

SEED x I2PLANET

**HACKATHON
KICKOFF**



WEEK OVERVIEW - DISCOVERY WEEK STYLE

Klang Games @ IdeaSquare - i2P hackathon



 17 Feb 2025, 09:00 → 21 Feb 2025, 20:10 Europe/Zurich

Description Klang Games is a startup based in Berlin that is developing SEED: an incredibly ambitious game simulating the future of humanity. Both Seed and IdeaSquare are following similar creative paths related to interplanetary creation and exploration. What we want to do with our students is what Seed is about - giving a blank canvas to start a new society in a different planet. This means that the overlaps are incredibly exciting, for e.g., at IdeaSquare we might be able to test and play the game with our many student groups while providing a great PR and testing platform for Seed and collaborate towards its development.

A few months into this collaboration, the next step is this in-person hackathon with a diverse crew from Klang Games and the IdeaSquare team. During this week, we will be looking into the existing content produced by both teams, look for meaningful connections and opportunities and co-create new content in selected areas of interest.

We will start the week by looking at where we stand, diving into SEED Game Mechanics & Systems and into the I2planet methodology. In smaller groups, we will then ideate about the possibilities and dedicate the rest of the week to work together in the projects, while getting inspired by the CERN IdeaSquare atmosphere.

[\(WIP agenda here\)](#)

Due to space limitations, this is an event by invitation, only.
However, if you are interested and would like to know more, please check the box "I'm interested" and we will provide you with more information.

DISCOVERY WEEK RECAP - WHAT DID WE ACHIEVE
AND FROM WHICH AREAS WE WISH TO CONTINUE?

PRESENTATION FOR MUTUAL UNDERSTANDING BY
DEMOING BOTH I2PLANET & SEED

DISCOVERY WEEK REVISIT

The generative i2Planet workshop allowed us to collect new ideas and see what alignment exists with SEED.

Many of the ideas pitched at the end of Discovery Week could be great candidates to be fit into i2Planet narratives.

Better understanding from both sides about each other's activities and possibilities with increased excitement.

LEARNINGS:

_ Pedagogical and practical usage of SEED at i2 needs to be thought-through.

_ Current SEED mechanics are already a fit to existing scenarios created by i2 team.

_ Visuals as powerful tools to create immersive student experiences.

FURTHER IMPACT:

Game for Science.

How we use SEED, an MMO simulation game for thought experiment with CERN IdeaSquare

Game UX Summit 2024

Pimchanok Sripraphan 

19.12.2024

I2PLANET LEARNING GOALS

- **Question worldviews**, assumptions and the status quo.
- Tackle **complex challenges** and building hypothesis under high levels of **uncertainty**.
- Identify **key variables of a complex problem** and ponder **trade-offs** within a system.
- Make ideas tangible through **prototyping**.
- Apply creative thinking **to imagine alternative futures** and create new solutions.
- **Elaborate quantitative and qualitative assumptions**, considering improvements in orders of magnitude.
- **Work independently**, using the necessary tools and resources available.
- Collaborate in **multidisciplinary teams**, while navigating conflict and **ambiguity**.

I2PLANET IN PRACTICE

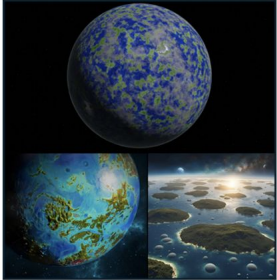
Over 20 pilots conducted, with topics ranging from knowledge and education, space travel, water management, healthcare units, and even a board game.

- Narrative is **divided in interdependent sub-missions** and given to the participants.
- Teams are composed of **multidisciplinary Master level students** (between 3-6 people), between 20-45 students total.
- Work is **mostly self-driven** - there are no templates, lectures or instructions, aside from a loose timeplan.



SHORT I2P DEMO

Narrative:



In the year 2300, precisely at 9:00 AM, every major news network on Earth broadcast what would soon be hailed as humanity's greatest discovery. After centuries of searching the cosmos, the spacecraft *Atlantis* confirmed the existence of an exoplanet named Nisi, Greek for "island." The first images from *Atlantis* revealed a breathtaking archipelago world—Nisi's surface is a mosaic of thousands of islands scattered across vast oceans. Initial readings from the Atlantis sensors aboard confirmed that Nisi has an atmosphere and surface temperatures strikingly similar to Earth's.

Recognizing the profound impact of this discovery, the Interplanetary Earth Council mobilized vast resources to support a historic migration to Nisi. In the early decades, settlers focused on survival and growth, gradually inhabiting more of Nisi's islands and laying the foundations of a thriving civilization.

Now, in the year 2627, Nisi has grown into a prosperous world. However, the rapid colonization has also given rise to new challenges. Despite its prosperity, the planet remains fragmented, with the inhabitants of its 12 main inhabited islands feeling disconnected from one another. Lacking a cohesive sense of community, these islands struggle with fractured communication, distrust, and inconsistent access to essential services like healthcare, education, and clean water.

The next great challenge for Nisi is clear: establishing a sustainable trade network that not only connects the islands economically but also unifies their societies and provides the foundation for a shared future. Since reliance on trade with Earth is no longer viable due to its prohibitive costs, delays, and technological impracticalities, this network must be planned with meticulous precision.

Success depends on addressing two critical dimensions:

1. **Economic integration:** Developing efficient and sustainable routes for the transport of food, water, and medicine.
2. **Social cohesion:** Using the trade network as a vehicle to foster collaboration, build trust, and ensure equitable access to services across all islands.

To tackle these challenges, the Interplanetary Earth Council has appointed you as the architects of Nisi's trade network. Your mission is to form specialized teams to address the following critical



SHORT I2P DEMO

NISI'S KEYS TO SUCCEED



1.
PROBLEMS



2.
PROPOSAL



3.
SIMULATION &
TRANSPORT



4.
COMMUNICATION



5.
CULTURE



6.
SOCIETY

MUST-HAVES FOR AN I2PLANET NARRATIVE

- Systemic interdependencies between potential sub-missions.
- Implicit trade-offs, hidden variables and **need for communication & conflict** between teams.
- Narrative needs to be bounded, have a clear focus.
- Tasks need to be clear (they cannot be doing everything all at once).
- Purpose of settlement and reason for leaving need to be present in the premise.
- People and materials available need to be bounded.
- Needs to happen in a different planet, on a new setting. Can be an existing exoplanet or a fictional one but cannot be on Planet Earth as the idea is to build on a "clean slate".
- Task needs to be both quantitative and qualitative (not only technical, not only existential).

SHORT SEED DEMO



KLANG BOUNDARY CONDITIONS

- Where do we want to focus on?
- Do we simply continue with the discovery week projects?
- What can be the i2 team role?

DISCUSSION IN SMALL TEAMS - HACKATHON'S AIMS & POSSIBILITIES

Q: HOW DO WE START - WHERE DO WE WISH END?

Q: WHAT IS THE MVP WE AIM TO ACHIEVE & WHAT
WOULD BE THE GRAND EXTRAVAGANZA
FOR BOTH KLANG AND IDEASQUARE?

Q&A

TEAM FORMATIONS