

Program of the Year

MORHA 2013

THE HUNGER GAMES

Ferris State University

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The Reaping



In 1884 the beginnings of a great nation was born, known as Big Rapids Technical School. In 1950 a great fire ravaged the campus and what emerged was the ever stronger Ferris State University. It is on this campus that we find the 14 districts; our champion hails from district Vandercook.

Within Ferris State University's on-campus living community Resident Advisors are given a programming model to create a well rounded year of programs. For the month of March 2012 the goal was to Emotionally Energize the residents of district Vandercook, and the surrounding North Campus districts. Resident Advisor Ethan Wagner was appointed the game-maker designing this program, and working with two coworkers held a successful huger games.

Resident Advisor Ethan Wagner has a passion for technology and gaming. It was this passion that drove him to create a program that he would enjoy hosting, as well as Emotionally Energize his residents. Volunteering as tribute he sacrificed his time and energy to come out as the champion of the Ferris State.



The Arena



Minecraft is an open world game created by Markus Persson, where players can roam freely through a virtual world; this allows the game to be open-ended and multiplayer. The game setting is constructed of textured cubes (1mX1mX1m) in a 3D generated world. The cubes are made of differing materials such as earth, metals, gold, food, and water. There are many components to the game involving the player such as survival where players must acquire resources to maintain their health and hunger, also creative where players have an unlimited supply of resources and can build whatever they wish. The game is also very modification friendly, which can help with any creative outlet the game host needs.

Training



This program is designed to be played online in a world created by RA Wagner. Ethan used the computer game Minecraft to create the Hunger Games Arena. The game Minecraft generates its own natural looking terrain. Each player had their own computer in the FLITE Library. The program is extremely versatile in that as many players could be in the arena at one time as desired. All of these players fought to the death until only one ultimate winner was left. Ethan had an overhead map of the game so that everyone could watch as the game unfolded, this allowed players who were already out of the game could still watch.



The 1st Hunger Games program was a huge success and so was born the 2nd year. With the kinks worked out of the first year the second year had the foundation for success. Students who had participated previously gave feedback on improvements that would enhance the experience of the Games.

74th Annual



In order to accommodate the need of computers to play the game, a room in the library was commandeered for the duration of the tournament.

The arena was created on a multiplayer server for the video game Minecraft. The server was modified to support the parameters of the game.



Parade of Tributes



Facebook Page Ad (content of the event page):

Put your life on the line for glory, fame, and (of course) prizes!

Take part in the survival death-match of The Hunger Games while playing the popular indie game, Minecraft! (A game inside of a game? Even Leonardo DiCaprio is impressed.)

No "gaming" experience required.

- * Tournaments for advanced + new/casual players.
- * Walk-in at any time to join a game.
- * Spectators welcome.
- * Snacks are awesome/included.

Parade Continued

THE HUNGER GAMES
a minecraft tournament

MARCH 22nd
7PM-11PM
FLITE 112
SURVIVE

PRIZES
SNACKS
SPECTATE
PARTICIPATE

AND MAY THE
ODDS BE EVER
IN YOUR FAVOR

Paper Advertisement used in halls.

The Tributes



This event was open to all students on campus. These are some of the participants taking a break during the tournament. Some students helped the day of the program, mostly making sure everyone could access the game, and was having a swell time.

The Cornucopia



What

To get residents more excited and interested prizes were offered to the 1st-4th place winners of the tournament.



Prizes:

- 1st – Hunger Games DVD
- 2nd – Foam Mattress Pad
- 3rd – Toilet Paper
- 4th – Maruchan Instant Ramen

The only sustenance offered during the game was Cheez-Its. How did the tributes survive?!

Sponsors



Each district (hall) has a programming budget. So as not to exceed this limit RA Wagner spent \$20 of this budget and allocated to RHA for the other \$20, which he was awarded.

Cheeze-Its, 4 ct. (snacks)	\$03
Foam Mattress Pad (prize)	\$07
Toilet Paper, 12 ct. (prize)	\$08
The Hunger Games (prize)	\$10
Maruchan Instant Ramen, 12ct. (prize)	\$12
<u>Total:</u>	<u>\$40</u>

Victors Village



This program is meant to get students to think about what they can use, and their limits as far as what they can do. How do they survive on campus, what tools and resources to they utilize? It is also meant to get the students to think about what they will and will not do, and their emotional limitations. Obviously in a video game there are less real consequences, but put into context: how far are students willing to go to succeed. This is the lasting effect of this program, not only is it emotionally energizing because it is a fun time and an exciting theme (who doesn't love the Hunger Games) but it has the ability to really get students to reflect inwardly.

**MAY THE
ODDS
BE EVER
IN YOUR
FAVOR**

