

Annex VI - ARIS MANUAL

ARIS is an awesome, open-source, easy to use platform for creating and playing augmented reality experiences on iOS devices. These experiences include:

- Interactive Stories
- Scavenger Hunts
- Tours
- Data Collection Activities
- etc. - *ARIS exists as an experimental platform to expand what is possible.* What are you using it for?

These experiences can include interaction based on

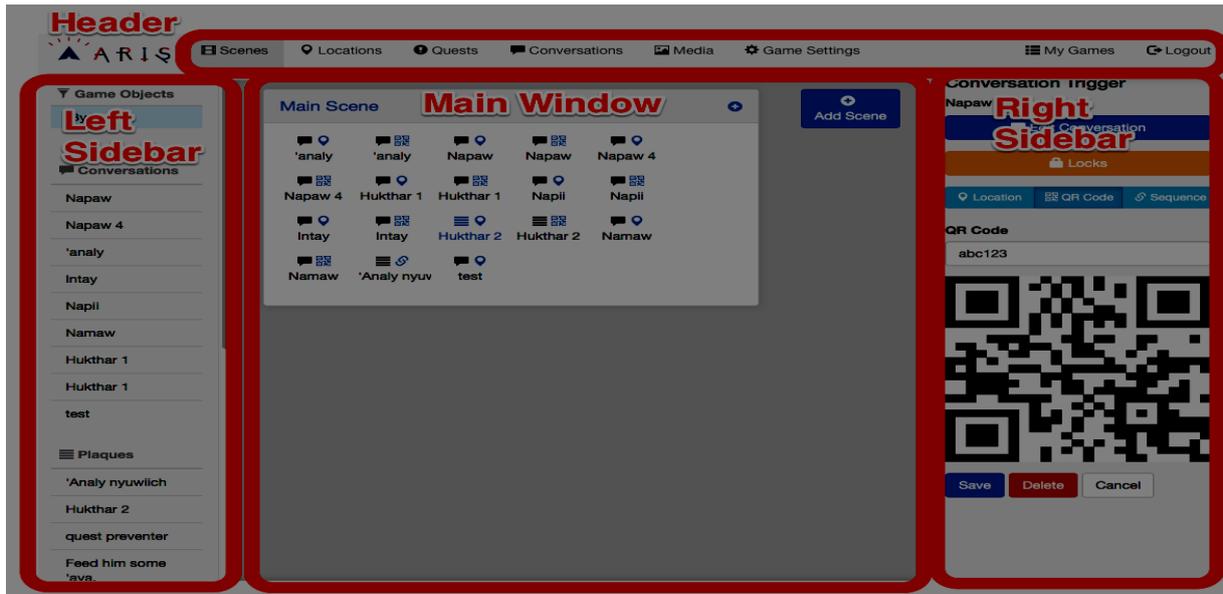
- player location (GPS)
- QR codes
- navigation of the on-screen map
- entering alphanumeric codes (e.g. "enter the price of a cheese pizza and large soda at Panucci's Pizza")
- media collection
- social interaction around media collection

ARIS consists of three pieces of software:

1. Client (app) - to play games and collect data
2. Editor - to make ARIS experiences.
3. Server - Games live on a database in the cloud. The client and editor read from and write to it. Upside - No need to install games or go through the app store. Downside - you need an internet connection to play.

People all around the world use ARIS for variety of purposes. Most are involved with learning somehow, from classrooms to museums, after school clubs and community action. Middle schoolers make ARIS games, and so do education researchers, artists, and moms.

1.ARIS Editor - Making



ARIS Editor Basic UI

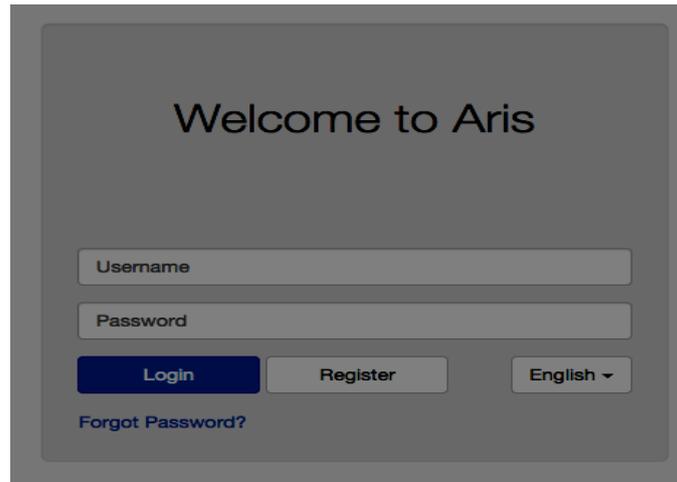
The basic interface of the editor is divided into four sections:

- A main window
- A Left Sidebar - contains your game's objects
- A Right Sidebar - game object details when an object is selected
- A header containing tabs - changes what is in the main window
 - Scenes - A visual organizer for making your games. We think of this as the main interface for authoring in ARIS 2.
 - Locations - a map with all your game's locations. Very similar to the main window in ARIS 1.
 - Quests - Edit and Create Quests here.
 - Conversations - Create and Edit Conversations between players and virtual characters in an awesome visual diagram. Very different from ARIS 1.
 - Media - View and upload media for your game.
 - Game Settings - settings for your game.
 - My games - your games.
 - Logout - logs you out.

2.Login to the ARIS Editor

The ARIS Editor 2.0 can be found at <http://arisgames.org/editor>. The login screen is really

clean and simple.



ARIS 2 Editor Login Screen

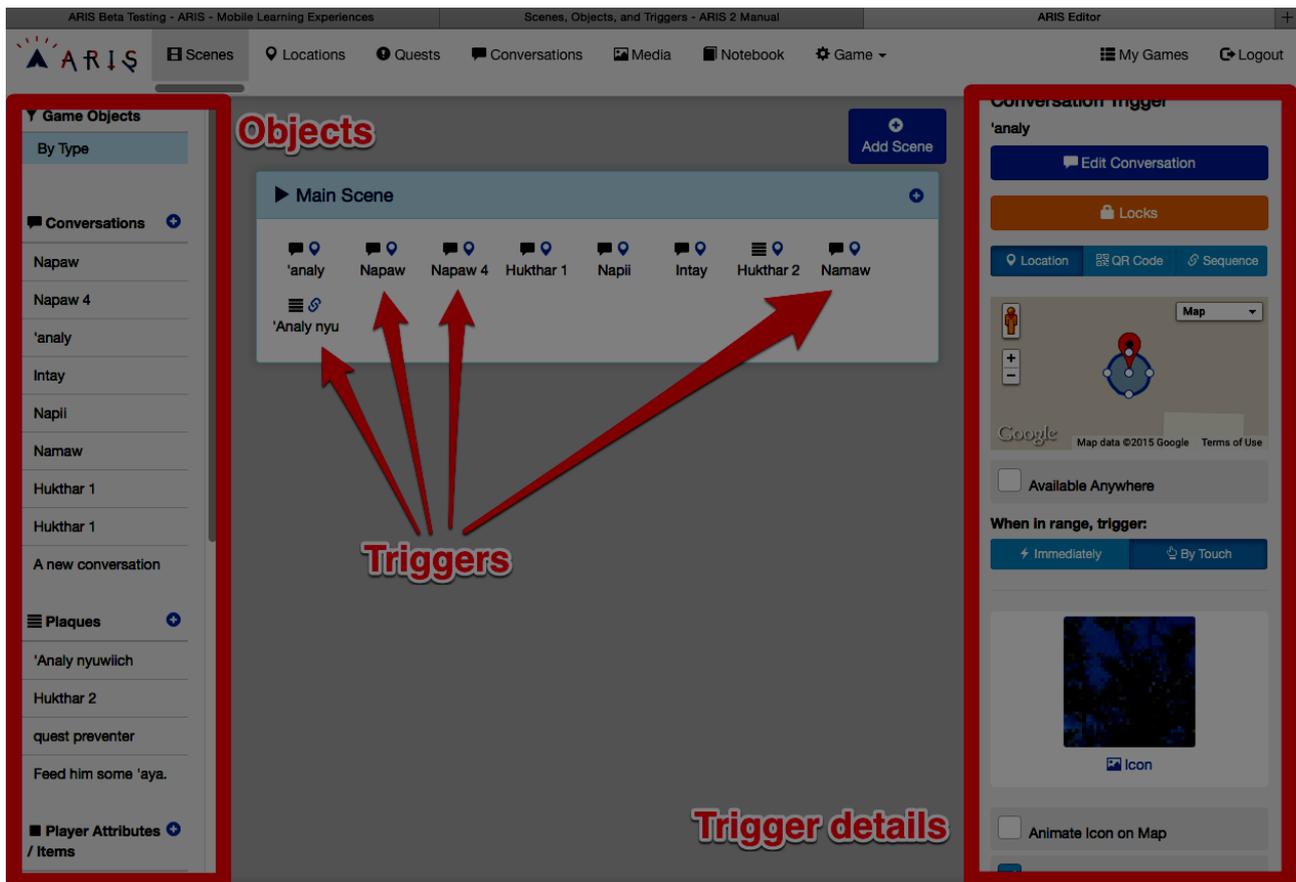
Just fill in the username and password and hit “register”. You can use these credentials on the ARIS 2 app too. Or if you’ve already signed up as a player on the app, you can use those credentials here.

If you’re coming from legacy ARIS, type in those credentials and a 2.0 account will be created that is linked to your legacy account so you can import your legacy games

3. Objects, Triggers, and Scenes - Basic Conceptual Model of ARIS Games

The basic conceptual model for ARIS authoring involves objects, triggers, and scenes.

- Media content = **objects**
- How a player accesses content = **triggers**
- Organizational units for triggers = **scenes**



Objects and Triggers

Objects in ARIS are containers for the content you'd like your players to see and interact with. There are many types of object, but they are each a format of media. The text areas are actually html fields capable of executing arbitrary javascript as well. You can make these pretty fancy by looking up a few common html tags and how to use them. The media asset can typically be an image, video, or audio clip.

For the actual settings for each object see their pages:

- Plaque
- Item/Attribute
- Conversation
- Webpage
- Factory (a meta-object)

And for media specifications, look here.

You can create objects and see them in the left sidebar of the main (Scenes) tab of the Editor.

*To make your **object** available to players, you must also create at least one **trigger** to point to that object. Each trigger lives in a scene.*

Triggers provide players access to objects. There are many options but they come in three basic flavors according to the way in which they provide access.

Location (default) - A set of earthly coordinates to which the object is connected. Typically, but not exclusively, the player must *be here* to see the object's content.

QR Code - A computer scannable image (and also alphanumeric address) to which the object is attached. Typically, but not exclusively, the player must use the **scanner** in their ARIS game to scan this image to see the object's content.

Sequence - An automatic trigger. A player need not do anything apart from satisfying the gameplay requirements the author uses to **lock** the trigger.

You add a trigger to a scene using the (+) button in the upper right corner of a scene. There are many types of triggers, each of which is an action in relation to a game object:

- Start Conversation
- View Plaque
- Inspect Item
- Visit webpage
- Switch Scene

More on the details for each of these three basic types of trigger below.

What Are Scenes?

The Scenes tab is the main tab in the Editor. It is a visual interface to design stories in ARIS. It helps you organize your objects, quests, and moments of player interaction. Instead of a long list of objects, you can see the structure of your games and stories directly in this window. This should help authors think about the progression of their creations, right in ARIS.

Every game needs at least one scene. Every object needs at least one trigger to provide the player access. A trigger is created within a scene.

Objectively, scenes are containers for collections of game objects (plaques, conversations, etc.). But the metaphor is with cinema/theater. A scene is a basic organizational unit of design to help you think about the different parts of the story/game you're making as separate productions that are linked together. A story will typically be made up of several connected scenes, and the branching connections between scenes could become quite complex if you want.

Scenes are about helping you to tell stories more efficiently using ARIS. They are likely more useful for larger, more important games. When you're just getting started, it may be best to use a single scene, and simply add all your triggers to that.

How to Use Scenes

You create one or more **scenes**, and add **triggers** to these scenes to move action along within them.

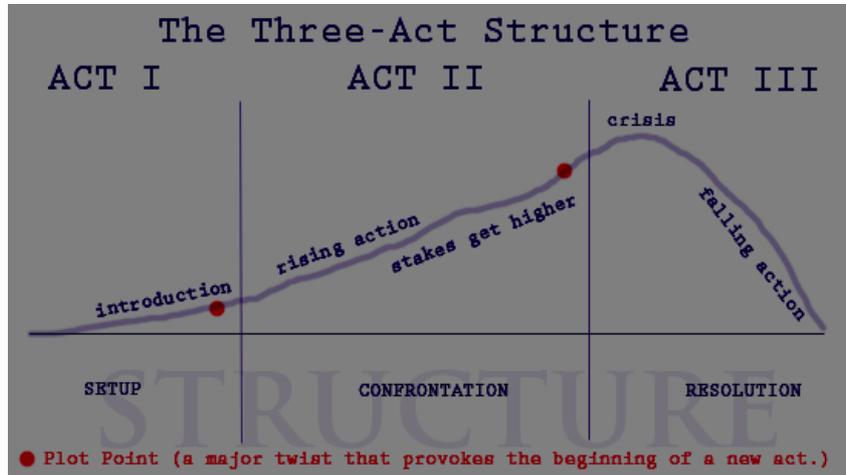
Every moment of the experience you're creating for a player will take place within one of your scenes.

Every game needs at least one **scene**. Add a new one by clicking the big, "add scene" button when you are in the Scenes tab of the Editor.

- Scenes can be titled, and moved around within the main window of the editor.
- A player can only be in one scene at a time. Triggers in other scenes will not be available to players regardless of the locks you put on them. Scenes can be a convenient way to segment your games, but you need to learn how to use locks to move players in and out of scenes.

Switching Scenes

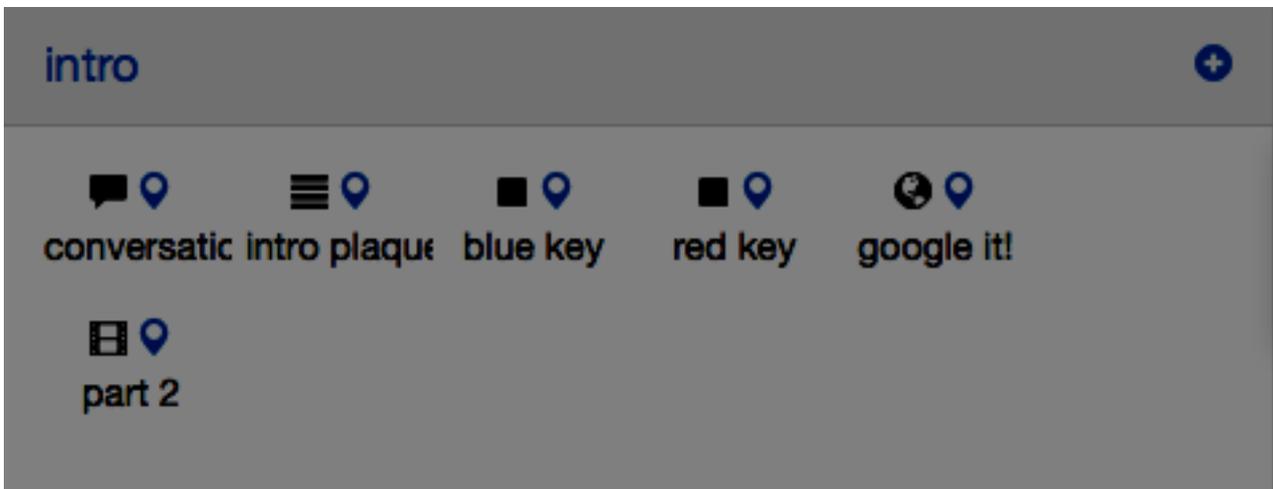
One special type of trigger is the one you use to send the player to another scene. By default, the player starts in the first scene you create. You can change which scene is your first scene in game settings. If you want them to see your objects whose triggers are in other scenes, you need to send them out of their initial scene and into another one. You do this with a **switch scene** trigger.



Using multiple scenes may help you organize your storytelling

Using Triggers

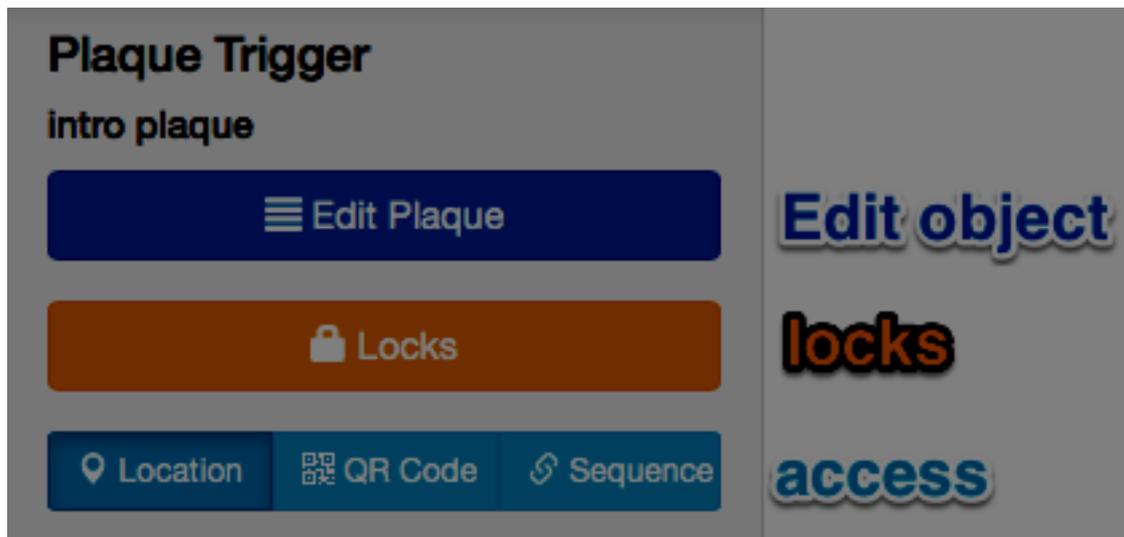
Each trigger has many options for when and how the player can access it. You edit them by clicking on the trigger within the scene.



A scene with a bunch of triggers. Notice the custom icons for each type of object.

In the left sidebar, you will see the available options, grouped into three categories:

1. **Edit Object** - Details about what the player sees and does once they are looking at or using your object.
2. **Locks** - This replaces the former notion of requirements in ARIS. If you are familiar with requirements, this is the same, just with a better name. If not, Locks are what allow you to not have your objects show up at the same time for the player. You lock an object, and by doing certain things in the game, the player can unlock it.
3. **Method of Access** - Various mechanisms for a player to actually go about getting to your object. Access generalizes our previous notion of location.



CopyRight to
<http://manual.arisgames.org/editor/scenes>

And for more information and tutorials you can use the site:
<http://manual.arisgames.org/editor/scenes>