Apocalypse of MoP – Players Interacting with Provenance

Richard Wetzel, Khaled Bachour, Martin Flintham and Tom Rodden
University of Nottingham

Trung Dong Huynh and Luc Moreau
University of Southampton

Overview

• Apocalypse of MoP is a browser-based alternate reality game / transmedia experience
• The UK government is run by a 1984-inspired agency: The Ministry of Provenance (MoP)
• Players join underground organisation Cr0n and infiltrate MoP to uncover its darkest secrets
• Main game mechanic: inspection and analysis of Provenance data (in graph form)
• Developed together with Nottingham-based artist group Urban Angel

• Launched December 2013
• Final case published end of July 2014
• 18 cases in total – across 4 episodes

• Two main websites with Django-backend
• Game server queries ProvStore via REST API

Data

• Over 850 sign-ups
• About 300 active players
• Together, all players interacted with:
  • 700 narrative-relevant Provenance graphs
  • 22,500 template-based Provenance graphs
  • Graph complexity ranging from simple (3 nodes) to hard (12 nodes or more)
  • Provenance-of-Provenance graphs
  • Creating graphs from scratch

Evaluation

• Log-data analysis
  • Node movements
  • Duration of interaction
  • Interviews
  • Walkthroughs of Provenance graph manipulation
  • Comparison of graph layouts
  • Between players
  • Changes over time

Sample Graph Layouts

Links

• http://www.apocalypseofmop.com
• http://www.cr0n.org
• http://www.mop.net

Sample Player-created graph