BjB: How about if we start with quick introductions, Aaron?

BjB: please tell us where you are located and what you hope to gain from the discussion

AaronGr: OK. I'm an online educator working in New Zealand...

BjB: I'm an art teacher in Pennsylvania, US and am the moderator of this group.

BjB . o O (we truly have an international group today!)

FredK: I'm in SE Oklahoma. Now that I Know it involves role playing, my granddaughter plays RuneScape

MiguelA: I'm a kindergarten and primary ESL teacher in Spain

AaronGr: exactly

FredK: I can see how it can help adult literacy too

AaronGr: Shall I intro my project BJ?

AaronGr: That's where I started with it Fred

BjB: any kind of storytelling is good for literacy...yes, please, Aaron

AaronGr: I was working with a colleague teaching adult literacy..

AaronGr: we looked at the possibility of using RPG games to facilitate training in a fun environment

AaronGr: Most rpg is text based if it is delivered over distance

AaronGr: this involves writing phases of a story that the user reads then giving choices about how the story is to continue

AaronGr: This can be problematic as it involves a lot of page turning

AaronGr: and searching for the next portion of the story

AaronGr: Being a Flash (Actionscrip) programmer I thought that I could develop an engine in flash to run an rpg

AaronGr: this is what my project has accomplished

HarveyH joined the room.

AaronGr: The story itself is written by the author into an xml document

BjB: hi, Harvey. Welcome

AaronGr: the document is then parsed by the engine into a page based choice driven rpg game

AaronGr: Hey Harvey

HarveyH: Hi, I hope I'm in the right place "Storytelling"?

AaronGr: The following is the link to the project site
https://eduforge.org/projects/gameflashobjs/

BjB: Yeppers! Aaron is just starting to tell us about his program

BjB: hold down the ctrl key on your keyboard when you click on the url

BjB . o O (overrides pop up blockers)

AaronGr: Authoring is reasonably straight forward - my 9 year old is my main test person

BjB hopes she can keep up with Aaron's 9 year old!

AaronGr: The program has developed to the point where you can save games, restart etc.

BjB: did you get the url, Miguel, Harvey and Fred?

JeffC joined the room.

AaronGr: It has help functions and I have just finished programming in a possessions function...

FredK: I got it. that's where I was

BjB: welcome, Jeff

AaronGr: which enable the user to carry items that persist from page to page

BjB: we're looking at https://eduforge.org/projects/gameflashobjs/   Jeff

HarveyH: Yes, I got it.

AaronGr: Heya Jeff

MiguelA: yes

AaronGr: BJ... do new comers get the whole chat

BjB: no, Aaron, but I can email them my transcript

AaronGr: OK

BjB . o O (if they type their email address into the transcript)

JeffC: I saw you drop in yesterday Aaron, and looked at the eduforge site... looks really interesting.

AaronGr: For my own teaching I use it for scenario based items

AaronGr: as it has choices that take paths through different scenarios

AaronGr: ty Jeff

AaronGr: For example we have used it for training receptionists on dealing with phone customers

AaronGr: we can give them different options on how to answer a particular customer

AaronGr: and supply the different responses based on their choice

AaronGr: I have someone in the US using it to teach job hunting skills to people with intellectual disabilities

BjB: wow!

AaronGr: As I said my son uses it to just create games... usually Pokemon or such like *smile*

HarveyH: Is it useable on any platform of computer or just PCs?

AaronGr: Am currently writing full documentation for the latest version

AaronGr: PCs at the moment but can export to Macs as well though I don't have a platform to test it on

AaronGr: See no reason why it won't run on Linux but testing is again the prob

AaronGr: But later on I will be developing a webbased version

AaronGr: so machine specificity won't be a problem

BjB: nice

AaronGr: So.... any questions?

FredK . o O (tutor training?)

AaronGr: for them or for them using it?

FredK: Both

AaronGr: LOL

AaronGr: Anything that requires choices made

AaronGr: I see it as a good possibility for assessment as well

AaronGr: Still need to look at capturing results from it for evidence

FredK: Need to speak the read words

AaronGr: too much to do and too little time *smile*

AaronGr: Sorry Fred?

FredK: our assessment uses reading words

AaronGr: OK... as the main page text is html based...

AaronGr: flash items can be inserted as well... in the same manner as images in html.

AaronGr: This way you could add flash files that are purely sound bites

AaronGr: or even video

FredK . o O (neat)

AaronGr: I guess I am at the stage now where I need users to use it and make requests on functionality

AaronGr: I can only think up so much myself...

BjB: Miguel, can you see an application for your ESL students?

AaronGr: and am concentrating more on the engine than creating stories

BjB: who is funding your project development, Aaron?

AaronGr: No one...(me)

AaronGr: The site is funded but the time is my own

BjB listens to the respectful silence

AaronGr: Very hard to get funding unless you are institution based

AaronGr: which I am not

AaronGr: I work for an independent content provider

AaronGr: Has been fun though

AaronGr: and a great learning experience for my programming skills

MiguelA: It's presented with a high level content, but perhaps could be adapted to present stories and they could choose different endings.... could be...

AaronGr: ... and a lot of late nights *grin*

BjB: I'll bet!

AaronGr: Exactly Miguel

BjB: what about learning about your community, Miguel? or your neighborhood?

AaronGr: As I've said my 9 yr old uses it a lot...

AaronGr: and my 5 yr old is just starting to as well

FredK: What about marketing?

AaronGr: Am content for this to be free Fred....

AaronGr: however...

FredK . o O (wow)

MiguelA: I was looking for the example application and I didn't follow all the conversation, sorry.... but is it easy to generate stories?

AaronGr: what I may market is an authoring application so users do not have to deal with an xml document if they don't want to.

AaronGr: Pretty straight forward Miguel...

AaronGr: especially basic ones

AaronGr: Also may look at packages of other folks stories as saleable items...

AaronGr: and receiving a royalty on that...

AaronGr: not my main focus though

AaronGr: There is good documentation Miguel

AaronGr: at least for version 3...

SusanR joined the room.

AaronGr: and will have full docs for the latest version soon

BjB: https://eduforge.org/projects/gameflashobjs/ Sue

AaronGr: Hey Susan

SusanR: Thanks Bj

SusanR: Hi Aaron

MiguelA: I'll try it and I'll tell you... do you recommend me version 3... which file do I have to download?

AaronGr: Am more than willing to help authors get started...

AaronGr: If you want to Miguel can partner you in producing something

AaronGr: If you wait a week or 2 M I'll have documentation for 5 finished

AaronGr: It is much more robust than 3

AaronGr: Just grab the version 5.00.0 example for now M and have a look at how it might work for you

MiguelA: ok... I prefer the latest version. I'll wait... I get in touch with you... ok?

AaronGr: Then get on the site forum and we can discuss how to go about it

BjB: Harvey, did you have any comments or questions?

AaronGr: OK M

HarveyH: I listening in. I don't have a PC that can try it, only a Mac which can emulate a virtual PC.

AaronGr: One of the things as well M is that you can configure the whole interface into whatever language you want to

HarveyH: As a teacher/storyteller and writer, it certainly has appeal.

AaronGr: If you want Harvey I'll export a mac version this afternoon

SusanR: I am on a Mac as well

AaronGr: and if you would I'd be keen to have it tested on that platform

HarveyH: That would make things easier.

AaronGr: Will get it up as soon as this session has finished

HarveyH: Would love to test it when I get back from vacation. (leaving in 2 days)

AaronGr: OK..need one of those myself *smile*

HarveyH: I recently retired, so I'll have more time to play with it once school starts.

AaronGr: Can get a little addictive. My son must have over 30 games he's created

AaronGr: Susan and Harvey....

HarveyH: I'll try to keep my 13 year old occupied until I get a chance to experiment.

AaronGr: if you do have the time I'd really appreciate you fully testing a MAC version

AaronGr: and feeding back to me on the site forum

AaronGr: as I can't test that environment myself

HarveyH: No problem for me. Just let me know what you want done.

SusanR: be glad to

AaronGr: Just a thorough use of the version 5 example...

AaronGr: saving, deleting, restarting ..

AaronGr: creating new games etc...

AaronGr: just to see that it works and works well on the platform

AaronGr: TY so much

AaronGr has typing cramp

AaronGr: *grin*

AaronGr: Any other questions at all

BjB . o O (Harvey can't wait to get started on his vacation!)

AaronGr: lol

HarveyH: Sorry I must of hit the wrong button.

BjB: welcome back, Harvey

BjB: Aaron, may I add the url to your project to the list of resources in the room?

AaronGr: Sure thing

HarveyH: It may be 6:00 your time but it's almost 10:00 our time.

BjB: Harvey, Aaron is in NZ

AaronGr: Its tomorrow here *smile*

BjB . o O (and Miguel is in Spain)

BjB . o O (time is relevant)

HarveyH: I stand corrected.

AaronGr: *smile*

AaronGr: So... hope some of you get some benefit from this

BjB: and Sue is in Canada...very international group!

AaronGr: There's been a lot of work put into it...

AaronGr: would be nice to see it used

BjB nods solemnly to Aaron...I think we all can appreciate that!

FredK: I need to firm up my ideas about how it might be used for the literacy council. I understand how simulations and games and programmed learning. So I will be visiting later

AaronGr: From the number of downloads I think there's a few users out there

BjB: and we appreciate you taking the time to share your excellent work with the Tapped In group

AaronGr: Nice one Fred

AaronGr: No problem BJ...glad to be here

FredK: Real thought provoking

AaronGr: Look forward to hearing in the project forum about how its going for those who do make some use of it

AaronGr: Exactly Fred...

AaronGr: I don't think I've come close to seeing how folks might use this

AaronGr: The result I hope....

AaronGr: will be engaging with students thru interaction

AaronGr: in a way that's fun and stimulating

HarveyH: Especially if they can be doing the creating.

AaronGr: Exactly One other thought in terms of authoring stories..

FredK: Do the games have more than one participant? (interaction)

AaronGr: is that because there are different threads to the story

AaronGr: No Fred... at least not yet

AaronGr: different groups could collaborate to write them

AaronGr: and then join them together in one big story

HarveyH: Do you have an age group in mind?

BjB: that would be a very cool project based learning experience

AaronGr: All and any really

FredK: I was thinking of the student and tutor

AaronGr: Business based scenarios...

AaronGr: to playground ones

AaronGr: In what way Fred?

BjB: to environmental ones

AaronGr: yup yup

BjB: to social issues

FredK: the interaction

AaronGr: Still unclear... could you spell it out please

HarveyH: I'll let you know how it works. Gotta go read to my kid.

FredK: You said there isn't a two way play , so it will come later

AaronGr: OK Harvey...

BjB: thanks for coming, Harvey.

AaronGr: nice to meet you

AaronGr: Ah... yes

AaronGr: but I have no idea how yet

HarveyH left the room (signed off).

AaronGr: It may not be possible in the engine I've created so far

FredK holds his breath

BjB: Fred, perhaps the tutor and the client can collaborate on a scenario?

AaronGr: Are you talking about a tutor responding to a students choice

FredK: good thought

AaronGr: I think in terms of creative writing..

AaronGr: the tutor could give a scenario over view maybe...

FredK: for now I think we will stick to two people on one computer

AaronGr: or start the story and allow the students to take it down different paths

FredK . o O (around the campfire)

BjB: our time is about up. Any last comments or questions?

BjB: Thanks, so much, Aaron...I think you've sparked some brain cells!

AaronGr: Was nice to be here.. ty for the invite BJ

FredK: I feel really stimulated with the possibilities

AaronGr: Hope to see some of you on the forum at a later date

AaronGr: ty Fred

AaronGr: If you need any help just post me on the site

AaronGr: And Susan... forgot I had another meeting in 30 but will have a mac version up tomorrow

SusanR: Thanks Aaron

SusanR: Thanks again

AaronGr: No prob

FredK: Yes, thank you

AaronGr: Well all... I've gotta dash... was lovely to be here

FredK: bye

AaronGr: CU all again maybe

FredK left the room.

BjB: next month's storytelling discussion will be a return visit

BjB: Glen Bull will be back next month

BjB: with his online storytelling program

BjB: and Tom Hammond

BjB waves goodnight

SusanR: interesting guest speakers

BjB: thanks.

SusanR: crowds are thin though

BjB nods sadly.

BjB: not enough hours in a day. Especially when there are little ones at home