Introduction:

2014 was a year of growth for the Pinnguaq Association. It saw the growth of the organization to allow for the full time hiring of Ryan Oliver who was able to draw an initial wage from the organization, as well as the growth of a variety of projects.

The Projects

Projects Run:

- Art Alive

Art Alive was a project conceived in early 2014 as a way to digitize and explore various forms of art in new ways. In 2014 Pinnguaq began development on the project incorporating and creating agreements with various artists and the families of artists around Nunavut to explore their creations.

This project was led internally through a small contribution from the department of Culture and Heritage in April 2014, supported by the Nunavut Arts and Crafts Association and Uqqurmiut in Pangnirtung.   This contribution allowed us to explore a larger partnership with the Social Science + Humanities Research Council (SSHRC) grant entitled "Mobilizing Inuit Cultural Heritage" (MICH) led by York University. Their support allowed the project to grow and be showcased in various galleries around the world.

We worked with Piona Keyuakjuk and Solomonie Qappik in Pangnirtung, directly. With Piona we built ideas around his print "Rewarded for a Successful Hunt". Piona directly wrote the story of this print, shared his family history and helped shape the game that evolved from this.   Internally, in October 2014 we produced the first gameplay concept footage from Piona's work. See it here. It ultimately would change significantly over the coming year, but was an incredible achievement demonstrating what we could accomplish.

Other concept videos were also produced internally that showcased ideas for the gameplay. None which would make the final cut.

2014/15 was all about development. The games and ideas were fleshed out and development was largely an experimental exploration of how to share the vision of the artists in an interactive format.   The first ideas for the games were presented at the MICH annual conference in Toronto. Powerpoint Here in February 2015.

The biggest technical achievement in 2014/15 was the development of a skeletal structure for characters that allowed us to take 2D images and bring them to life. A decision was made very early on in the development process that Pinnguaq would add no new visual assets. The project, as one intended to bring art to life would work specifically to visually represent those stories entirely through the artist's own work. This new technology allowed us to provide digital skeletal structures to each element of an artist's work and bring them to life. See the powerpoint above for samples of that.

2014/15 was also about research and shaping the stories these games would tell. In addition to working directly with artists where possible, we worked closely with curators,

academics and artists to develop the game narratives. The goal with Art Alive is to create gameplay mechanisms that directly support the narratives presented in the images.

A larger write-up on the work done in 2014/15 was written up for our Culture and Heritage reporting. It can be [viewed here](#).

● Qalupalik

Qalupalik in 2014/15 was all about development, leading to a video demo of the game that was debuted at GDC in March 2015. After killing the project, [then bringing it back to life](#), we focused on created an experience that made sense within our budget and constraints.   We showcased a VR version of [the game at Inukshuk high school](#) in Iqaluit, which helped shaped some gameplay decisions.

Many different demos and concepts were developed for Qalupalik in 2014/15 and listed here they include;
- [Extremely early](#) character and ice tests.
- [October 2014](#)- Visual Demo, Early Gameplay.
- Character Examination [Blog Post](#)
- [March 2015](#)- GDC Demo

The game continues to move through development but needs to be reshaped again as the message is getting lost in the sheer size of the project.

● Ittle Dew Localization

2014/15 saw us localize two different games, Ittle Dew and 'Robot Turtles'. Ittle Dew is a swedish made Zelda-like puzzle game that the designers were extremely supportive of bringing to Inuktitut. We translated the game through the early part of 2014 and it was released on PC/Mac/Linux is September 2014.

- Robot Turtles Localization

Robot Turtles, the most Kickstarted board game in history, and a staple of our Code Club sessions, was translated to Inuktitut to help better suit our Code Club sessions.

The rules can be read here.

- String Games

In 2014/2015 the National Film Board of Canada approached us to work with filmmaker Nyla Innuksuk to bring together a project called "String Games". The project is largely undefined at this point, except to say it will seek to incorporate technology and data mapping to tell a story about Nunavut. The visualization for this story will be through Inuit String stories as a metaphor to tell a story represented by data points. Beyond some early meetings this project remains largely undefined.

- Code Club

In 2014/15 we hosted 3 'Code Club' sessions, created a partnership with Qaujigiartiit Health Research Station in Iqaluit, conducted some of our first proper assessments of the program and defined more clearly the way the program will work.

   - Pangnirtung- Weekly (February - May 2014)

After the success of the first Code Club in February 2014, Pinnguaq hosted weekly Code Clubs until May 2014 at the house of director, Ryan Oliver. They were attended on average by 6-8 children and explored further growth of the program developed in Pangnirtung.

   - Pangnirtung (November 2014)

A proper Code Club returned to Pangnirtung in November 2014. Many of the children who participated in the first one returned and many new ones came. We introduced robots, VR, 3D modeling and many other new topics. Images of the event are here. Ryan also created a day by day diary of the event for "Finding True North" which can be viewed as a PDF here.

   - Arviat (February 2015)

In February 2015, Pinnguaq developed a partnership with Qaujigiartiit in Iqaluit to host our first Code Club outside of Pangnirtung and travel to Arviat, Nunavut for a five day session. The ever evolving club took a new shape with a focus on "Train the Trainer", and sustainability of the program. With a team of Taha Tabish, Shirley Tagalik, Ryan Oliver and Lily Amagoalik we hosted two days of the club with 4 students aged 16-20. Those four

students then helped us teach the following three days with the entire community, creating a template for a sustainable code club outside of Pangnirtung.

Images are here and the games created are viewable here. Jamie Okatsiaq, one of our trainees, took up the Code Club sessions and held weekly Code Clubs for the following 3 months as Pinnguaq provided curriculum to teach. This initiative included hosting a 'game jam' as a part of an anti-bullying week in Arviat in 2015.

- ○ York University (March 2015)

The success of our clubs in Nunavut had York University ask us to host a two day session for students of the design program. Hosted by Ryan Oliver with assistance of game designer Merritt Kopas, Pinnguaq hosted a two day session that focused on game design and some introductory programming.

- The Pinnguaq Scholarship

In the summer of 2014 we created and awarded the first ever "Pinnguaq Scholarship" to Talia Metuq of Pangnirtung. Talia, a graduate of our Code Club program decided to attend a visual arts program in Vancouver after meeting with members of the EA Sports studio in Burnaby. Pinnguaq funded a $6000 scholarship to help cover costs of tuition.

Press Release is here.

- Singuistics

Singuistics received support in late 2014 from the Government of Canada's "Aboriginal Language Initiative" to expand Singuistics into an additional 5 Indigenous languages. 2014/15 saw the call for support go out and relationships begin to build to create versions of the App in Cree, Dene, Gwich'in, Anishinaabemowin and Mi'kmaq.

Travel Done

- # Gamescom (Cologne, Germany)

Invited as a part of the Canadian Delegation, we attended Gamescom in 2014 to be a part of a Canadian government showcase of games in Cologne, Germany. We showcased Art Alive and Singuistics during this time, met with many different developers and companies and built capacity and understanding of the work we are doing to support development in the North.

- ## Arctic Modernity Conference (Tromso, Norway)

Invited by York University, Ryan Oliver attended and lectured at the Arctic Modernity Conference in Tromso, Norway in September 2014. Ryan spoke on connectivity, tech development and STEM in Nunavut.

Transcripts of the talk are available [here](#) and [here](#)

- ## Gamers Development Conference (San Francisco, California)

In March 2015, Pinnguaq attended GDC and took a booth at "GDC Play" as a part of the Canadian delegation. Pinnguaq showcased a video of Qalupalik and the first gameplay of Art Alive to a public, playing audience.

Media

Code Club: "Street Talk" in NNSL- November 2014
Inuit Art Comes to Life with Art Alive - (Translated through Google Translate from Dutch)
Nunavut Game Company Offers Scholarship- Eye on the Arctic July 2014
Get With the Program: 5 Days with Pinnguaq Code Club- Finding True North- November 2014.
Children Make Computers Games: NNSL- March 3 2014
Nunavut Game Company Makes Technology Dreams Come True: July 2014
There Stalks the Qalupalik: March 2014- IndieStatik
Software Firm Keeps Growing: NNSL- November 2014
Code Club Proves to be a Game Changer: NNSL- July 2014
Inuit art comes to life with Art Alive iPad game - North - CBC News- September 2014
This New Computer Club Is Bringing Video Game Development To ... Strombo Show- February 2014
Les Estampes Inuit Insiprant un Jeu D'Video- Eye on the Arctic- September 2014.

Employees

Pinnguaq was operated by a volunteer board and director throughout most of 2014. Ryan Oliver took on a full time role as director of the association on October 3rd 2014 and became the organizations first permanent employee.