Report for the **Open Source Software for Entertainment (OSSE)** Tutorial of International Conference on Entertainment Computing, Bremen, Germany @ 26th of September 2012

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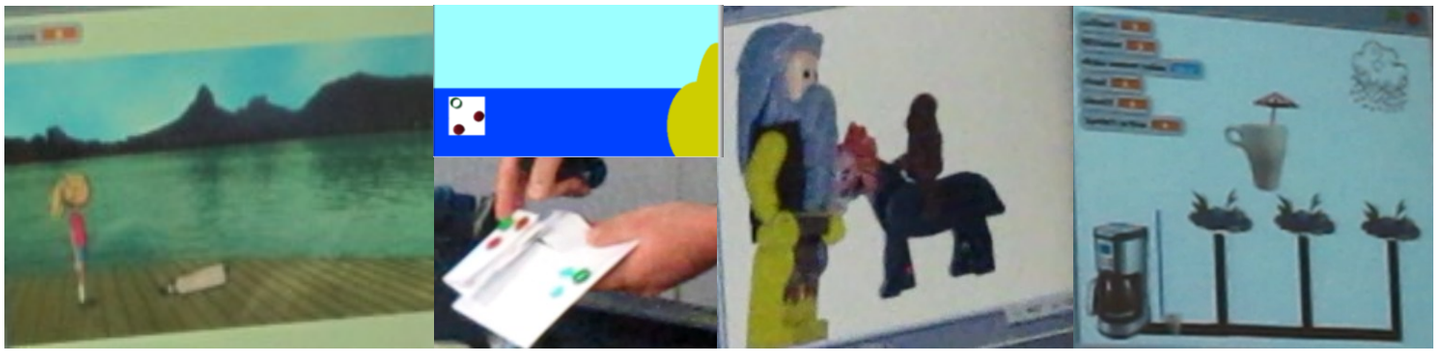
This tutorial has been very successful. Most importantly, the twelve participants from nine different universities were introduced to open source software practices and tools that are suitable for creators of interactive and playful systems. The tutorial offered to the participants an experience to create their physical character through open source tools such as Scratch and Pico-Boards which are motivate a broader participation of technical and non-technical users in the creative production of interactive systems. The program exhibited in the tutorial's website (http://wp.me/PXD0L-tm) was followed. The twelve participants formed up 4 different teams. Each team made the physical character of the game, imported it in Scratch, developed a story board for the game and programed the game on Scratch. At the end of the workshop 4 different games have been partially developed based on the given theme, which was the water problems of the earth. In the following figure, screen shots of the games are exhibited form left to right: a) Paulina, b) ASQUA, c) Starhorse, and d) MrCoffee.

# of Part.	Country	University/Institution
4	Netherlands	University of Twente
1	Belgium	Ghent University
1	Canada	The University of British Columbia
1	Austria	University of Vienna
1	Czech	Charles University
1	Netherlands	NHTV Breda University of Applied Sciences
1	Brazil	Universidade Federal Fluminense
1	Brazil	Municipal School of Rio de Janeiro
1	Brazil	Pontificia Universidade Católica do Rio de Janeiro



At the end of the workshop, in order to evaluate and improve possible repetition of the tutorial; we used a 7-point Likert scale survey. On that survey we included constructs regarding participants' satisfaction, intention to re-attend, easiness, enjoyment, usefulness, control, happiness and anxiety. Although we followed a scientifically valid methodology the results of the surveys cannot be generalized due to the limited number of the participants. But can provide us with useful insights for the further development of the tutorial. In general the constructs ranged in very good levels as all the positive constructs are high and most of them are very high and the level of participants' anxiety is low enough. At the bottom of the report we are providing detailed frequency diagrams of the responses.

Constructs	Mean	S.D.
Satisfaction	5.81	0.78
Intention to Re-attend	4.69	1.46
Easiness	5.48	0.94
Enjoyment	5.77	0.82
Usefulness	5.04	1.26
Control	6.04	0.58
Happiness	5.58	0.81
Anxiety	2.69	0.98

In accordance with the Linkert scale questions, we used free text questions in order to capture any additional information and suggestions from the participants. Based on a simple content analysis of the free text responses we summarize that the following additions will potentially improve the tutorial:

1. Sending information regarding the software prior to the tutorial
2. Longer and in-depth introduction of the software at the beginning of the tutorial
3. Bringing wider range of physical materials for the physical character development

Following we are stating the frequency diagrams for each one of the constructs exhibited on table 2.