Fishing Game (Tragedy of the Commons)

Supplemental Documentation for Remote Play

Background

The PSims were initially designed with the explicit intention of facilitating social face to face play and learning. Over the last year we have had numerous requests for online versions. In order to accommodate online play we have released an updated version of the Fishing Game. This version can be played completely online. The game runs very similarly to the face to face version, for which there is documentation. So this documentation provides notes on the few differences.

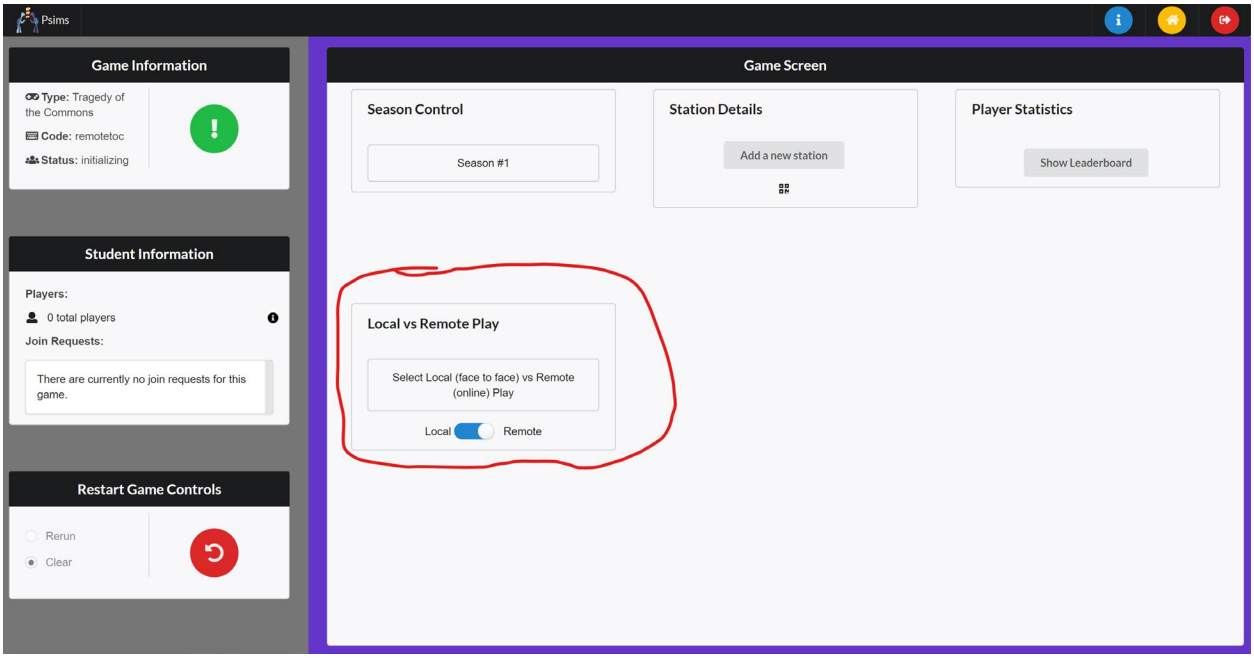
Highlights

The major differences between the remote (online) and face to face versions are that the online version:

- Does not require the printing of QR codes for each station
- Allows players to visit stations simply by tapping their screens. In order to simulate traveling to other stations, there is a 10 second timeout between stations if players visit different stations, but only 5 seconds if they visit the same station twice in a row (e.g. if there are Ocean A and Ocean B, visiting Ocean A twice in a row requires only 5 seconds between visits, but visiting Ocean A and then Ocean B requires 10 seconds).
- Does not permit trading. Trading is not used very often, and still requires QR codes. So this feature is turned off.
- Requires click the switch to Remote on the bottom of the teacher page during the Initialization phase in order to permit online play.

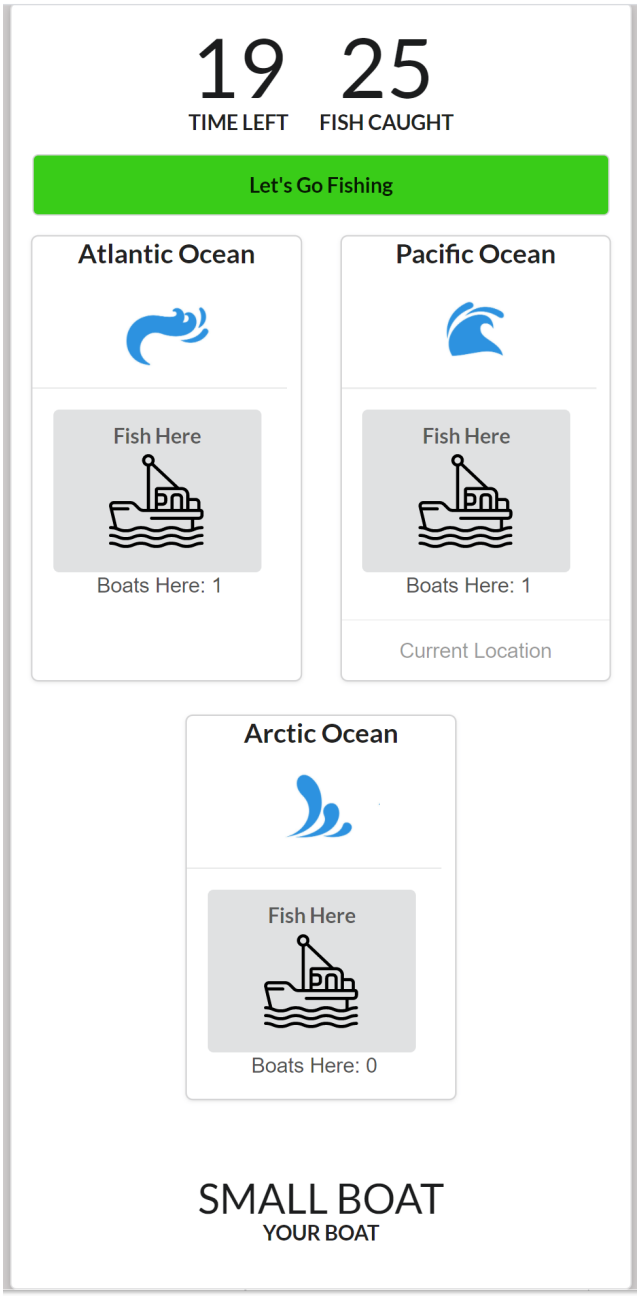
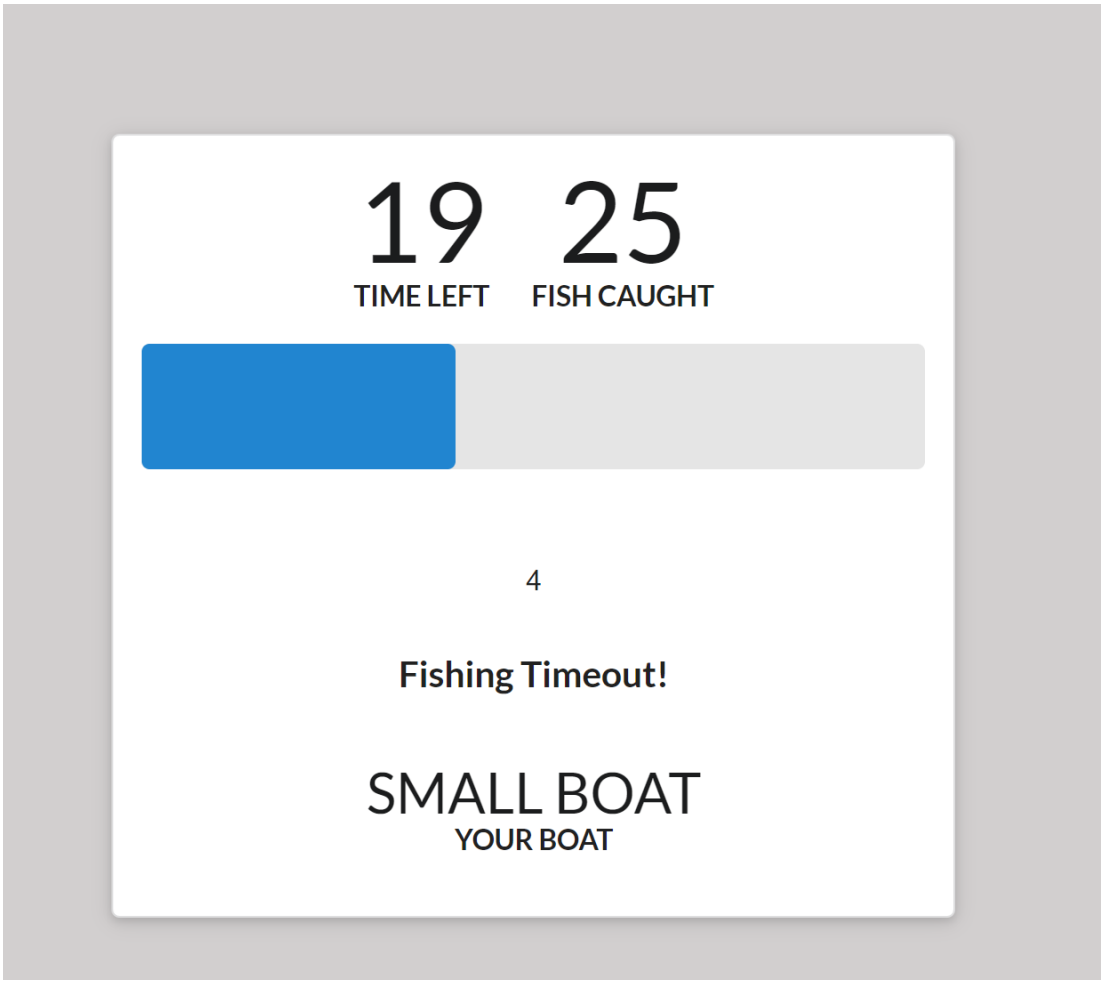
Details

Enabling online play requires toggling the Local vs Remote Play switch to the Remote position during Initialization.



That is the only requirement for **teachers**/facilitators. The other difference that will be noted is that the “trading” button is disabled. There is no trading enabled when playing remotely.

For **students**, the game play page looks different. The new layout is shown here. There are no scan and default buttons, since the scanning feature is not used. Instead there is a grid of the available oceans to fish in. In this case there are three oceans. Players choose that ocean simply by clicking "Fish Here". There are two additional pieces of information available. First, there is a "Boats Here" counter. This shows how many players are currently fishing in that ocean. This number is based upon the last ocean that each player chose. It also includes an indicator (in this case in the Pacific Ocean) of the last ocean that the player fished in.



The Current Location indicator is important to players. If a player fishes in the same ocean twice in a row, there is only a five second timeout. If they choose to move to a different ocean, then there is a ten second timeout. It takes some real time to travel, and so players must spend more time.