

Apocalypse of MoP – Players Interacting with Provenance

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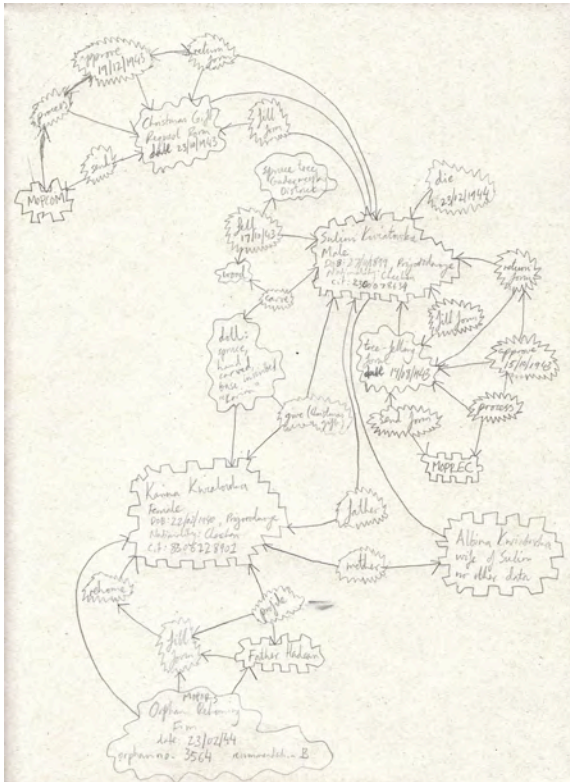
Overview

- 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

Sample Player-created graph



Links

- <http://www.apocalypseofmop.com>
- <http://www.cr0n.org>
- <http://www.mofp.net>

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

