



3R Game jam 17.-19.8.

Rules

3R Game jam - what it is about?

Participants will form small groups, “teams”. Each team will create a game, with the idea to encourage residents to recycle their waste. The game should encourage involvement; as the residents will collect points to a common pool. As the points increase, players will move to the next level. When you reach a new level, players earn themselves prizes.

The 3R Game jam jury will select the best game to be tested in a pilot project. The game will be piloted in Kuopio Student Housing Company’s (Kuopas) new student apartments. The pilot project consists of five apartment building, in which there are homes for 254 students. (Samoilija). Students live in their one-room apartments but these houses have many communal spaces that attract people for more communal living in a modern way. For waste management residents use one communal waste collection point that is located in front of the houses.

The aim is that the game chosen by the jury will be developed further and it should be ready to be piloted by mid-September. If the team behind the game commits to further development and support/administration during the pilot phase (Sept. 17th – Nov. 30th), the city of Kuopio will pay a compensation. The amount of compensation will be agreed upon together with the team.

If none of the games is feasible, the jury will not have to choose the game to be piloted.

If the results from the pilot are good, it’s possible to have negotiations about game’s further use.

Welcome to 3R Game jam event! - reduce, reuse, recycle!

facebook: 3r game jam

#gamejamkuopio

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Background material

Kuopas

Kuopas (Kuopio Student Housing Company) builds and maintains student housing in Kuopio. Kuopas also develops continuously new housing for students and emphasizes environmentally friendly solutions. This means for example energy-efficient planning and property management. Improving recycling is a part of other environmentally friendly actions.

Samoilija (The student housing apartment buildings)

Samoilija has five apartment buildings that have 254 homes (20-23 m² one-room apartments). Houses C, D and E will be completed on 1st of September. Samoilija buildings are very energy-efficient and are built with a small carbon footprint. In future, there will be a shared-use electric car too. Students can book it via mobile app. There are also shared common rooms open for all residents. There you can play board games or PlayStation, watch movies from a big screen, study with your friends, work out or just hang around.

These houses are designed to create communal interaction. Residents have already their own whatsapp group. In the yard you can barbecue, throw frisbee or play basketball. The location in Puijonlaakso is ideal for outdoor sports.

Jättekukko

Jättekukko is a service company owned by municipalities. Company produces all the services related to properties daily waste management. Our comprehensive services include waste transportation services, waste management guidance services, recycling stations, Kuopio waste center and ecopoints completing the Rinki ecopoint system. The area of operation covers 16 municipalities and 220 000 inhabitants.

Waste recycling in Samoilija (The student housing apartment buildings)

Separate waste, plastic, bio waste, cardboard, metal, glass and paper collection.



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SAVONIA

A deep collection system

(https://www.google.com/search?q=syv%C3%A4ker%C3%A4ys&client=firefox-b-ab&source=lnms&tbm=isch&sa=X&ved=0ahUKEwiTq82qoPHcAhVQzKQKH9kDEkQ_AUICygC&biw=1536&bih=729#imgrc=P9mSLsMtXX0ypM:)

Waste sorting guide for households

In English:

https://www.jatekukko.fi/media/liitetiedostot/jatekukko/materiaalipankki/jatekukko_kodin_lajitteluopas_eng_2017_paino.pdf

Suomeksi: <https://www.jatekukko.fi/materiaalipankki/materiaalit.html>

Hazardous waste

https://www.jatekukko.fi/palvelut/lajitteluasemat/kodin-vaaralliset_jatteet/vastaanottopisteet.html

- Batteries: <https://www.paristokierratys.fi/>

Used batteries can be delivered free of charge at the nearest shop. The nearest place at this case is K-Market Puijon Pähkinä.

The game

Every team will create a game or an application that encourages residents to recycle their waste. The residents collect points as a community in their favors. The game should encourage also to strengthen the community. By earning points the residents proceed to the next level. In every level, residents earn prizes.

The readymade game can be in Finnish or in English.

Notice: Some of the material is available only in Finnish (e.g. Lajittelun ABC, sorting points on the map).

In addition, **the game should include** "Lajittelun ABC" (ABC of the recycling, only in Finnish)

<https://www.jatekukko.fi/lajittelun-abc.html>

Extra elements / Diversifies that can be used in developing the game

- Noutokukko Service by Jätekuukko: The resident can order a van to pick up e.g. furniture or any bigger item that is waste for the residents
- Kiertokukko: Jätekeskuksen ehjien tavaroiden vaihtokontti (Box, where you can bring used but usable items such as furniture etc. and take another item with you for free).
- QR-codes etc. It is possible to link QR-codes or other elements that guide residents to export their furniture or batteries to specific collection points
- Secret level

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Criteria of a successful mobile game

- encourages to reduce, reuse and recycle
- easy and smooth
- it's addictive
- encourages strengthen the community
- in addition the jury values creative and wild ideas
- feasible, the ability of the team to implement the game

Evaluation of the games

All the teams present their games to the jury and to the other teams **on Sunday at 4 p.m.** The presentation includes: 1) Presentation of the game, 2) pitching the game and 3) summary of the game. The jury consists of game experts and representatives from Savonia, City of Kuopio, Jätekukko and Kuopas. The jury will evaluate the presented games and pitching plans and select the best game and the team, (and the second best and the third best). See more information: The Process.

Presenting the game

- 1) **Present your game** for example with the Game Play video
- 2) **Pitch your game**, incl. the following:
 - How to download the game
 - Technical support during the pilot
 - The prize of the technical support during the pilot (17.9.-30.11.2018)
 - Is your team willing to develop the game
 - if not, can somebody else do the developing further
 - The cost of the developing (estimate the budget)
 - Is there some parts or resources lacking, that might prevent developing or testing the game during the pilot? Which resources?
- 3) **Summary of the game (public)**
 - Text and photos (A4 or 2 slides)

The process

- The jury will evaluate the presented games and pitching plans.
- The jury will start negotiation with the team how to pilot the game with the residents.
- Negotiations and developing the game ready to pilot take place between 20.8.-15.9.
- Pilot project time 17.9. - 30.11.
- The team can use subcontractors but the contract will be signed with the main developer/responsible contractor. The responsibility of the contracts with subcontractors are between the developer and subcontractors only.
- If any of the created games are not feasible, the jury keeps the right to not choosing any of the games to the pilot.

- If the co-operation with the winning team is not possible, organizer can start negotiation with another team.
- The compensations will be handed after the pilot is completed.