

DIGITAL TOY LIBRARY



**an offline device to share
games released under free licenses**

- < **low-tech** > easy to produce/reproduce/transfer in public spaces
- < **access / share** > you access games, you share new content
- < **participative** > the selection of games is made out of a collaborative process during workshops or freely proposed by anyone who would self install a LudoBox
- < **local** > the selection of games goes local for each implementation of the LudoBox : games could be translated, host prototypes made by local game designers or games created in pedagogical, cultural, artistic contexts
- < **evolutive** > the LudoBox is a collection of files, by adding, updating the content (new extensions, translations), it will evolve in different versions through times
- < **creative** > games are released under free licences, they are open to remix & new versions
- < **social node** > the Digital Toy Library remains a tangible device, a way to connect, gather and point at places where one plays, makes and debates around games, free culture & DIY

Backgrounds

In 2014, Dcalk started to develop the idea of a Digital Toy Library - following the PirateBox and LibraryBox successful initiatives allowing to share free digital content through an offline network – to gather free-licensed games... Yes it exists (!) and that's exactly to support this practice and give visibility to these creations that we wish to do so.

The LudoBox project has emerged from the nomadic mediation formula tested in the last 3 years : the Dark Toy Library (a pop-up collection of indie board games carrying critical content, some of them released under CC licence) and the Mobile Digital Fabrique (a foldable 3D printer allowing us to organize Print Parties to make on site 3D printed open source board games), the Digital Toy Library or LudoBox facilitates, through an autonomous wifi router, to gather and access games.

Last summer, we submitted our project to a Call for Ideas launched by the European Cultural Fondation on « Commons, public space, networked culture ». 50 ideas upon 813 have been selected to be introduced, commented, connected to other IdeaMakers'proposals coming from different parts of Europe. A second selection phase during autumn is launched, 25 ideas will to be given a « R&D » Grant by ECF to boost their projects. And so we start !

Context

Like book and music, board game has entered the era of reproducibility and distributed network. Here and there, creators publish their 3D checkers on-line and editors release games in print-and-play, sometimes under a Creative Commons license. If we can think, that these new formats will one day have their place in a toy library, how that turns the toy librarian profession, users'practices of these structures, and more broadly players ?

Promote game as a cultural object is Dcalk's mission. By exploring the creative process, publishing and distribution of board games, we develop transfer spaces for ideas and values to open the sector to other formats and considerations. The Digital Toy library embedds in itself tools, methodologies and values of the digital culture / free culture (license, copy, share, network).

Dcalk intends to prospect and accompany these new uses and practices at the crossroads of games and commons, digital crafts and design, digital and cultural mediation, public libraries and fablabs.

LudoBox content

A Digital Toy Library to share:

- **digital files ready-to-print** containing rules and games'elements: role playing, urban game, card game to be cut, board to be made, etc.)
- **files in .stl format** (checkers, plates, tiles) for 3D printing
- **game storage box pattern** (cardboard or organic materials for laser cutter)
- **pedagogical resources** (tutorials and manuals on tools or free software, documentation / methodology to run game design workshops, etc.)
- **publications on game design, free culture, DIY** (essays, articles, e-books, etc)

Objectives & workstages

End of 2015, we wish to deliver a first version of Ludobox with installation packages and tutorial, and a wiki gathering games, resources, publications to install its own offline collection. Several stages, many tasks... an open playground !

- > TESTS/PROTO/DEV

test existing devices (PirateBox & LibraryBox) and adapt / develop a custom interface for Ludobox

- > TOOL KIT

propose tutorial & useful resources to install a LudoBox

- > VEILLE

set up a shared online bookmarking space on the topic of digital game library

- > CLASSIFICATION

reflect on a specified classification for the Ludobox (toy librarians have a proper system, database, language that can not apply here)

- > WIKI

set up an online version of the Ludobox to gather games and resources (in English and French) to feed the "local" offline LudoBox

- > DÉMO/MÉDIATION

introduce the project in toy libraries, fablabs, cultural centers, publi libraries, design schools in Europe

- > OPEN GAME DESIGN

support, facilitate and run cultural and educational activities for designing games under free licenses to be included in the Ludobox

- > CARTO

map the first network of Ludoboxes !

LudoBox Tour

Workshops, demo, Print Party, discussion ... the Ludobox Tour is an opportunity to test the idea, collect advices, learn from innovative practices and keep on searching games designers, creators, publishers who make the choice of free licences & commons !

Already on our way : Saint-Herblain, Nantes, Indre, Orléans, Amsterdam, Leeuwarden, Gand, Paris, Tours, Brussels, Greece, Spain, UK...

You like the LudoBox's idea ?

You want to contribute, welcome us or recomend resources,
feel free to contact us and follow our news :

www.dcalc.org – info@dcalc.org