

Keck Award 2022 - Game Jam - the National Coordination for the Conservation of Cultural Heritage (CNCPC)

2022 Keck Award winner: Game Jam for Conservation

The winner of the Keck Award in 2022 was GAME JAM FOR CONSERVATION – playing we learn to conserve cultural heritage, supported by the National Coordination for the Conservation of Cultural Heritage and National Institute of Anthropology and History through the Directorate of Management and Liaison in Mexico, allied with the Games Laboratory of the Center for Digital Culture (CCD) and the Independent Collective “Mermelada de Juegos”.

The project saw the activation of games in different national events taking place over 3 editions beginning in 2021, the latest included Rawr Story!, Camino a la Conservación (Road to Conservation), El Despertar de Arari (The Awakening of Arari), La Guerra de Fósiles (The Fossil War) with participants taking place from 9 countries: Mexico, Argentina, Brazil, Chile, El Salvador, Guatemala, Nicaragua, Peru and the USA.

The project promoted game development, education, restoration and culture, highlighting the importance of the use of digital technology and playful products as an important tool for preventive conservation and risk management of paleontological, archaeological and historical heritage.

Game Jam was praised by Keck Award judges for reaching wider audiences and raising awareness of conservation-restoration in communities, schools and museums.



Conservación del Patrimonio Histórico de la
Catedral Metropolitana de la Ciudad de México

MINI GAME WORK

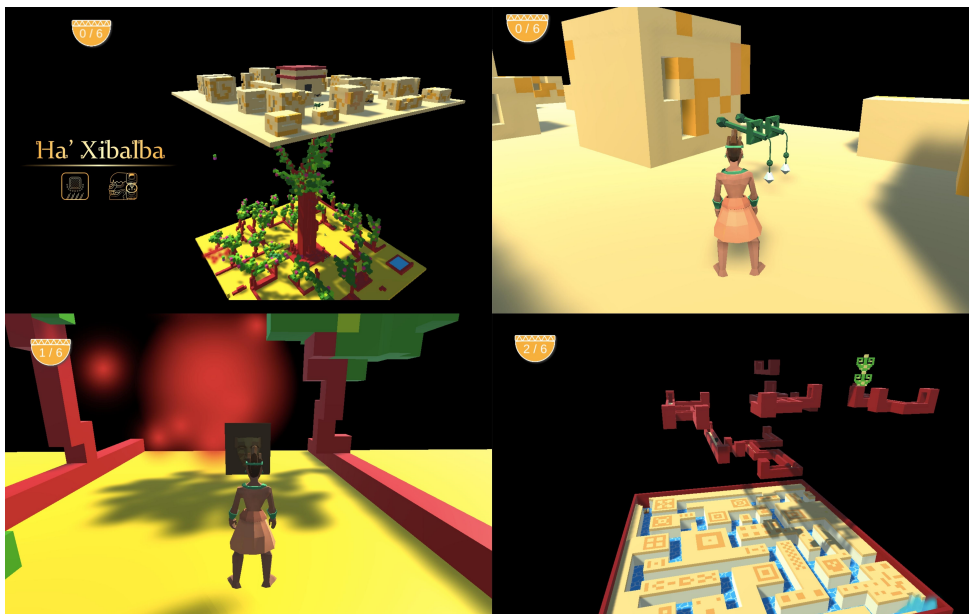
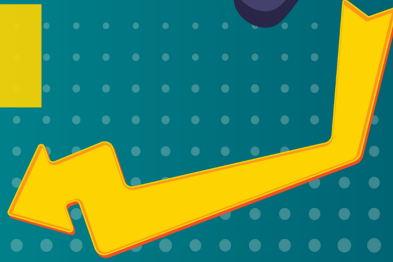
JAM VIRTUAL

Con la participación de Conservación del
Patrimonio Histórico de la Catedral
Metropolitana de la Ciudad de México



Game WorkJam

FUNDACIÓN



The collage consists of four screenshots from the game "Tumbaga".

- Top-left:** A menu screen titled "PATRIMONIO EN APUROS". It features a blue background with white clouds. On the right is a large image of a statue and a clock tower. On the left is a smaller image of a statue. In the center, there is a text box that says: "Abre la caja de restauración y repara el pilar y las torres con sus herramientas administradas. Utiliza un sistema de narración e interactuar en tiempo para liberar y proteger el patrimonio." Below the text box are icons for tools and a play button.
- Top-right:** A menu screen titled "TUMBAGA" in large, stylized letters. Above the title is a red pirate ship. Below the title are three green buttons labeled "INICIO", "OPCIONES", and "SALIR". To the right of the buttons are two cartoon characters, a girl and a boy. At the top right, there is a speech bubble containing text about the game's development.
- Bottom-left:** A screen titled "PERIPECIAS CATEDRAL". It shows a detailed illustration of a cathedral facade. Above the cathedral are several small icons representing different elements of the game. To the right of the cathedral is a clipboard icon with a timer showing 0:15, 0:10, and 0:07. There are also heart icons and a pause button.
- Bottom-right:** A screen titled "Andamios y restauradores". It shows a detailed illustration of a cathedral facade with scaffolding. To the right of the cathedral is a timer showing "Tiempo 1:54". At the bottom of the screen are several icons for game controls, including a crosshair, a plus sign, a minus sign, and a play button.

Sismo 7.1
19 de septiembre 2017. 13:15 h
Ciudad de México
Catedral Metropolitana, CDMX

Abre la caja de restauración y retira el petro y las telas con las herramientas adecuadas. utilizar en exceso una herramienta o no limpiar a tiempo puede llevar a perder el patrimonio

TUMBAGA

INICIO

OPCIONES

SALIR

¡NO TENGO MEDIO DE SALIR,
QUE PASARÁ SI NO SE VA NADIE!

Por la **CHUBESCA** del día te damos la **plata** para el **cambio** formal
de una **p** al **c** sobre para el **TOPHIMBO** exacto.
sólo debes meter la **plata** superior a una **vela** **partición**,
y por la **moneda** **200** puntos **has** de **partir**.

			
+2	+10	+5	-1

Andamios y restauradores

Tiempo
1:54

PERIPECIAS ECATEDRAL

0/15	0/5
0/10	0/7
0/7	0/3