keep the email as concise as possible, as to not overwhelm students with unnecessary and overly specific information. We provided a brief description of what Alphafest is, the date, time and location for the event, and what we would need each group to submit in the linked Google Form. We also stated that we would be providing a table, sign, and electricity, but everything else would be the responsibility of the individual groups to bring. We ran into an issue as an MQP group requested three separate tables for their three separate games. We quickly realized having people make these kinds of requests in the form would not only make the data unorganized and hard to interpret at a glance, but we also were not provided the screenshots and titles of each game in order to create the signs. We were able to communicate with this group so they could provide us with the materials we needed, and a later email was sent out emphasizing that if a group had multiple projects to show, they would need to make multiple form submissions.

### **Games for PAX**

As is the nature of this project, it was important to us that we have games that not only exhibited the best of what the IMGD program had to offer, but the great variety that came from it for PAX East. All sorts of submissions were open, whether these games were creations students made through the school or personal projects. However, while games were the obvious focus, we were also open to things that did not necessarily count as a 'video game' since the program, despite having a focus on video games, really involves interactive media as a whole. As a result, we thought it important to try and include these other projects as well.

A few weeks before PAX, we sent out an email requesting that people send in games that they would like to exhibit at PAX. We clarified that we would require builds ahead of time if their game was selected, as well as noted that the teams of selected games should be present at both Demo Night, a night dedicated to teaching volunteers about the games that would be exhibited at PAX, and about PAX East itself. We received a decent amount of games and projects to showcase, and we ultimately decided on bringing five projects to PAX East. We had a Jazz History Database VR experience, a 3D platformer, a 2D infinite runner, a non-linear physical puzzle/story game, and an art book. We felt these games not only were of high quality, but offered a wide range of what students could accomplish at WPI.

The 2D runner we also used for an additional purpose. In the past, teams have used one game as a ‘high-scorer’ game where if players reach a certain level, they get a free t-shirt or some other sort of prize. This game was perfect for that use, and we recommend future teams also try to get a game of this sort prepared in order to draw people to the booth.

With the games selected, however, it should be noted that we still only received a few submissions. While the submissions we chose were of high quality, we found that it was hard to encourage students to submit their games despite the fact that we knew that many people had games they could submit that would lend themselves well to the event. This was a problem other IQPs had also encountered and were unable to lend a good solution to, and sadly, one we do not have either. All we can recommend to future groups is to continue encouraging the student body to send their submissions in, potentially as early in the school year as possible so that freshmen unfamiliar with the opportunity can plan out game submissions in advance.

Demo Night, which is a night where volunteers would learn about the games being exhibited at PAX as well as ask any last minute questions or clarifications for the event itself,

went smoothly. We taped out a 10x20 space on the floor in which to exhibit the booth, and then set up the booth as best we could with tables in the area. This was useful in helping us realize certain requirements, such as how the VR setup would work. Overall, it helped clarify a lot of things for students as well as help inform us about prospective problems before they even happened.

### **Getting Games and Relevant Information for Showfest and the Showfest Website**

A major aspect of Showfest involves having alumni interview students about their MQPs. Once we had paired off alumni with their projects, we needed to be able to give them information about these projects to make sure that they would have a variety of questions to ask students about their projects. We did this by creating a website for Showfest, though this website also served the dual purpose of simply showcasing all of the projects to the community. This website had a short blurb about each project, who worked on said project, a trailer, and a build if it was applicable. We initially required that these all be turned in roughly mid-April so we could complete the website by April 20th, but most teams were unable to meet this deadline and we needed to work on it in the days leading up to Showfest. In addition to displaying information about the projects showcased, we also had a section dedicated to the panelists at the event to keep viewers informed.

One requirement that proved to be an issue was that we required any group that was submitting a PC game for Showfest submit a Mac build as well, as a sizable number of students who want to play the games may only have access to a Mac. An issue we did not anticipate was groups not having anyone who was familiar with creating Mac builds. Once we actually began uploading the projects however, only about half of the groups actually submitted Mac builds, with the rest only having a PC option. At this point we figured we should prioritize getting



everything on the website over having each group create a Mac build of their game, so we did not contact individual groups about this, and those who only provided us with a PC build would only have said PC version of their game available to download.

Of the Mac builds we received, only one worked successfully, with all the others displaying a message that the applications could not be opened for security purposes. After a bit of research, we concluded this was due to all of these Mac builds being built using Unity on a Windows device, and since Windows has a difficult time working with Unix, which Mac OS X runs off of, the file permission scheme was not formatted correctly, causing a Mac running the program to refuse to open it for security reasons.

We discovered that last year's IQP team ran into the exact same problem, and provided instructions on the Showfest website for Mac users having this issue<sup>10</sup>. The process involves going into the computer's terminal, and manually telling it to trust the program so it can run it. Not wanting guests to have to go through this process which could be difficult for some, we instead went through each of the problematic Mac programs and created new builds after adding all the necessary permissions. Since these new builds were made in a Unix system, they would not run into any security issues above any personal computer settings. While we were able to get the Mac builds we were given all working in the end, ensuring groups were familiar with either using Macs or developing for Unix would have certainly saved us a lot of time toward the end of the website building process.

In our initial email asking for Showfest submissions, we requested that groups provide links to trailers or gameplay videos if their project lent itself to such a format. We figured projects such as art books or plug-ins would be difficult for teams to create trailers for, so we did not make it a requirement. The only case in which we made it required was for VR projects as

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<sup>10</sup> Johannesen et al. (2021)

most people would not be able to download and play those projects from home, so having a gameplay video could give guests a better feel for the experience.

The submissions we received were mostly as expected, with most groups submitting trailers or videos, and a few opting not to. However, due to miscommunications, we were not informed that trailers were required for the website until a few hours before final submissions were due. We contacted each group individually asking if they could put together a trailer by that evening. Most were able to piece together a brief video, and for others who did not send us anything, we instead went through those groups' Project Presentation Day footage and clipped their segments. While not ideal, it provided every group with footage of some sort for the website. All Showfest related emails are under Appendix B.

### **Restructuring the IQP after Dean's Passing**

Professor Dean O'Donnell, as mentioned beforehand, tragically passed away at the beginning of D-term. His passing left us with numerous problems, including the fact that the last meeting we had had with him left us with the promise that he would gather more information on resources that we needed, especially with regards to our Touch Tomorrow event. Whether he was able to get information before his passing was unclear to us, but regardless, we were left without a lot of vital information and had to scramble to retrieve it. It was only then, after specifically asking for more information from various places around campus, that we were made aware of several vital facts for the IQP such as information about the PAX venue, various receipts and bills, and other records of correspondence that we had not been made privy to beforehand. We had to spend a great deal of time taking this information that we had not even known existed beforehand and both organize and make sense of it all in order to move the IQP forward.

In addition, while we had a diligent student advisor, it would have been beyond her duties to provide us with the assistance that was required to help guide this IQP. As a result, we received the additional support of Professor Ralph Sutter as well as Mikel Matticoli and Monty Sharma. Professor Sutter had worked on this IQP beforehand with Professor O'Donnell, and Mikel, as a grad student very involved with the structure of IMGD as a whole, was familiar with this IQP as well. Finally, Monty Sharma came on the project as well due to his wealth of knowledge both managing projects and running events of this sort.

This shift in structure came with its own challenges. As we proceeded with this project, we found that a big issue we encountered was actually having agency over our own decisions. This was a problem that we encountered while working with Professor Dean O'Donnell, but it became particularly known to us once our team was drastically changed, especially due to the fact that half of said team was not familiar with what we had already accomplished. We found that we were often unintentionally corralled into completing tasks rather than creating and self-assigning them to ourselves. In addition, there were certain bits of information that, similar to the beginning of the IQP, we were either not told or had assumptions made that we would have already known about it, thus limiting our communication ability from both sides. Though getting the project back on the rails was harder than we would have liked, with guidance we were able to move this project into a new management structure. This allowed us to be not only more efficient with the project itself, but allowed us to more easily convey information to the rest of the team. In this way, we were able to work together after Professor O'Donnell's passing and properly parse through not only what had been left for us, but what still needed to be done, and have that information properly conveyed to everyone working on the team.

## **Going Through With It All**

### **Covid Precautions**

With COVID being a very real concern, especially as WPI had just begun to do in person events, we were diligent in making sure that we took proper precautions. As with all WPI events at this time, masks were required indoors. Prior to groups arriving, we organized the tables of Innovation Studio 203 and 205 to circle around the room for projects to be shown, with a supply table in the center where we had wipes, hand sanitizer, and power strips groups could take. We opted for this setup as it allowed for significant room for guests to walk around without being too cramped together.

Even with these precautions however, we worried about having too many people in the room at once due to the recent rise in Covid cases. We determined based on the room size that we would limit the number of attendees in the room at a time to under 150 in order to maintain having people stay six feet apart whenever possible. We kept a count of the people entering and leaving the room during peak hours, and luckily the number never even surpassed 70.

### **Alphafest Materials**

In order to promote Alphafest to the wider WPI community, we needed an eye-catching poster. We decided to keep it fairly simple due to the amount of information that would need to be conveyed, using imagery that would convey the main focus of the event - i.e., games - to students with a Nintendo Switch. A goat was also added in order to make clear that this was an event meant for and run by IMGD students. This poster was designed by one of our team

members, Kateri, and then placed around campus, where a great deal of students saw and came to the event as a result of these posters.

## **Alphafest**

Due to this being a rather small-scale event in comparison to the future events that we had planned for the rest of the year, Alphafest itself was not incredibly eventful. The biggest concern was over COVID safety, though due to our earlier mentioned precautions we were able to make sure that this would not be an issue. One of our former team members was stationed by the door the entire event, keeping track of who entered the room with a clicker to prevent room capacity concerns.

Despite the scale of this event, students were ecstatic to properly see not only each other but the great WPI IMGD community at large during the event after a year of virtual events. Though we were unable to provide catering as we had in the past, the energy of past years was still captured by the joy people felt in being able to see each other again and the excitement in seeing what projects others had been working on in their time away.

Overall the event ran smoothly with both presenters and guests seeming to have a good time, as well as a good turnout, but not enough where we felt the need to worry about people's safety.

## **Preparations for Touch Tomorrow**

During C-Term, WPI faculty was notified about Touch Tomorrow taking place, and that all programs were encouraged to participate to some degree. Professor O'Donnell explained the event to us, offering the option to participate if it was something we felt we could add to our workloads. We were more than happy to be a part not just to help show the IMGD program to potential future students, but also as it would serve as good practice with running a booth as we would need to do on a larger scale for PAX. We worked with Professor O'Donnell toward the end of C-Term with getting all the information and supplies we would need in order to run a successful table at Touch Tomorrow.

In our final meeting of the term, Professor O'Donnell said he would ask the organizers a few questions we should have the answers to before filling out the form, namely about the requirement of having a faculty member present, as he would not be able to attend. Unfortunately Professor O'Donnell passed away only a few days later, and Touch Tomorrow fell in the priority list as we scrambled to figure out how the IQP was going to be run now. This also unfortunately meant we missed the deadline for applying for space at Touch Tomorrow.

At the beginning of D-Term, we contacted the email on the Touch Tomorrow website explaining the situation, wondering if there was any way we could still participate. We were able to get in contact with Nicole Anterni from WPI's Pre-Collegiate Outreach Program, who was very sympathetic and aware of what had happened, as she had worked closely with Professor O'Donnell in the past. Ms. Anterni told us that while there were no available indoor spots remaining, she could get us an outdoor area with access to electricity as well as covering in case of harsh weather conditions. While this was not the ideal location to show off games, we were

grateful for her work and willingness to find us a space in light of everything that happened, so we happily agreed to the location.

### **Touch Tomorrow**

The day of the event, we ran into an immediate problem of realizing that the instructions to the venue were rather unclear. Although getting to the venue itself was no problem, we realized once arriving there that the instructions on how to move to our designated location were unclear. However, the staff was extremely helpful and when talking to them, they were able to direct us to our location and assist with moving our items with no issue.

We encountered a pleasant surprise where we found that we had been moved from our initial location, outside, to a much more pleasant indoor location. This meant that not only was managing our table just outright easier due to the fact that we did not have to worry about the strong winds for that day blowing our tablecloth around or any problems with screen glare, but also that we were in a more spacious and popular location.

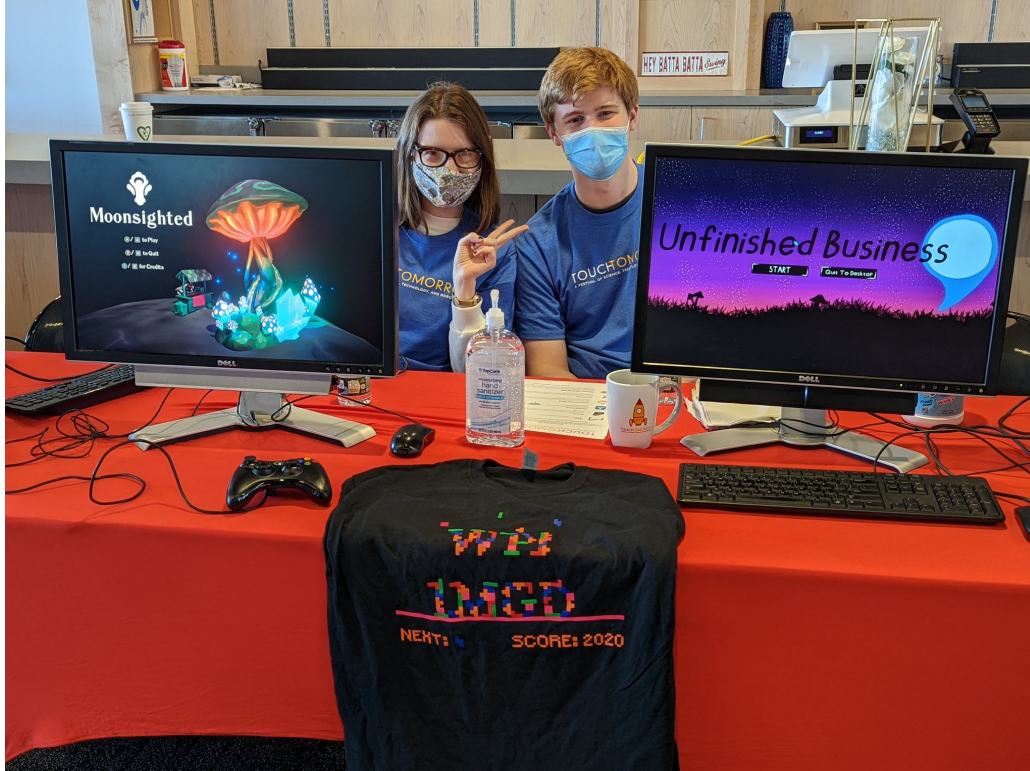


Fig. 7: Picture taken by Mikel Matticoli as we set up for Touch Tomorrow

Our table was naturally popular due to the virtue of the fact that we were exhibiting a variety of games, something inherently popular with the crowd of children who were excited to come to our booth. We actually ran into a few issues where children would be so excited to play our games, we had trouble stepping in between play sessions to wipe down the controllers. In fact, we were so popular that we ended up causing problems for tables near us with the crowd of children waiting to play games that congregated around us.

We had a few volunteers assist throughout the day with the event, which was great as it essentially served as a much lower-stakes trial run for how things would run at PAX, such as making sure that we had a concrete schedule as well as clear and proper instructions on how to enter the venue once students arrived.



Overall, despite initial obvious concerns and dealing with the immediate fallout of Professor Dean O'Donnell's passing, Touch Tomorrow was a smashing success. Many people who came to our table had not even realized that WPI had a game development program, and we left Touch Tomorrow being one of the most popular tables at the venue with a great variety of prospective students voicing interest.

## **PAX East Preparation**

### **Booking a Booth for PAX**

In order to book our booth space at PAX, we were instructed to contact Allison Darling, one of WPI's administrative assistants. Ms. Darling was familiar with the process of booking with PAX as she had done so in the past, so all we needed to do was give her the logistics such as booth size and number of badges we would need, and she graciously took care of the rest. Ms. Darling sent us a copy of the filled out form, which also included exhibitor instructions for us to reference.

### **Scheduling**

In order to determine who would be volunteering in the first place in order to help staff the PAX East booth, we first required that anyone who was on the team for a selected game would need to volunteer for one shift, or two hours. Additionally, all volunteers would be able to walk around PAX for the full day that they weren't there. We used this latter incentive to encourage more volunteers to show up for PAX, and ended up getting a wide assortment of volunteers. Information given to PAX guests can be found in Appendix C.



Fig. 8: Spreadsheet where volunteers filled out their availability

With volunteers gathered, we then had a few rules in place while pulling together the schedule. Three volunteers had to be at the booth at all times, and one of those volunteers had to be a core member, which consisted of those of us who were working directly on the IQP (the two students taking the IQP, Kateri Bajer and Connor Peavey, as well as our advisor and two student assistants).

However, we ran into an issue early on while deciding these schedules, as our advisor and student assistants were unable to work more than one shift per day in addition to being unable to work on Friday. As the two students on this project were physically unable to work all day every day at the booth, this resulted in us having to deviate from the originally agreed upon scheduling plan of having one core person at the booth. This resulted in problems later down the line where

students who were not core members of the booth were unsure of how to act during circumstances, such as hardware failures, causing us to take significant time out from our breaks to assist.

With these all in place, we assembled the schedule. The cells were color-coded throughout the day of the event for any last minute changes that happened.

	"Core" Person					
<b>Thursday, April 21st</b>						
8:30 - 10	Kateri "Kiki" Bajer	Connor Peavey	Nicolas Fish	Mikel M.		
10 - 12	Ralph Sutter	Justin G.	Shano L.	Justin I.	Drew J.	
12 - 2	Mari E.	Max C.	Matt J.	Alex M.		
2 - 4	Janelle Knight	Charlie B.	Nick Frangie	Anne Higgins		
4 - 6	Mikel M.	Olivia B.	Carrie G.			
<b>Friday, April 22nd</b>						
9 - 10	Connor Peavey	Kateri "Kiki" Bajer	Jack M.			Additional Visitors*
10 - 12	Nick Frangie	Clara P.	Ananya J.	Alex M.	Adelynn M.	Patrick B.
12 - 2	Kateri "Kiki" Bajer	Connor Peavey	Jeff Chen	Julia Albrecht		Sean M.
2 - 4	Kateri "Kiki" Bajer	Connor Peavey	Iain McEwen	Micah Vargas	Drew J	Cameron N.
4 - 6	Jack M.	Oliver R.	Carrie G.			
<b>Saturday, April 23rd</b>						
9 - 10	Ralph Sutter	Charlie B.	Hannah M.			Mikel M.
10 - 12	Nick Frangie	McKenna G.	Justin I.	Clara P.		Riley B.
12 - 2	Connor Peavey	Dylan V.	Varun B.	Dustin B.		Mari E.
2 - 4	Kateri "Kiki" Bajer	Jasmine D.	Olivia B.			
4 - 6	Kate O.	Anne Higgins	Carrie G.			
<b>Sunday, April 24th</b>						
9 - 10	Ralph Sutter	Anne Higgins	Janelle Knight	Camille P.		Additional Visitors*
10 - 12	Dylan V.	Justin G.	Max C.	Shano L.		Mari E.
12 - 2	Kate O.	Nicholas Fish	Tony D.			
2 - 4	Charlie B.	Kaamil L.	Jasmine D.	McKenna G.		
4 - 6	Connor Peavey	Kateri "Kiki" Bajer	Mikel M.			

Fig. 9: Final PAX volunteer schedule

# PAX East

## Transportation

After loading up his car, Connor’s father had enough car space to bring the IQP team to and from the venue, with our advisors arriving separately and parking at their hotels. Our hotel, while being a roughly fifteen minute drive from the venue, was partnered with PAX, and had shuttles running between the two every half hour. We were able to utilize this shuttle service free of charge, with the occasional Uber ride in the case that we had to stay later than the last shuttle to our hotel for the day.



Fig. 10: Stop for the Shuttle Bus taken daily to PAX East

Student volunteers were on their own in terms of transportation, with most opting to take the train into Boston. A minor inconvenience arose as repair work was being done at the Worcester train station, and to compensate some trains were instead boarding down the street from the station. While this caused a bit of confusion which we were unfortunately unable to assist, everyone seemed to be able to make it to PAX alright, aside from the occasional delay due to said repair work. While we had discussed the possibility of accommodating travel costs for volunteers, there was simply not enough money in the budget to do so as we figured covering some students' costs but not others would be unfair.

Something we had not foreseen was the fact that a few students who had shifts multiple days in a row decided to book hotel rooms as opposed to traveling back and forth each day as they felt it was necessary to make sure they arrived on time. Had we realized students would do this, we could have worked with them to lower costs due to the fact that we received a discount at nearby hotels as exhibitors. We advise future teams to communicate with students about transportation even if they are not responsible for providing it for this reason, as paying out of pocket for hotels is not something we consider ideal for students to do.

### **Building the Booth**

We arrived at the venue Wednesday afternoon and promptly began unloading our supplies via the designated exhibitor unloading area. Overall booth construction ran smoothly, with constructing the TV stand for the VR setup being the only part we had some trouble with setting up. However, we did spend a great deal of time on this mostly due to the fact that we had to spend a lot of time working within the confines of the booth and all the boxes that we needed to

keep inside of it. We advise future teams to practice setting up the booth with all materials present and within a taped up area so as to make the actual set-up easier.

While there were no major setbacks with booth construction, we found that we had not received a table or chairs from PAX unlike vendors nearby. After talking with PAX staff, we were told this was because while the table and chairs were free, a request still had to be sent. This was something Professor O'Donnell had been handling, but we determined he must have passed before being able to send in the information. While we had enough chairs, we were depending on the additional table. Luckily the PAX staff were very understanding of our circumstance, and were able to get us the table before the setup time frame was over.



Fig. 11.1: Setting up the booth on the Wednesday before PAX



Fig. 11.2: PAX East booth in use



Fig. 11.3: PAX East booth in use





Fig. 11.4: Brochures and buttons given away

## Running the Booth

Running the booth itself went without any major hiccups. Many people voiced an interest in both the games and WPI as a school itself, with a few games even being approached by interested publishers. The booth was fairly popular with rarely any moments where it did not have people interacting with the volunteers or the games, and many people even voicing desires to buy the projects themselves. We had a wide range of people come to the booth, from interested prospective students to alumni to people in the industry curious about what our booth had to offer. Overall, we felt that our booth did a great job of showcasing the best of the IMGD program at WPI.

There were a few awkward encounters with people asking about the current mental health crisis at WPI, or solicitors attempting to sell things to the school, and while we prepared for them, they were incredibly persistent in their lines of inquiry. We recommend future teams

prepare for people such as these with predetermined responses as well as ways to gently ease them away from the booth if they remain persistent.

### **Managing Volunteers**

In order to make sure that we would have enough badges for everyone who would attend PAX East, we also had a system that would require students to return their PAX East Badges at the end of the day. This way, despite only having 21 4-day passes, we were able to accommodate well over 40 volunteers who wanted to come to PAX East. We also had a system where we had an agreed upon place outside of the venue in order to hand these badges off to volunteers.

Overall, managing volunteers went fairly smoothly, though it required more work than initially anticipated. This was largely due to the fact that there were quite a few segments with no core person at the booth, thus causing us to need to go back to the booth and manage as needed. In addition, part of the requirement was that volunteers notify us roughly 30~ minutes before when they would be showing up in order for us to pass the badge off to them. However, not many volunteers did this, meaning that the passing off process was less orderly than we would have hoped. We recommend future teams have a stricter set up, schedule, and to be less lenient with people coming significantly outside of their scheduled badge pick-up time so that the main team's time can be better spent on other things.



Fig. 12: Meeting spot for badge handoff

## **Giveaways**

We also had a giveaway, where if people got past a certain level on ‘Tuber’, an infinite runner game, we would give them a free t-shirt. After the first 3 days, we had a significant amount of t-shirts left, and so we decided to lower the level requirement. Even after this, though, we still had trouble having people win the t-shirts, so we decided to give away the t-shirts for free in the last two hours of the event. All of them were out of our hands within a minute.

## **Breaking Down the Booth**

Breaking down the booth for PAX East did not take a significant amount of time, and was significantly faster than putting things up for the booth. While there were a few additional items that had to be transported that we did not initially anticipate, we were able to maneuver around

taking these down in a similar fashion. The hardest part for taking down the booth was removing the backdrop, which we recommend future teams do away with and instead have some sort of hanging banner to showcase. Not only will this be easier to set up and take down, but it will also free up more space within the booth itself.

### **Returning Materials**

All large equipment was brought back to Fuller Labs after we returned to WPI, making the return process very straight forward. Smaller supplies, such as leftover sanitation equipment and buttons, were brought back to Connor's apartment and placed in the PAX chest for next year's group to use. After Showfest concluded towards the end of the term, the chest was brought back to the IMGD graduate lounge. The backdrop was initially stored at Fuller as Boynton Hall was closed, but was later brought back to the WPI Marketing Office.

In conclusion, the booth itself went excellently. Although there were a few bumps that we want to warn other teams ahead of us for, due to the fact that there are so many people passionate about helping this event and making it go smoothly, there is very little to worry about in the grand scheme of things, and we are sure that future teams will also have a wonderful experience working on the PAX booth.

## **Preparations for Showfest**

### **Initial Problems**

The biggest problem we faced during Showfest prep was our concern over an MC. Dean O'Donnell, our late advisor, had traditionally been the one to host Showfest, as the idea was even his from conception. However, due to his sudden passing, we were suddenly left with less than two months till the event and no one on the current staff who felt like they could properly match his chaotic, infectious, and wonderful energy, and it is near impossible to replace people over parts. After some searching around, Kate Olguin, an IMGD alumni, agreed to MC the event. As someone who has helped run Showfest beforehand and a person with intimate knowledge of the IMGD community on top of being a naturally skilled public speaker, she did a wonderful job MCing the event.

### **Contacting Alumni**

On top of needing an MC, in order to interview students, we needed to have people to interview them. We have always invited alumni to be our interviewers, and this year was no different. After reaching out to various alumni via email, we managed to solidify 16 panelists, who we then split into 8 pairs. These pairs were then given two projects each to interview based on their fields of expertise. For example, we paired up the pair of alumni who worked as writers with the Visual Novel MQP. Some alumni were only able to attend virtually, and so some interviews were conducted via Zoom, while others were conducted in person.

A few weeks before Showfest, we were notified that the big screen in the middle of the Innovation Studio had broken down, and that we should not expect it to be fixed before Showfest. This was a problem, as not only were interviews typically streamed onto the big

screen, but it also meant that in order to keep things looking nice, we had to make sure that the screen was nowhere in the backdrop. We decided to move the location over to a corner on the top floor of the Innovation Studio, where there was a semi-circle sofa on top of a television with a camera. This worked out perfectly, as we were not only able to film the interviews with this camera, but we could also use the television to show any virtual interviewers that we had.

### **Teams for Showfest**

We received the following submissions for Showfest:

*Future Troll*, developed by Stanley Cliche. An illustrated short story analyzing the Hero's Journey.

*GeoBlade*, developed by Owen Aguirre, Luke Bodwell and Cameron Jacobson. A 3D third-person action-adventure game in which audio plays an integral role. The game blends melee combat and puzzle-solving gameplay in a narratively rich, location-driven story.

*Grithjörð: From the Heart*, developed by Janelle Knight. An Art book about twins named Klay and Kari who find their world turned upside down when the Daemon Lord appears and attacks their tribe. The twins are tasked by their parents to go save their tribe and to eventually go on a journey to save the whole kingdom's fate from the wrath of the daemons. Klay and Kari go on their separate ways fighting daemons and gaining new friends, but will the duo be able to come together, stop the evil and save their kingdom?

*IMGD Marketing*, worked on by Katie Rifenburg. Involved marketing mobile games for MassDiGi.

*Implementing Procedural Narrative and Characters to Explore Player-NPC Relationships*, developed by Miquel Sans Cornet. This project intends to implement a prototype

video game with a procedural NPC generator allowing the player to create pirates and recruit into their crew. These pirates will be able to be interacted with in a procedural narrative based on events and a map that can be navigated to engage in different activities, which will be affected by the crew's configuration.

*JHDB Virtual Museum*, developed by Nicolas Fish and Anne Higgins. A virtual reality experience showcasing the JHDB resources

*Maya Auto-Rigging Tool*, developed by Paloma González Gálvez, Sophia B Marcus, Patrick Luck and Terry Deng. The Auto-Rigging Tool is a collection of python based Maya scripts that aim to ease the rigging process and time commitment by a considerable sum. The project handles the rigging of the body as well as the face providing new and veteran riggers the tools they need to get things done quickly and efficiently

*MiniMuseum: Connection* by Hannah Goodsell. This exhibition is designed to look at the needs of a museum media designer while creating interactive and immersive elements to convey narrative to visitors. Many museums are challenged by the interest to add interactive elements to their exhibitions, but many curators are concerned that they may not be able to keep up with the installation's maintenance. This project aims to share ideas and methodology with cultural institutions to learn how they can include these types of experiences within their design and skills expertise

*Moonsighted*, developed by Jasmine Duerk, Dylan Valev, Charlie Baldwin, and Kaamil Lokhandwala. Moonsighted is a PC third-person hack-and-slash adventure about cultural and political strife in the face of technology and progress amongst moon-worshipping moths trapped in a cavern. Play as Mairu, a miner that harnesses the power of crystals known as ilarka, augmenting their body with arcane powers from the cave's precious natural resource. Explore

dangerous depths to fight off cavernous critters to acquire more ilarka and help lead your people back to moonlight. This game portrays a fictional setting that depicts the dangers of unregulated and thoughtless progress of technology, where the player is put in the shoes of an unreliable narrator.

*Operation: Silo*, developed by Justin Gaborit, Brendan Horack, Morgan Jones, Garet Mildish and Payton Roche. Take on the role of an American spy infiltrating a soviet missile silo. Use the clues you find and the skills you learn through the levels to stop the launch sequence. Hurry though, your time is limited...

*Reliqua*, developed by McKenna Gameros. A game about exploring the relationship between ethics and design in the field of engineering. In a speculated future, the tech giant Reliqua has recently released its new line of autonomous cars, and on the same day, an accident occurred. As an investigator in the local police force, interview witnesses, collect evidence, and discover how a tragedy like this could have taken place.

*Rigs of Color*, developed by Carrie Grella and Hannah Belan. Rigs of color is a project that aims to release several full 3D rigs depicting various ethic and cultural backgrounds to animation students for free.

*Robot Escape Room MQP*, developed by Matthew Nagy, Eddie Matava, Alyssa Moore, and Owen Buckingham. A player performs a heist where they break into a facility to steal intel. The player controls a robot remotely to travel through an escape room.

*Unfinished Business*, developed by Hannah Miller, Emily Austin, Will White, James Flynn, and Vladimir Karashchuk. Play as Sadie Welile, a 13 year old on a journey to find her missing father and defeat the necromancer who attacked Willow Town. Gain abilities and make friends with ghosts along the way, and don't let the necromancer's minions defeat you!



*Visual Novel Anthology*, developed by Matthew Selva, Daniel Enriquez, John Frazia, Julian Herman, and Fernando Barzuna. Three visual novels created using Ren'Py. *The Secret In Grandpa's Diary* is a puzzle game where the player must uncover a mystery hidden within a diary. *Another Try* is a mystery game where the player must take advantage of a time loop to survive a dangerous situation. *Another Fantasy Quest* is a spoof on typical fantasy stories, where the player embodies a young hero named Ziv who may not seem up to the task of adventure.

*Walker's Encyclopedia Pagrodina*, developed by Andrew Nichols-Melton. A supplemental book for *Dungeons & Dragons* 5th edition.

*Yoake ("Daybreak")*, developed by Mariko Endo, Matt Johannesen, Janelle Knight, and Mikel Matticoli. *Yoake ("Daybreak")* is a 2.5D side-scrolling puzzle game set in a dream-like world. The game follows the journey of Tsubomi, the younger of two siblings, as she navigates various logic puzzles in this dream environment with the help of her older sister Hana. *Yoake* addresses themes of loneliness, frustration, and grief through its puzzle mechanics and visual storytelling. Screenshots and images of these projects can be found in Appendix D.

# Showfest

## Setting up the Venue

For the day of Showfest, a lot of the preparation was dedicated to setting up signs to make sure people both knew where the venue was and how to get there. We initially planned to have sandwich boards placed around campus directing visitors to the venue, but due to other events happening around campus, every single sandwich board on campus had been taken away. As a result, we ended up finding some lawn signs and taping arrows and signs over them in order to direct people over.



Fig. 13.1: Directional sign made for this year's Showfest; the arrow was rotated as the need arose



Fig. 13.2: Poster for this year's Showfest

Inside the venue, we had a table set up for non-WPI guests to check in, as well as a few more signs directing people upstairs. There were two main sections open to the public: one being the place where student projects were exhibited, and the other being just outside that, where we served pizza and drinks.

## **Running Front Desk for Attendees**

To the right of the stairs on the first floor of the Innovation Studio, we placed a table to serve as the front desk for Showfest. This served to be an extremely helpful tool early in the event as students wanting to explore Showfest did not have to wander around the building looking for games. Having a front desk also helped with keeping track of which panelists had arrived. Unfortunately we were unable to secure a room for panelists to stay before being called to interview groups, so instead the front desk attendee explained to them where they would need to be at their designated timeslots, which all seemed to work smoothly.

Toward the latter half of the event, all panelists had arrived and the number of guests arriving who needed help became scarce, so we decided that while the front desk had certainly served its purpose, it was no longer essential, meaning we would then have another person to help out in the main room.

## **Food Table Management**

Managing the food table with pizza and drinks served to be more of an exercise than we had envisioned, as pizza was being eaten at a much faster rate than Chartwells could make it. For this reason we had to have two people walking back and forth between the Innovation Studio and Campus Center to pick up more loads of pizza and drinks, leading to there not being enough staff to manage the table and trade out empty boxes and bottles for new ones.

To compensate for this, the person running the front desk would occasionally go upstairs to ensure the food table was in order during times where no one was entering. While this was not the ideal set up, the two tables' close proximity meant it was not difficult for the person at the front desk to make the occasional trip to the food table. Once the final batch of pizza and drinks

had arrived, the people making the trips were then able to manage the food table, making the role of the person at the front desk less hectic.

### **Running Interviews**

In addition to having a room exhibiting all the student games, we also had a room where interviews were conducted. These interviews were then streamed live on twitch. This itself ran fairly smoothly, especially since we were able to recycle assets such as the iconic Showfest animation stinger and jingle. In addition, one of our team members had a lot of experience with the OBS software, so they were able to deal with any technical problems with the software as it came up.

We did have an issue with trying to get the camera working, as we had initially planned for it to be able to film our MC as she moved around the venue, nagging students and having a fun intermission segment. However, since we were unable to do this, we instead decided to have her sit at the main computer for MC segments. Thankfully, this did not disrupt proceedings and in fact allowed for more interview time, which worked out well as many students had a lot to say about the projects they worked on.

### **Awards Ceremony**

The awards ceremony was run in the main room where students showcased their games, run by the head of the IMGD program. We were able to get a camera and microphone working there, and it was pointed at our announcer as she read off awards and students stepped up to receive them. This went smoothly and successfully, and once the awards were finished, we played one last video with a special thanks to Professor Dean O'Donnell rounding off the end of the night.

Afterwards, we cleaned up the venue and returned the items that we had borrowed, and with that, we had wrapped up work on a very successful, if bittersweet, Showfest.

### **Showfest Post-Mortem**

This year's Showfest involved a bunch of firsts, such as our first year without the IQP's main advisor, the first time we had run it post-Covid, and the first time that we had such a tight deadline of only a week between it and PAX East to wrap up on last minute issues that arose. However, despite technical difficulties and last minute scrambling to fill holes left behind by Professor Dean O'Donnell's larger-than-life presence, the event ran successfully and it was an evening full of joy and celebration for not only everyone involved in setting up the event, but for the entirety of the IMGD community as a whole.

## **Final Thoughts**

Reflecting on this project in its entirety, there are a few key points that we want to emphasize for future teams taking on this project. The first of these that we recommend is organizing the event in a goal-based system, planning things out with a task sheet in order to make sure that nothing is forgotten. While it is very easy to believe that everything is accounted for, with events of great scale and the sheer volume of them, it is very easy to get lost in the forest of hecticness and forget a few vital things, like a TV stand or power cords. By having a task sheet, not only are things accounted for, but people are clear on what it is they exactly need to do instead of everyone making false assumptions on who does what. This management tip as well as various management experiences and goals were some of the biggest boons that we learned throughout our time working on this project.

With regards to PAX East in particular, one of the understandings that we and any volunteers who worked with this project gained is perspective on the industry as a whole and being able to connect with other like-minded individuals outside of a school setting. We were able to not only meet industry professionals, but open up wonderful worlds of opportunities with publishers coming to our booth to interact with students and express interest in their games. By working hard to exhibit WPI's IMGD program to attract new students, we were able to shine a light on the students already in the program and give them both additional expertise and opportunities that are hard to find within a classroom setting.

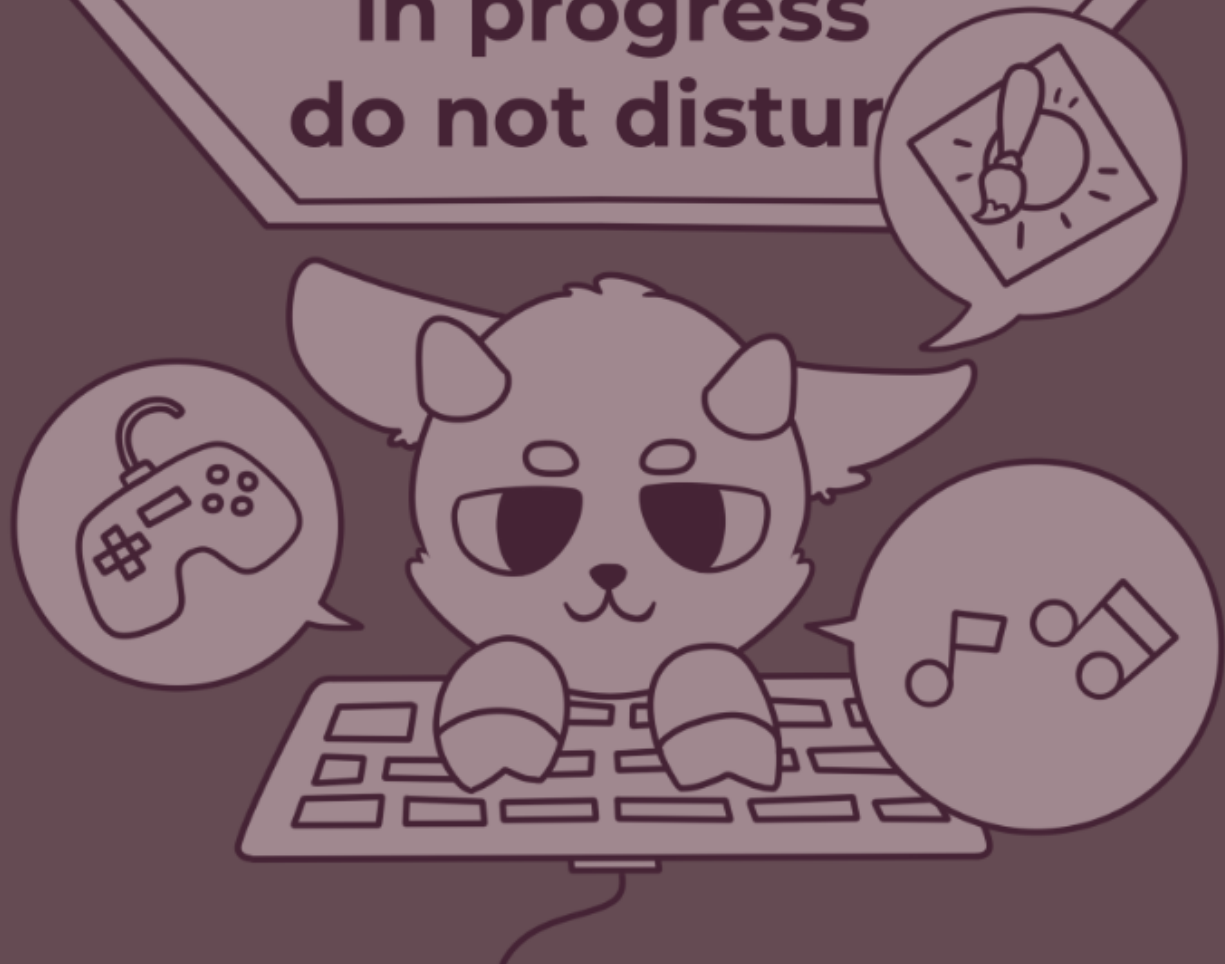
## Appendix A - Shirt Alternate Colors



*Vectors finished with a variety of colors to make sure that differentiating things was easy.*



**game development  
in progress  
do not disturb**



**game development  
in progress  
do not disturb**



## Appendix B - Showfest Emails & Forms

Hi Everyone!

The 2022 IMGD **Showfest** will be taking place on **Friday April 29!** All MQP and M.S. IMGD project groups are **REQUIRED** to participate in this event. If you plan to participate, please fill out the form **by Wednesday April 6** so we can get a headcount for planning: <https://forms.gle/DnMQBP2rpALAhe2C7>

Additionally, please fill out the following information form **by April 19 at the latest**: <https://forms.gle/N7k62LZ6LD17eHLw6>

Here is what we will need from you:

- A build of your game for both PC and Mac
  - VR games do not require a Mac build
  - Projects that are not digital games can ignore this requirement
- 3 screenshots / pictures of your game
- A short description of your game
- A link to a trailer or video of gameplay
  - For VR games, we ask that you provide 2 minutes of narrated walkthrough

Please use the following naming conventions when submitting your files:

- Game zip files: GAMENAME\_OPERATINGSYSTEM.zip
  - Example: FACTORYRESET\_PC.zip - FACTORYRESET\_MAC.zip
- Game screenshots: GAMENAME\_SCREENSHOT\_NUMBER.png (or .jpg)
  - Example: FACTORYRESET\_SCREENSHOT\_01.png

Please ensure that your files are in a **public** Google Drive folder so we can access them!

Additionally, during **Showfest**, each group will have a 10-minute interview with an industry professional. This is meant to be a pleasant and casual experience; they're not judging your game.

If you have any questions, please reach out to us at [gr-conferencecavalry@wpi.edu](mailto:gr-conferencecavalry@wpi.edu).

Good luck with your projects!

*Initial Showfest Email*

# Showfest Interest Form

Please fill out this form if you plan to submit a project to Showfest so we can plan everything out. Showfest is required for all IMGD MQP and M.S. projects!

 sproutixa@gmail.com (not shared) [Switch account](#) 

\* Required

What is the name of your Project? \*

Your answer

Who is working on this project? List all names. \*

Your answer

## *Showfest Interest Form*

Hi everyone,

**Showfest** Applications are due Tuesday April 19! Remember that this is REQUIRED for all MQP and M.S. projects. We are also opening applications for non-MQP/M.S. projects. You will not be interviewed by an industry professional if you are not part of an MQP or M.S, but you can still have a physical presence at **Showfest**. Please let me know as soon as possible if you have any questions.

Forms:

MQP / M.S.: <https://forms.gle/iwXcE4opjtbSDYK87>

Other: <https://forms.gle/H5Ui7kBGi1BAwpHG9>

Hi Everyone!

Reminder that **Showfest** is approaching fast! This will be a great opportunity for all MQP and M.S. IMGD students to have their games played by many people now that projects are reaching completion. There will also be industry professionals present who will be going around and talking to all the groups! Just a reminder though, the interest form is **due this Wednesday** so we can get an accurate headcount, so PLEASE fill it out at the link below as soon as possible (just asks for names and project name).

**Showfest Details:**

The 2022 IMGD **Showfest** will be taking place on **Friday April 29 from 5 - 8:30 PM!** All MQP and M.S. IMGD project groups are **REQUIRED** to participate in this event. If you plan to participate, please fill out the form **by Wednesday April 6** so we can get a headcount for planning: <https://forms.gle/ijj7aKvrNsJ8TSgDA>

Additionally, please fill out the following information form **by April 19 at the latest:** <https://forms.gle/a4JwRgHx2Vq1kCUK6>

Here is what we will need from you:

- A build of your game for both PC and Mac
  - VR games do not require a Mac build
  - Projects that are not digital games can ignore this requirement
- 3 screenshots / pictures of your game
- A short description of your game
- A link to a trailer or video of gameplay
  - For VR games, we ask that you provide 2 minutes of narrated walkthrough

Please use the following naming conventions when submitting your files:

- Game zip files: GAMENAME\_OPERATINGSYSTEM.zip
  - Example: FACTORYRESET\_PC.zip - FACTORYRESET\_MAC.zip
- Game screenshots: GAMENAME\_SCREENSHOT\_NUMBER.png (or .jpg)
  - Example: FACTORYRESET\_SCREENSHOT\_01.png

Please ensure that your files are in a **public** Google Drive folder so we can access them!

Hello everyone,

If you have a project to submit to **Showfest**, the deadline to fill out the form is **TODAY**. So far we have only received 5 submissions, whereas the interest form had 13, so PLEASE fill that out as soon as possible: <https://forms.gle/a4JwRgHx2Vq1kCUK6>

Here is what we will need from you:

- A build of your game for both PC and Mac
  - VR games do not require a Mac build
  - Projects that are not digital games can ignore this requirement
- 3 screenshots / pictures of your game
- A short description of your game
- A link to a trailer or video of gameplay
  - For VR games, we ask that you provide 2 minutes of narrated walkthrough

Please use the following naming conventions when submitting your files:

- Game zip files: GAMENAME\_OPERATINGSYSTEM.zip
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- Game screenshots: GAMENAME\_SCREENSHOT\_NUMBER.png (or .jpg)
  - Example: FACTORYRESET\_SCREENSHOT\_01.png

Please ensure that your files are in a **public** Google Drive folder so we can access them!

If there are any issues, please let us know by contacting [gr-conferencecavalry@wpi.edu](mailto:gr-conferencecavalry@wpi.edu).

Hey MQP and M.S. Project People,

**Showfest** is right around the corner! You can find all the information you'll need on event format and logistics here:

<https://wp.wpi.edu/showfest/exhibitors/>

**!!Things to do by tomorrow (Thursday):**

- Review exhibitor information at the link above
  - If you have any questions on event logistics, email [gr-showfest@wpi.edu](mailto:gr-showfest@wpi.edu) ASAP
- Make sure the information for your project at <https://showfest.wpi.edu> (projects tab) is accurate and complete
  - If you spot any incorrect/missing information, please email [gr-conferencecavalry@wpi.edu](mailto:gr-conferencecavalry@wpi.edu) IMMEDIATELY
- Laundry, if you need to ;) though the interviews aren't formal and there's no dress code, you will be chatting with industry professionals on a recorded live stream and should dress accordingly
- Due to technical constraints, only 2 team members can be present for the interview
  - If you have more than 2 members on your team, please email us at [gr-showfest@wpi.edu](mailto:gr-showfest@wpi.edu) with the subject line "**Showfest** - <Project title> Interviewees" and the names of which team members will be doing the interview

Looking forward to seeing you all on Friday and celebrating your awesome projects!

*Follow up Showfest Emails to Students*

Hi All,

Showfest is back again! The team at WPI was wondering if we could ask for some of your time again this year, after last year's smashing success. We'd love it if you'd be willing to return as dev panelists, and once again interview the students who have completed their final projects as we celebrate their work.

This year, Showfest will be in person, **on campus at WPI, on April 29th, from 5-8:30 pm**, and Kate Olguin will be our lovely emcee (Hi Kate!). We'll have students demo-ing their games in person, as well as a live twitch setup to conduct interviews, and it'll be a great time to mingle with other devs, faculty, and students. Just like last year, we'll send the games in advance, and have short (10-15 min) interviews with each MQP team on the day of.

Despite Dean's sudden passing, we'd like to keep the tradition going, and we would be super grateful if we could receive some of your time!

Please feel free to send an email if you're interested, have any other questions, or just want to say hi! Additionally, if you know any other folks who might be interested, feel free to pass along any information to them, we'd be honored to have them. 😊

*Contact email to Alumni*

What is the name of your Project? \*

Your answer \_\_\_\_\_

Who is working on this project? List all names. \*

Your answer \_\_\_\_\_

Provide a brief description of your project. \*

Your answer \_\_\_\_\_

Please provide a link to a Google Drive folder with screenshots/photos of your game as well as both a PC and MAC build (if applicable) \*

Your answer \_\_\_\_\_



Please send a link to a video/trailer showcasing your project (YouTube, Google Drive, etc.). If your project does not lend itself to a video, such as an art book, just type N/A below. \*

Your answer \_\_\_\_\_

What do you feel are the strongest points of your game? (please select at least 2) \*

Art

Writing

Level Design

Audio

Controls

Gameplay

Other: \_\_\_\_\_

Anything else we should know about your project?

Your answer \_\_\_\_\_

What type of project is this? \*

MQP

M.S.

Other: \_\_\_\_\_

*The Showfest form for project submissions.*

## Appendix C - PAX Correspondence

- A team member will be present **15 minutes** before your designated time slot to hand you your badge and show you to the booth
- If you would like to arrive to PAX earlier and walk around before your time slot, let us know and we can try to let you in along with an earlier group

### Return Procedure:

- **You may only use your Pax East Badge to explore the venue for the day(s) that you are volunteering at Pax.** Otherwise, we ask that you return these badges so that other volunteers can use them.
- You must return the badge at one of two times:
  - **When you leave the event for the day** or
  - **At the end of the day you are volunteering (by 6PM at the day of the event)**
- You may return the badge by returning to the booth and dropping it off to the core team member currently working there.
  - The core team member will mark down that you have returned the badge, and then you will be free to leave the venue.

*Email sent to PAX volunteers*

## Vaccination Requirement:

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There is a vaccination requirement for this event for entry, please follow the steps below:

1. Download the CLEAR app and tap the white Health Pass tile
2. Tap 'Events' and the PAX East tile
3. Easily enroll with your government issued ID or log in by verifying your identity with a quick selfie
4. Follow the prompts to verify your proof of vaccination
5. Before you arrive, reopen the Health Pass tile, and produce your pass. Green is good to go! Be ready to show security for faster entry.

In addition, masks are required at all times.

*Information given on vaccination requirements<sup>11</sup>*

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<sup>11</sup> "Health & Safety Information" (2022)

**Instructions on How To Find the Booth:**

- Our booth is **15103**
- [ MORE DETAILED INSTRUCTIONS WILL BE FILLED IN ON WEDNESDAY. Apologies for the inconvenience! ]



**Games/Projects:**

We will be showcasing 5 games/projects at Pax East. We ask that you familiarize yourselves with all of these so that you're able to present them confidently at the event:

*Expo map pointing out WPI booth<sup>12</sup>*

<sup>12</sup> 2023, P. A. X. E. (2022)

## JHDB Virtual Museum

---

In coordination with the Jazz History Database (JHDB) we have created an interactive VR experience that allows the player to choose from a selection of vinyl records and play them on a turntable.

*This is a VR experience. Project presenters will learn how to play the game at Demo Night.*

### **Moonsighted**

Moonsighted is a PC third-person hack-and-slash adventure about cultural and political strife in the face of technology and progress amongst moon-worshipping moths trapped in a cavern. Play as Mairu, a miner that harnesses the power of crystals known as ilarka, augmenting their body with arcane powers from the cave's precious natural resource. Explore dangerous depths to fight off cavernous critters to acquire more ilarka and help lead your people back to moonlight.

*Download:*

[https://drive.google.com/file/d/1F\\_kUbTmrCq3mplw8JXNI2FS7Z7hTLI2y/view](https://drive.google.com/file/d/1F_kUbTmrCq3mplw8JXNI2FS7Z7hTLI2y/view)

## TUBER

TUBER is an endless runner game where the world is a tube and the laws of gravity are different.

Download:

<https://wpi0.sharepoint.com/sites/gr-conferencecavalry/Shared%20Documents/Forms/AllItems.aspx?ct=1650341521952&or=OWA-NT&cid=9031972e-5d6b-998d-8797-9604fc8968b4&ga=1&id=/sites/gr-conferencecavalry/Shared%20Documents/PAX%202022%20Game%20Builds/Justin%20Gaborit%20-%20TUBER%20V1.1%20-%20PAX%202022.zip&parent=/sites/gr-conferencecavalry/Shared%20Documents/PAX%202022%20Game%20Builds>

## Collection

Collection is an experiment of combining non-linear storytelling and traditional origami. It appears as an opened package, with a letter and a treasure box inside. The treasure box contains old pieces of newspaper clips, lab notes, drawings, and segments of a diary, forming a bizarre tragedy about the Werners.

It is up to you to decide how to explore the Werners' story. There are 16 pockets on the top, but more are hidden underneath them. It is a tangible physical book that you can even tear apart. Search through the pieces in the Collection to discover the truth.

*This is a physical game. Project presenters will learn how not only to play this game, but how to put it back together again during Demo Night.*

*Parts of the Master document we sent to volunteers, redacting some personal information.*

Hi everyone!

Thank you for volunteering once again. We have pulled together a **master document** with additional information on day of procedures; namely, getting your badges, leaving your badges, and contact information for the day of the event. There are still some things that will be filled out by Wednesday (namely, the exact instructions on how to navigate the venue to our booth) but otherwise, please refer to this document for any questions you might have.

<https://docs.google.com/document/d/1ybsAIH0P98elmvB1dtHZnAx9r3qVWQ8Z-qGThcogbV8/edit?usp=sharing>

**Please fill out your phone number in this document ASAP when you get the chance!**

Also, if you haven't joined the Discord, **please** do so now so we know you've been seeing the emails.

<https://discord.gg/7NDbft5G>

If you have any questions don't hesitate to ask. Thank you so much!

*An email to volunteers on the master document.*

Hey everyone! Pax East is around the corner. **Four** big things:

1. Thank you for signing up to volunteer Pax! We have finished writing up the schedule here (on the 'Schedule' tab): [https://docs.google.com/spreadsheets/d/1FFxZgm7nPkngnUZkGlfqYQpzBPD0iEMJvCp3GLP\\_6S4/edit#gid=423976253](https://docs.google.com/spreadsheets/d/1FFxZgm7nPkngnUZkGlfqYQpzBPD0iEMJvCp3GLP_6S4/edit#gid=423976253)

### Pax Availability

Availability PLEASE NOTE: We will not be providing transportation to Pax East. It is the responsibility of the attendee to make sure they arrive on time; aim to be there an hour early! Date & Time, Thursday, 8:30-10, 10-12, 12-2, 2-4, 4-6, Friday, 9-10, 10-12, 12-2, 2-4, 4-6, Saturday, 9-10, 10-12, 12-2 Name, Ap...

docs.google.com



As a refresher, **we will not be providing transportation**. You are expected to show up promptly for your time slot; plan to show up an hour early as traffic will be bad! If there is an issue with the timeslot you have been assigned, let us know immediately. We will be relying on you to show up at the times listed!

2. In addition, we have created a discord server for immediate updates with regards to Pax East. Please join this as soon as possible. We will take you joining this discord server as a sign that you have agreed to the schedule; if you do not have a discord account, please let us know ASAP.

3. There is a vaccination requirement for this event for entry, please follow the steps below:

1. Download the CLEAR app and tap the white Health Pass tile
2. Tap 'Events' and the PAX East tile
3. Easily enroll with your government issued ID or log in by verifying your identity with a quick selfie
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5. Before you arrive, reopen the Health Pass tile, and produce your pass. Green is good to go! Be ready to show security for faster entry.

In addition, masks are required at all times.

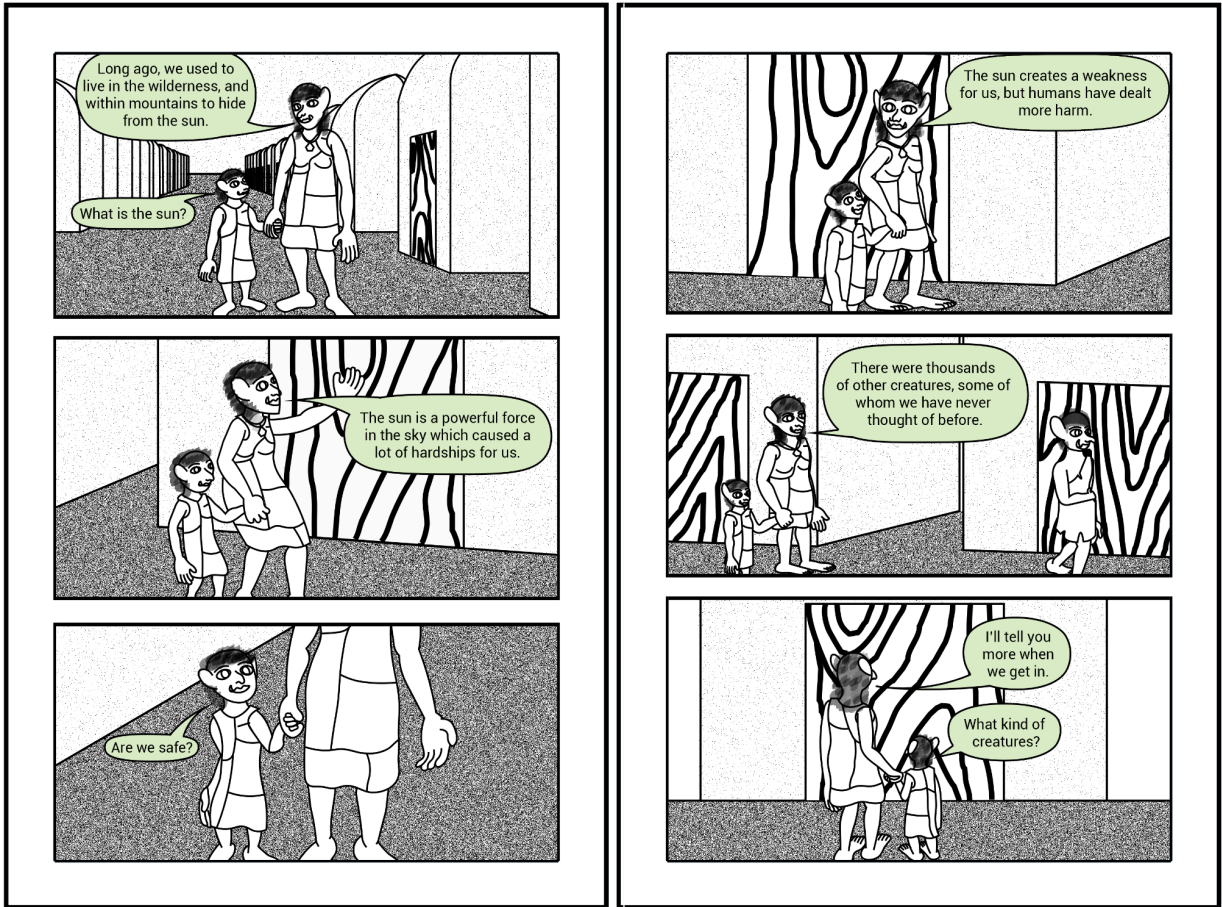
4. We are having a demo night. **All project presenters are required to attend this** while all other volunteers are recommended, but not required. We will be showcasing all the games and projects that we will have at Pax to make sure that everyone understands how they play.

It will be on **April 19th from 6-8 PM, in Unity Hall 420.**

And that's everything! We'll see you guys there, get excited! :D

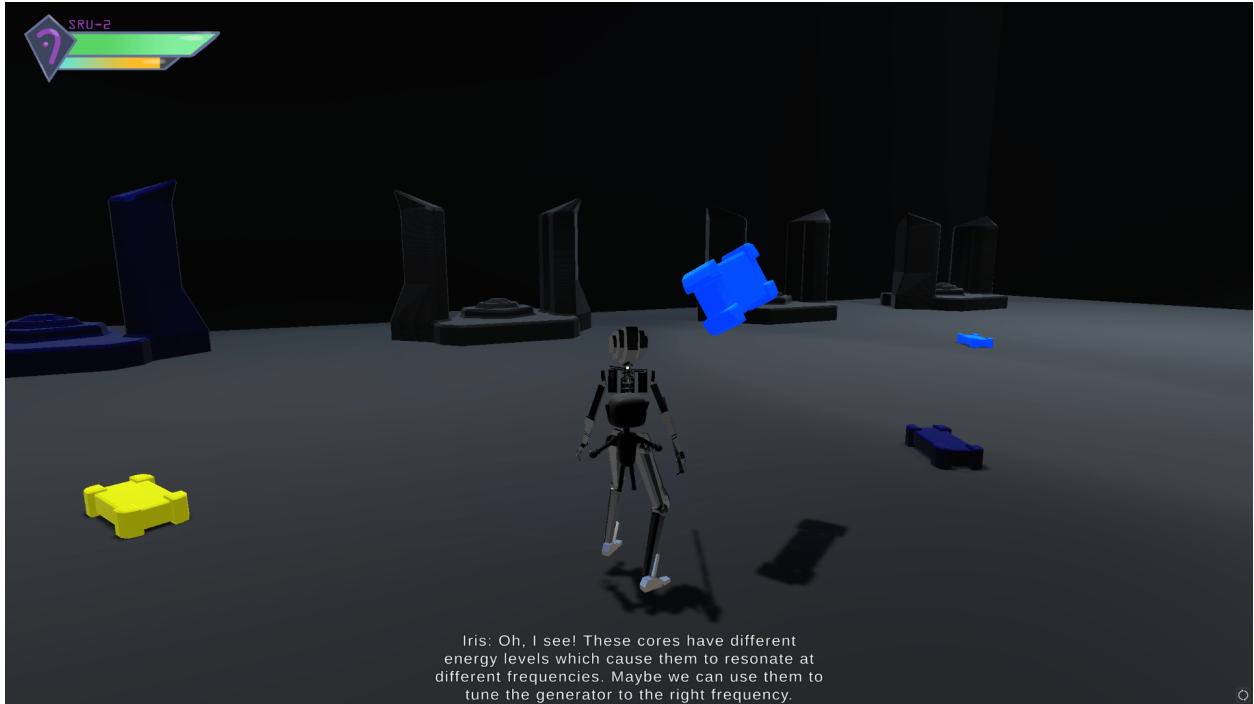
*An email to volunteers with updates about PAX East.*

# Appendix D - Showfest Projects

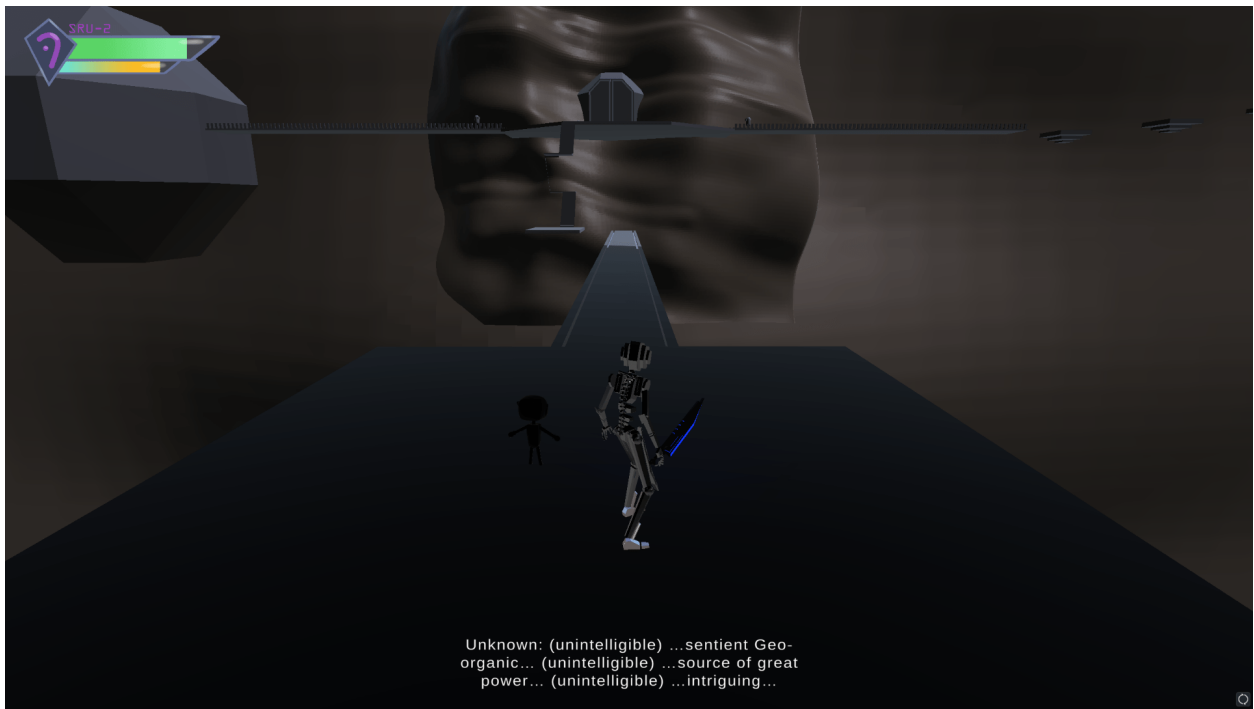


*Future Troll*





Iris: Oh, I see! These cores have different energy levels which cause them to resonate at different frequencies. Maybe we can use them to tune the generator to the right frequency.



Unknown: (unintelligible) ...sentient Geo-organic... (unintelligible) ...source of great power... (unintelligible) ...Intriguing...

*GeoBlade*



*Grithjörð: From the Heart*



*IMGD Marketing*

Sail away

Crew

Current Crew: 4

## Nate Newgate

Personality

PERSONALITY STATS

Fierceness **Low**

Charisma **Average**

Loyalty **Very low**

Perception **Very low**

Intelligence **Very low**

Gets along with

Does not like

COMBAT STATS

Health 59

Melee **Average**

Firearms **Unskilled**

Artillery **Iniciated**

Agility **Average**

Dexterity **Unskilled**

Sailing **Average**

Eve Nash

Elsa Teach

John Digby

June Teach

Next Rookie

Recruit

Day 15 PAUSED

Click to move, Space to pause, TAB to toggle mouse

Officers Crew

Captain Actions

Ship health: 500

Laura likes Adventurer people. Successful training

Roger Lexx **Liked**

Eric Rocks **Neutral**

Jack Graham **Friend**

Ellie Merther **Neutral**

Roger Charles **Neutral**

Laura Newgate

Roger Lexx

Eric Rocks

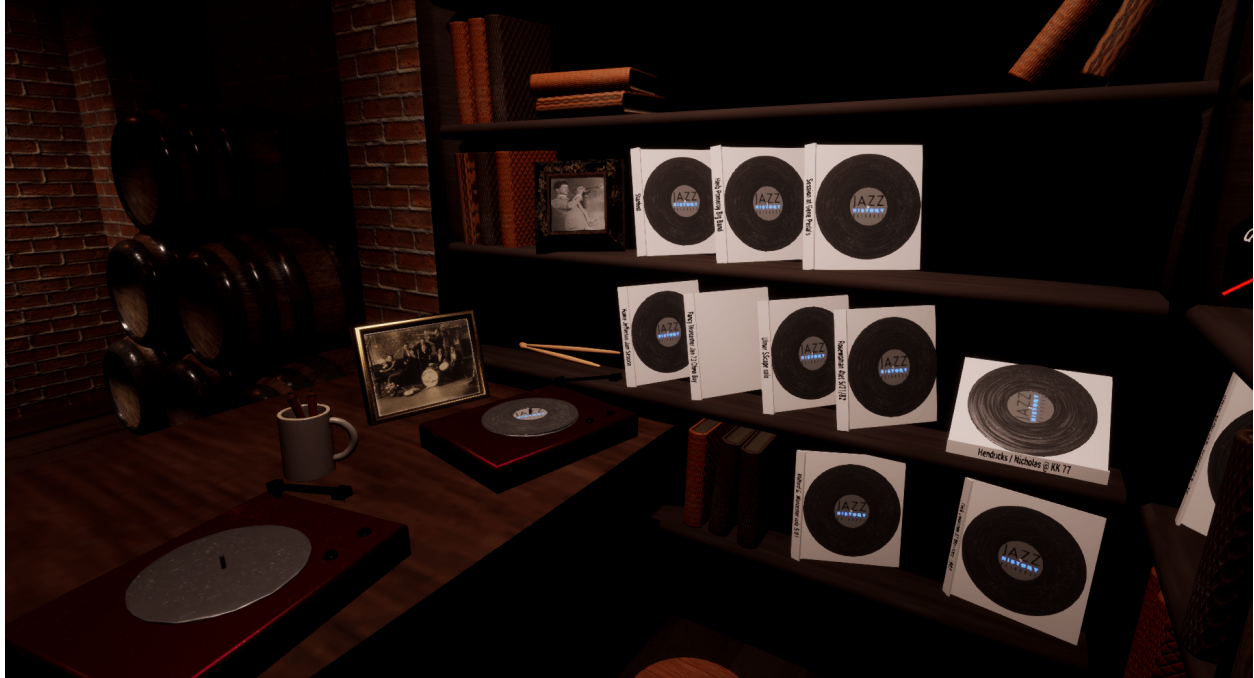
Jack Graham

Ellie Merther

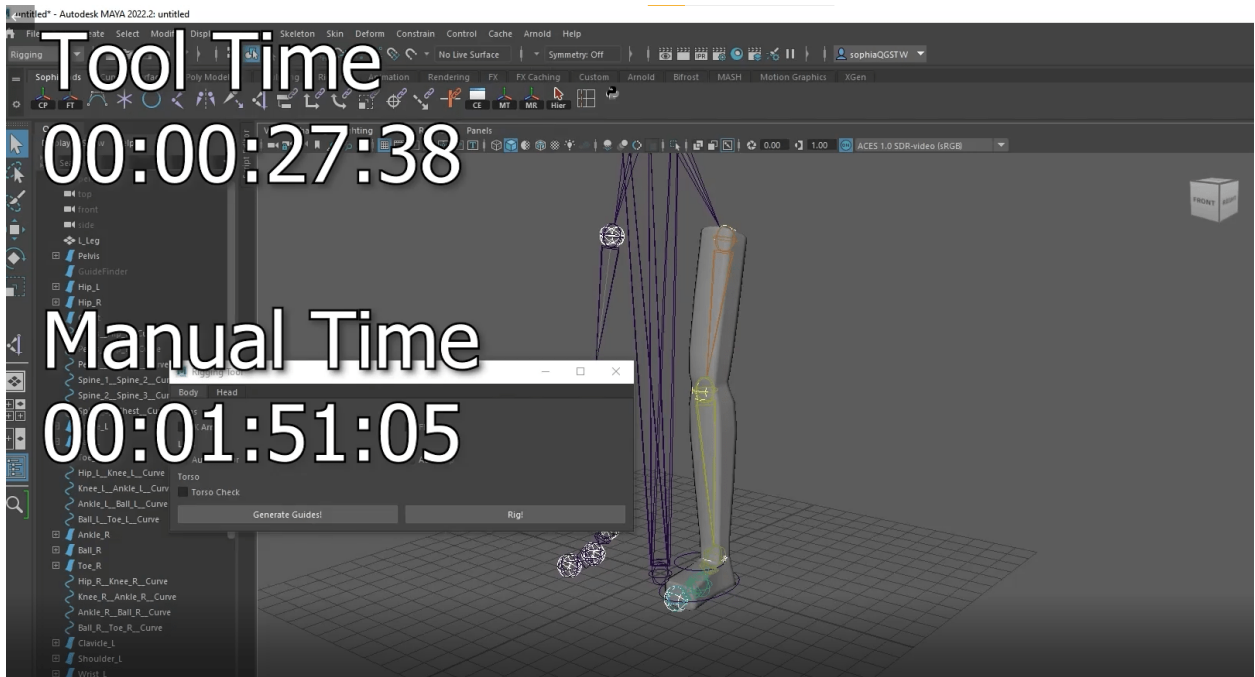
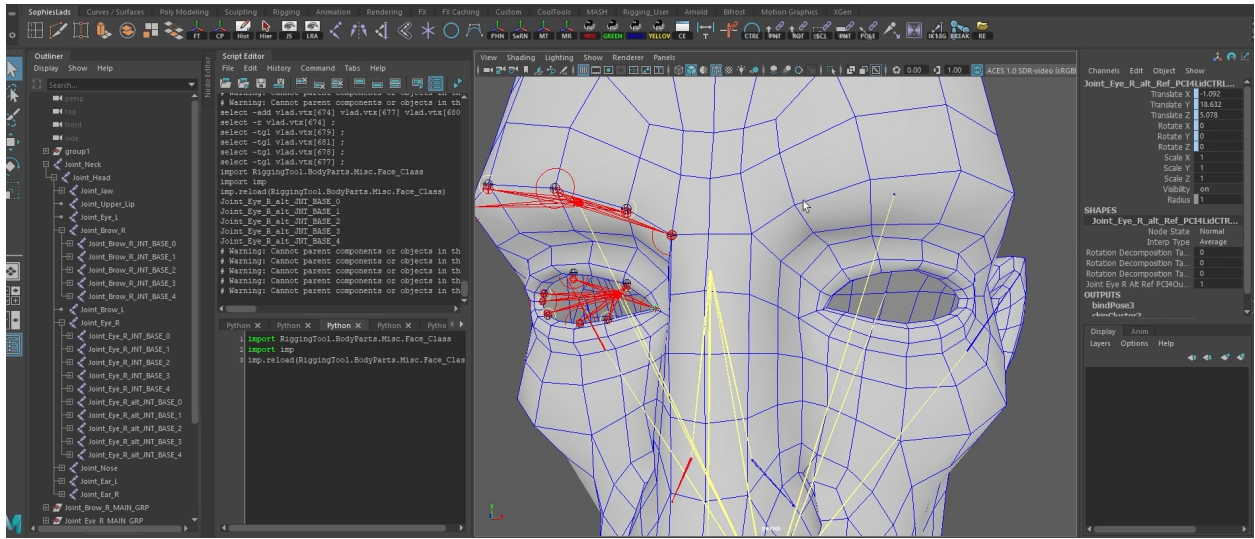
Roger Charles

101 202 11 100 22

*Implementing Procedural Narrative and Characters to Explore Player-NPC Relationships*



*JHDB Virtual Museum*



*Maya Auto-Rigging Tool*





*MiniMuseum: Connection*



*Operation: SILO*





*Moonsighted*



*Reliqua*



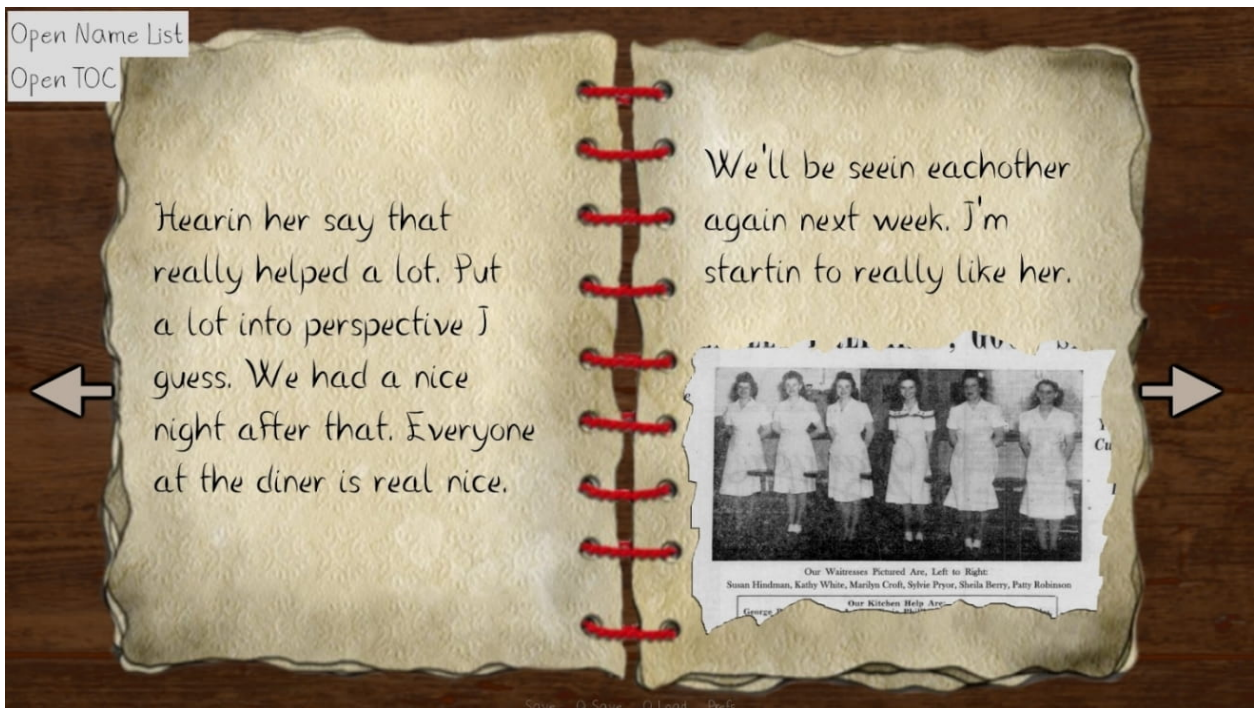
*Rigs of Color*



*Robot Escape Room MQP*



*Unfinished Business*

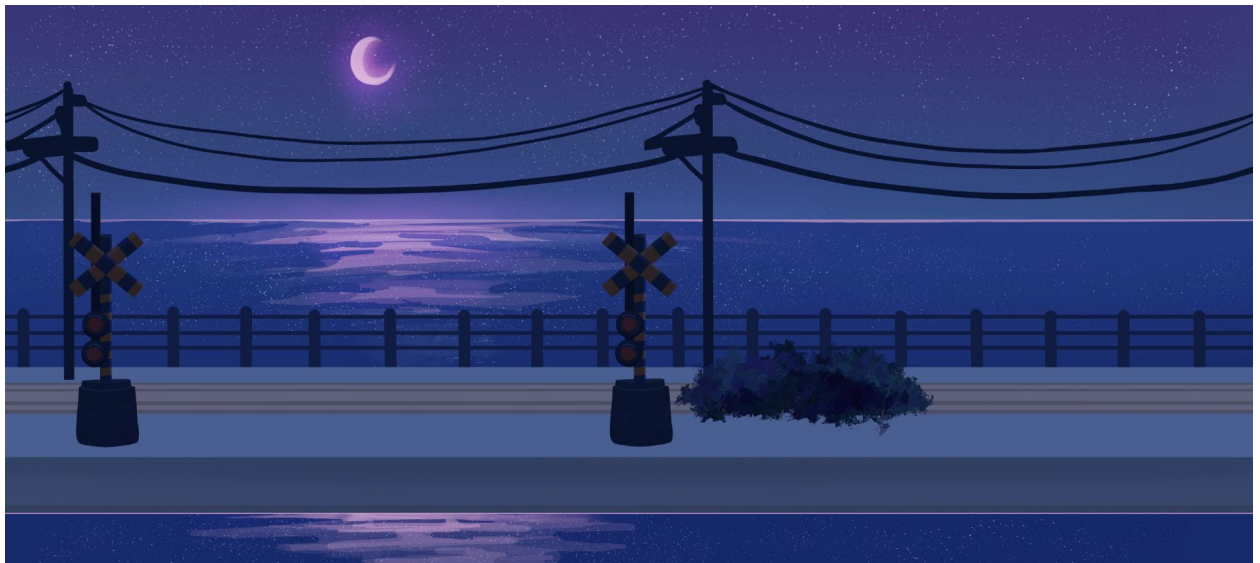




*Visual Novel Anthology*



*Walker's Encyclopedia Pagrodina*



*Yoake* (“Daybreak”)

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