



# EduGaming VS Radicalisation


Strategies for Beginners



EDUGAMING VS  
RADICALISATION

FOR USE IN

DIGITAL GAMES  
AND GUIDE



SCHOOLS, YOUTH  
CENTRE'S AND  
YOUTH PROJECT'S



## The Story

CAN GAMING TACKLE RADICAL VIEWS?  
OR EVEN APATHY AT THAT?

A LONG TIME AGO, PRE-COVID, AN IDEA WAS BORN OUT OF WATCHING THE RISE OF THE FAR RIGHT, THE IMPACTS OF BREXIT, AND WHAT SEEMED TO BE A RISE IN HOMOPHOBIA. WE WANTED TO SEE WHAT IMPACT THIS WAS HAVING ON YOUNG PEOPLE ACROSS EUROPE, WAS THERE A RISE IN RADICALISM? OR WAS THERE AN INCREASE IN POLITICAL APATHY? AND IN EITHER CASE, WHAT CAN BE DONE ABOUT IT? AT THE SAME TIME, THERE HAD BEEN A HUGE RISE IN THE IDEA AND USE OF GAMIFICATION IN YOUTH WORK, HOWEVER, A LOT OF THIS WAS BOARD GAMES, WHICH CAN BE BULKY, HARD TO TRANSPORT, AND SOMETIMES UNATTRACTIVE TO CERTAIN DEMOGRAPHICS OF YOUNG PEOPLE. THE IDEA OF USING DIGITAL GAMES BECAME CLEAR, BUT FIRST, WE NEEDED TO DO SOME RESEARCH, SO WE SET OFF WITH A PLAN.

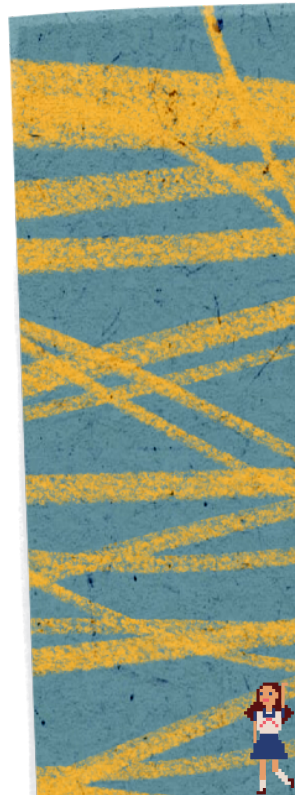
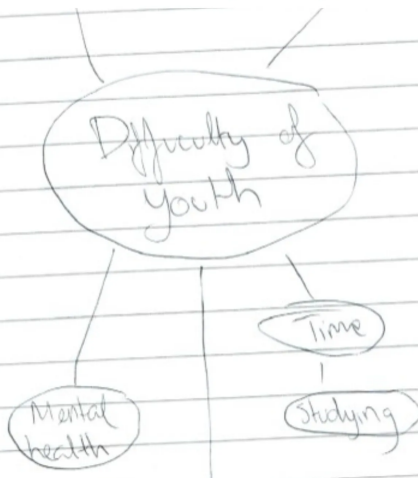
A SMALL GROUP OF YOUTH NGOS FROM ESTONIA, ITALY, SPAIN, AND NORTH MACEDONIA BANDED TOGETHER AND ENGAGED IN THE ERASMUS PLUS KEY ACTION 2 SCHEME, SEEMINGLY THE BEST OPPORTUNITY TO UNDERGO OUR WANTED TASK (FOR MORE INFORMATION ON THIS SCHEME, PLEASE [CLICK ABOVE](#)). WE SET ABOUT MAKING OUR APPLICATION WITH THREE CLEAR OBJECTIVES:

- RESEARCH ON THE GRASSROOTS FEELINGS, CAUSES AND THOUGHTS TOWARDS POLITICAL RADICALISATION AND EXTREMISM IN AND FOR YOUNG PEOPLE
- A CO-MANUAL FOR AN ONLINE GAMING PLATFORM
- AN ONLINE GAMING PLATFORM WITH ONLINE EDUCATIONAL GAMES THAT TACKLE THE POLITICAL RADICALISATION OF YOUNG PEOPLE

RESEARCH ON THE GRASSROOTS FEELINGS, CAUSES, AND THOUGHTS TOWARDS POLITICAL RADICALISATION AND EXTREMISM IN AND FOR YOUNG PEOPLE:

SO, TO CONDUCT THIS RESEARCH, WE TOOK TWO DIRECTIONS: AN ONLINE SURVEY OF YOUNG PEOPLE AND FOCUS GROUPS IN SCHOOLS, YOUTH CENTRES, AND WITH EDUCATORS (HERE I WILL GO THROUGH THE FOCUS GROUPS WITH YOUNG PEOPLE). DURING THE FOCUS GROUPS, WE FIRST ASKED THE YOUNG PEOPLE TO MIND MAP THE 'DIFFICULTIES OF YOUTH'. THIS GAVE US A GENERAL SENSE OF POLITICAL APATHY AND A SENSE OF HOPELESSNESS FOR THE FUTURE IN A MULTITUDE OF WAYS, FROM CLIMATE CHANGE TO EDUCATION. FOLLOWING THIS, WE ASKED YOUNG PEOPLE TO LIST BEHAVIOURS OR ACTIVITIES THEY FIND ACCEPTABLE OR UNACCEPTABLE. THIS PROVIDED A LARGE NUMBER OF ANSWERS, BUT A WORRYING TREND OF HOMOPHOBIA AND MISOGYNY STARTED TO REAR IT'S UGLY HEAD.

<u>Acceptable</u>	<u>Unacceptable</u>
Nudists (female)	Homosexuality
Alcohol	Murder
Smoking	Nudists (male)
Slavery	



NEXT, THE GROUPS WERE SHOWN 10-15 PHOTOS OF DIFFERENT SITUATIONS, FROM NON-BINARY PEOPLE TO WAR TO PROTESTS, AND ASKED TO WRITE DOWN THEIR FEELINGS AND OPINIONS ABOUT THESE PHOTOS WITH NO CONTEXT PROVIDED. DURING THIS PART OF THE FOCUS, POLITICAL APATHY DID NOT SEEM TO APPEAR, AS THE YOUNG PEOPLE SEEMED QUITE OPINIONATED ON THE PHOTOS; HOWEVER, AGAIN, MISOGYNY AND HOMOPHOBIA APPEARED. THE FINAL PART OF THE ACTIVITY CONSISTED OF THE YOUNG PEOPLE BEING SHOWN A NUMBER OF HEADLINES WITHOUT STORIES AND PROVIDING THEIR THOUGHTS, FEELINGS, AND OPINIONS ON SUCH STATEMENTS. THE HEADLINES CAME FROM A VARIETY OF OUTLETS, FROM THOSE KNOWN FOR 'FAKE NEWS' TO MORE REPUTABLE SOURCES. AGAIN, WITH THIS, WE FOUND INDICATIONS OF MISOGYNY AND HOMOPHOBIA, AS WELL AS A TENDENCY TO BELIEVE HEADLINES THAT ALIGNED WITH BOTH THEIR PERSONAL AS WELL AS THEIR SOCIAL BUBBLE VIEWS. UNFORTUNATELY, ELEMENTS OF RACISM AND XENOPHOBIA WERE ALSO PRESENT.

### Headline 7

Tesla Electric car Future Vegans

### Headline 8

~~\_\_\_\_\_~~ LGBTQ Furry Emo ~~\_\_\_\_\_~~

### Headline 9

grr

### Headline 10

Average day in America  
Ohio

Guns should be illegal.

### Headline 11

Terrorist attack  
Attempt of mass murder

### Headline 12

NO WOMEN RIGHTS IN IRAN

### 2 Photo 2

I see a man disguised as a woman after a stripping session.  
I think ~~she~~ she is tired and thinking about something. I feel a <sup>bit</sup> judgement

### Photo 3

I see someone injecting insulin. I feel that she is so used to doing it, she doesn't really notice that she is doing it.

### Photo 4

Home school. Covid-19.  
In a peaceful state of mind and is ~~so~~ successful.

### Photo 5

Two individuals staring at each other intimately. Relationship.

### Photo 6

2 friends starting a business: WORK  
Hard-working rich

### Photo 7

Ukraine Afghanistan ~~\_\_\_\_\_~~ Military Risking his life  
Brave Sacrifice Combat Protection

### Photo 8

Religious Fundamental Ignoring the fact that they were born as a certain gender. LGBTQ



## A CO-MANUAL FOR AN ONLINE GAMING PLATFORM:

THIS IS A FAIRLY SIMPLE CONCEPT, AS THE IDEA OF THE PROJECT WAS TO CREATE DIGITAL GAMES THAT WOULD COMBAT SOME LEVEL OF POLITICAL RADICALISATION, THEREFORE, NOT ONLY DID WE NEED GAMES, BUT WE ALSO NEEDED A WAY FOR EDUCATORS TO USE THEM. HENCE, A MANUAL. THE MANUAL CONTAINS AN OVERVIEW OF THE PROJECT, HOW TO INSTALL, RUN, AND PLAY THE GAMES, AS WELL AS IDEAS FOR REFLECTION UPON THE STATED GAMES. THE MANUAL IS SOMEWHAT LONG IN LENGTH, BUT SIMPLE TO READ, IN DIGITAL FORM, AND USER-FRIENDLY.

## AN ONLINE GAMING PLATFORM WITH ONLINE EDUCATIONAL GAMES THAT TACKLE THE POLITICAL RADICALISATION OF YOUNG PEOPLE:

THE MAIN ASPECT OF THIS PROJECT WAS, THROUGH RESEARCH AND DEVELOPMENT, TO CREATE DIGITAL GAMES THAT CAN BE USED BOTH INDIVIDUALLY AND BY EDUCATORS TO HELP COMBAT RADICALISATION. AFTER THE FOCUS GROUPS, SOME YOUTH WORKERS AND YOUNG PEOPLE GATHER IN ITALY TO EXAMINE THE RESULTS, DEVELOP IDEAS, AND SPEAK WITH DEVELOPERS. THROUGH THIS, WE CAME TO THE CONCLUSION THAT WE SHOULD TRY AND DEVELOP FOUR GAMES AROUND POLITICAL APATHY, LGBT+ INCLUSION, SOCIAL BUBBLES, AND RACISM. FOLLOWING THIS MEETING UNFORTUNATELY THE GROUP WORKING ON RACISM KIND OF DISSAPEARED INTO THE BACKGROUND AND WE REALISED THE FUNDING WE HAD VS THE COST OF GAME DEVELOPMENT MEANT WE COULD VISEABLY ONLY DEVELOP TWO GAMES. THESE ENDED UP BEING:



- UMBRELLA+, DESIGNED TO DEAL WITH DISCRIMINATION AGAINST THE LGBT+ COMMUNITY.

- GOODMORNING SLEEPYLAND, DESIGNED TO DEAL WITH POLITICAL APATHY.

THESE GAMES WERE DEVELOPED ALONGSIDE THE DEVELOPERS AFTER THE EVENT AND TESTED BY YOUNG PEOPLE AND YOUTH WORKERS ALIKE FOR SEVERAL MONTHS UNTIL A MEETING OF YOUTH WORKERS AND YOUNG PEOPLE IN ESTONIA OCCURRED. DURING THIS EVENT, THE GAMES WERE DECONSTRUCTED AND, AS IN ALL CASES WITH GAMES; TESTED, TESTED, TESTED. THIS WAS DONE ALONGSIDE THE DEVELOPERS TO MAKE SURE THE GAMES WERE FULLY FUNCTIONAL IN A MANNER THAT SUITED THEIR NEEDS. THE GROUP ALSO WORKED ON A PLAN FOR THE BEST WAY THAT EDUCATORS CAN USE THESE GAMES, WHETHER THAT BE IN THE CLASSROOM, YOUTH CENTRES, EXCHANGE PROJECTS, ETC.

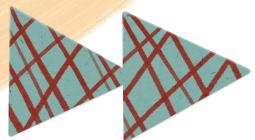
ONCE THE GAMES WERE DESIGNED AND COMPLETED, TWO EVENTS WERE HELD SIMULTANEOUSLY IN ITALY AND ESTONIA TO TRAIN YOUTH WORKERS, TEACHERS, AND OTHER EDUCATORS IN USING THESE GAMES WITH YOUNG PEOPLE AS WELL AS HOW TO USE THEM IN CONSTRUCTIVE DEBRIEFING WITH THEIR TARGET AUDIENCE. FINALLY, AFTER THESE, A MAJOR EVENT WAS HELD IN SPAIN TO RELEASE THE GAMES AND MAKE THEM AVAILABLE FOR ALL TO USE.



## AFTERMATH & CONCLUSION:

SUBSEQUENTLY, MANY ORGANISATIONS ACROSS EUROPE STARTED TO USE THE GAMES IN YOUTH CENTRES, SCHOOLS, AND HUBS; THROUGH THIS, MANY OBSERVATIONS WERE MADE ON THE IMPACT OF BOTH THE GAMES AND THE DEBRIEFINGS ON YOUNG PEOPLE.

UMBRELLA+: THIS 'SUPER MARIO'-ESQUE GAME IS FUN AND ADDICTIVE TO PLAY, WHICH CAN BE ITS DOWNFALL. AN EDUCATOR MUST FOCUS ON THE WORDS IN THE GAME AS WELL AS THE DIALOGUE TO HELP THE YOUNG PERSON DEVELOP AN UNDERSTANDING OF THE STORY AND ITS MEANING. IN ONE CASE, WHEN I WAS USING THE GAME, A YOUNG BOY SHOWED ME HOW PROUD HE WAS TO HAVE COMPLETED THE GAME BUT PROCEEDED TO TELL ME 'HE STILL HATED GAYS'. WELL, THIS FELT LIKE A FAILURE, FURTHER REFLECTION ON THE GLOSSARY OF THE GAME LED TO A BASIC UNDERSTANDING OF THE PLIGHT OF LGBT+ PEOPLE.



I HAVE ALSO FOUND THE GAME EXTREMELY USEFUL WITH MY ENGLISH CLASSES IN ESTONIA TO COMBINE BOTH LANGUAGE LEARNING AND CRITICAL AWARENESS, WITH SURPRISINGLY POSITIVE RESULTS AS WELL AS A DEVELOPED VOCABULARY TO EXPRESS THEIR OPINIONS ON THE MATTER. THE GAME IS A FUN AND INTERESTING WAY TO BRING UP ISSUES WITHIN THE LGBT+ COMMUNITY THAT YOUNG PEOPLE MAY OTHERWISE NOT PONDER.

GOODMORNING SLEEPYLAND: THIS GAME IS ACTUALLY QUITE HARD, WHICH IS ONE OF ITS BENEFITS. MAYBE LESS FUN THAN UMBRELLA+, THE FRUSTRATION THIS GAME CREATES DEVELOPS A STRONG SENSE OF UNDERSTANDING ABOUT THE NEED TO ENGAGE IN POLITICAL PROCESSES, FROM PROTEST TO VOTING, IN ORDER TO ACHIEVE PROGRESS AND CHANGE. PERSONALLY, I HAVE USED THIS GAME A LOT WITH YOUNG PEOPLE AND FIND THE DEBRIEFING FROM THE GAME TO REAL LIFE QUITE AN EASY PROCESS. YOUNG PEOPLE HAVE A SENSE OF APATHY DUE TO CLIMATE CHANGE, 'BOOMER' CULTURE AND A LARGER FOCUS ON THE NEEDS OF THE PENSIONERS THAN THE YOUTH IN MANY SITUATIONS. YOUNG PEOPLE ARE THE LEAST LIKELY TO ENGAGE IN POLITICAL PROCESSES DUE TO AN ENGRAINED SENSE OF APATHY, AND THIS GAME CAN HAVE A SOLID IMPACT ON INDIVIDUAL YOUNG PEOPLE AS WELL AS GROUPS.

IN CONCLUSION, NO, THESE GAMES ALONE CANNOT TACKLE POLITICAL RADICALISATION. HOWEVER, USED WELL AND WITH QUALITY DEBRIEFING, THESE GAMES CAN BE ONE PIECE OF THE PUZZLE TO COMBAT THIS LARGE AND BROAD ISSUE IN SOCIETY.

DANIEL JOHN CARTER, PROJECT COORDINATOR





# UMBRELLA+



## How to get the game

There are two ways to play this game. The first one is to download the computer-executable file, to play it on a Windows or MacOS machine (not tablets). The second one is to play the game using the WebGL version, that's a game that runs inside a browser (most modern browsers support it, for example, Chrome, Firefox, Edge, Safari...). This way the game can be played also on a mobile phone or tablet, the game will be downloaded automatically the first time the player opens the game page (but can be deleted by clearing the browser cache memory).

In the next sections, you will find how to download and play the games.





Download the computer executables files

As per April 6th 2023 the executables can be found at these links:

Windows version (64bit):


[https://drive.google.com/file/d/1hai0Oj8wTpdj4s7zOxNHajWIA4WNNOYm/view?usp=share link](https://drive.google.com/file/d/1hai0Oj8wTpdj4s7zOxNHajWIA4WNNOYm/view?usp=share_link)

Windows version (32bit):

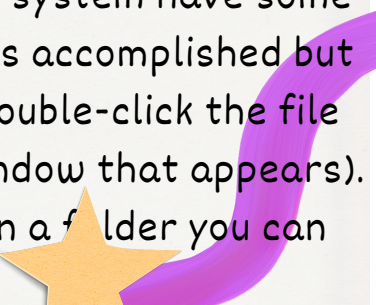
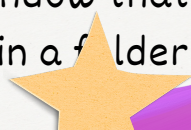


[https://drive.google.com/file/d/1ORJKupbNkp81leKldGza7ZIye7Rp\\_QAW/view?usp=share link](https://drive.google.com/file/d/1ORJKupbNkp81leKldGza7ZIye7Rp_QAW/view?usp=share_link)

MacOS version (non M1 chip):

[https://drive.google.com/file/d/1WLu8R1tvhBBxq7zQDlScU-cwT5bOilzH/view?usp=share link](https://drive.google.com/file/d/1WLu8R1tvhBBxq7zQDlScU-cwT5bOilzH/view?usp=share_link)



All the links will download a compressed archive (a .zip file), once the download is completed you need to extract the archive (each operating system have some very small differences on how this is accomplished but usually it's easy, the user should double-click the file and then select "extract" on the window that appears). Be careful to extract the archive in a folder you can easily reach.



For the Windows version, the extracted folder contains the full game and you can start playing just by double-clicking on the .exe file with the game name.

For the MacOS version, the extracted file is is an .app file, double-click it to install the game.

Please be mindful that very old computers may have issues in playing modern games.

Playing the WebGL version on browsers:

As per April 6th 2023 the game is hosted at this link:

<https://www.plumesoft.games/games/umbrellaplus/>

← This version of the game is built as a WebGL game, so it can be played directly on the browser of any modern smartphone or laptop/desktop.

Please be mindful that old devices may have issues in playing modern games.

The link can be added to any website page or social network post, once the user opens the link the game will be automatically downloaded by the browser and will start.

In the future the games could be hosted on different links, so refer to the official project website or social accounts to find them.

# How to Play

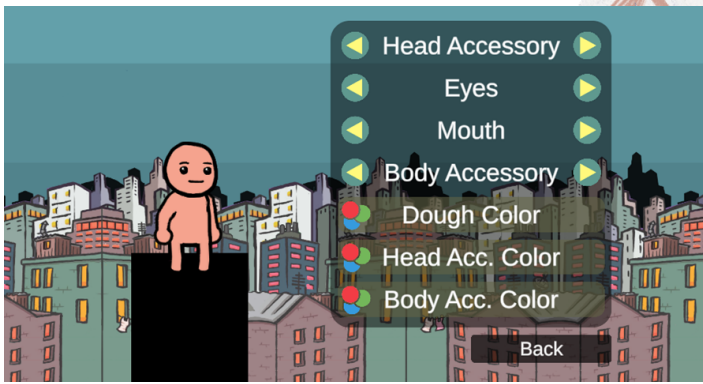
Once the game is opened, the player will see the Main Menu



The "Level Selection" will bring the player to the menu to select the level to play.

There are 6 levels in total, each one about a different character (from the LGBTQ+ community) and its challenge. At the beginning only the first level will be unlocked, after completing a level the next will be unlocked for the player to play.

The "Avatar" button will bring the player to the menu where they can customize their in-game avatar, it is highly recommended to ask the players to customize their avatars.



The "Glossary" button will show all the words unlocked by playing the game. It will be empty at the very start.

The "Credits" button will show the game credits.

The "Quit Game" button will close the game (Windows/MacOS only).

Once a level is selected by the proper menu, the player will be brought to that level map.

Whenever a level is completed the game will save that progress so the player won't need to complete all levels in one try.

### Game Controls

To move the avatar the player can use the arrow keys or the WASD keys.

On touch screens the player can also just swipe on the left side of the screen and a virtual joystick will appear.



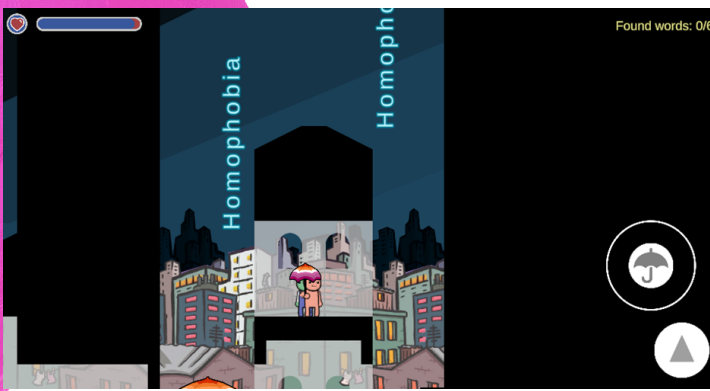
To jump the player can press the SPACE key on the keyboard, the action button on the lower right corner of the screen (with the little triangle upon it) or just press the up arrow key, the W key or swipe vertically.

Pressing the down arrow key, the S key, or swiping downward, will lower the camera allowing the player to see what's beneath them.

Boxes with question marks are scattered around the levels to provide in game tips and tutorials on how to play.



When meeting other characters, dialogues will begin. To go on with a dialogue the player can either press the SPACE key or tap on the action button.

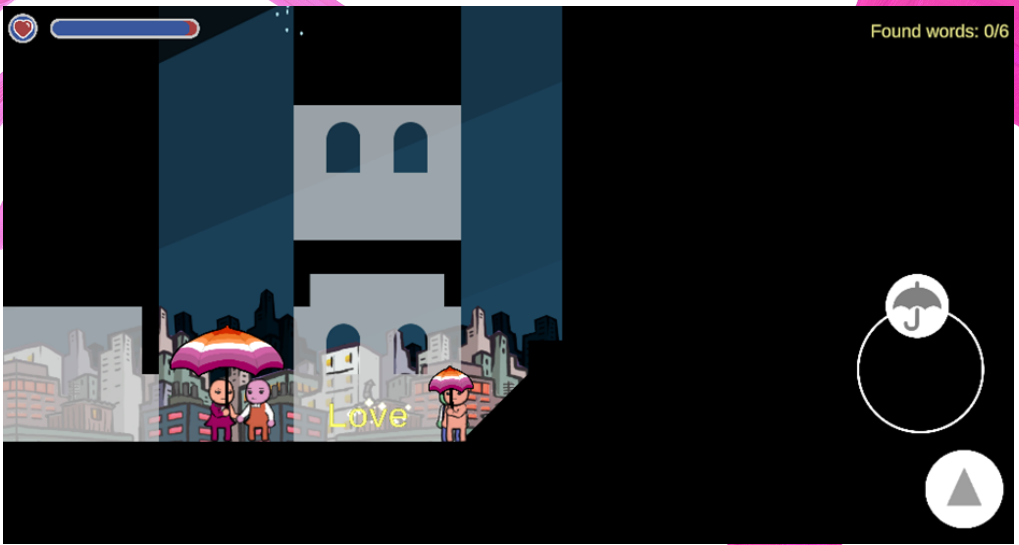


In each level the player has to find the umbrella. Once it is found the player can use the umbrella joystick to control what direction the umbrella should face, this is useful to block incoming harmful words from any direction.



More so, once the umbrella is found, the player will be able to see the hidden, positive, words needed to complete the level.





If while playing the player gets in contact with the harmful words, they will lose health points, on low health points the level will lose color saturation (except for the words and the umbrella).

If the health reaches zero, the player will be K.O., and they will respawn to the position of the last found word (or umbrella).

Once all words are found, the player has to accompany the level's main character to face their challenge. A new dialogue will occur leading to the completion of the level.

After each level the player will see how many flags have been acquired by the umbrella (one for each character they have met).

And the glossary with the words for that specific level will appear.

Those words will also be unlocked on the Main Menu's Glossary.



# GOODMORNING SLEEPYLAND

## How to get the game

There are two ways to play this game. The first one is to download the computer executable file, to play it on a Windows or MacOS machine (not tablets). The second one is to play the game using the WebGL version, that's a game that runs inside a browser (most modern browsers support it, for example Chrome, Firefox, Edge, Safari...). This way the game can be played also on a mobile phone or tablet, the game will be downloaded automatically the first time the player opens the game page (but can be deleted by clearing the browser cache memory).

In the next sections you will find how to download and play the games.



DOWNLOAD THE COMPUTER EXECUTABLES FILES

AS PER APRIL 6TH 2023 THE EXECUTABLES CAN BE FOUND AT THESE LINKS:

WINDOWS VERSION (64BIT):

[HTTPS://DRIVE.GOOGLE.COM/FILE/D/1NEECE2SGY3ME5PUPC2PYMOPK1PBEKSTU/VIEW?USP=SHARE\\_LINK](https://drive.google.com/file/d/1NEECE2SGY3ME5PUPC2PYMOPK1PBEKSTU/view?usp=share_link)

WINDOWS VERSION (32BIT):

[HTTPS://DRIVE.GOOGLE.COM/FILE/D/1MNWIC2SHNF45UAT\\_YE-IPNSBYEK3HRQG/VIEW?USP=SHARE\\_LINK](https://drive.google.com/file/d/1MNWIC2SHNF45UAT_YE-IPNSBYEK3HRQG/view?usp=share_link)

MACOS VERSION (NON M1 CHIP):

[HTTPS://DRIVE.GOOGLE.COM/FILE/D/1OSZ5CMNUXTDYW22ZA4PNSWFK3SHDG7XA/VIEW?USP=SHARE\\_LINK](https://drive.google.com/file/d/1OSZ5CMNUXTDYW22ZA4PNSWFK3SHDG7XA/view?usp=share_link)

ALL THE LINKS WILL DOWNLOAD A COMPRESSED ARCHIVE (A .ZIP FILE), ONCE THE DOWNLOAD IS COMPLETED YOU NEED TO EXTRACT THE ARCHIVE (EACH OPERATING SYSTEM HAVE SOME VERY SMALL DIFFERENCES ON HOW THIS IS ACCOMPLISHED BUT USUALLY IT'S EASY, THE USER SHOULD DOUBLE-CLICK THE FILE AND THEN SELECT "EXTRACT" ON THE WINDOW THAT APPEARS). BE CAREFUL TO EXTRACT THE ARCHIVE IN A FOLDER YOU CAN EASILY REACH. FOR THE WINDOWS VERSION, THE EXTRACTED FOLDER CONTAINS THE FULL GAME AND YOU CAN START PLAYING JUST BY DOUBLE-CLICKING ON THE .EXE FILE WITH THE GAME NAME. FOR THE MACOS VERSION, THE EXTRACTED FILE IS IS AN .APP FILE, DOUBLE-CLICK IT TO INSTALL THE GAME. PLEASE BE MINDFUL THAT VERY OLD COMPUTERS MAY HAVE ISSUES IN PLAYING MODERN GAMES.



PLAYING THE WEBGL VERSION ON BROWSERS:

AS PER APRIL 6TH 2023 THE GAME IS HOSTED AT THIS LINK:  
[HTTPS://WWW.PLUMESOFT.GAMES/GAMES/UMBRELLAPLUS/](https://www.plumesoft.games/games/umbrellaplus/)

THIS VERSION OF THE GAME IS BUILT AS A WebGL GAME, SO IT CAN BE PLAYED DIRECTLY ON THE BROWSER OF ANY MODERN SMARTPHONE OR LAPTOP/DESKTOP. PLEASE BE MINDFUL THAT OLD DEVICES MAY HAVE ISSUES IN PLAYING MODERN GAMES.

THE LINK CAN BE ADDED TO ANY WEBSITE PAGE OR SOCIAL NETWORK POST, ONCE THE USER OPENS THE LINK THE GAME WILL BE AUTOMATICALLY DOWNLOADED BY THE BROWSER AND WILL START.

IN THE FUTURE THE GAMES COULD BE HOSTED ON DIFFERENT LINKS, SO REFER TO THE OFFICIAL PROJECT WEBSITE OR SOCIAL ACCOUNTS TO FIND THEM.



ONCE THE GAME IS OPENED, THE PLAYER WILL SEE THE MAIN MENU.

THE "CREDITS" BUTTON WILL TAKE THE PLAYER TO THE GAME CREDITS.

THE "NEW GAME" BUTTON WILL START A NEW GAME (OVERWRITING ANY EXISTING GAME, IF ANY).

THE "CONTINUE" BUTTON WILL APPEAR ONLY IF THERE IS A SAVED GAME AND WILL LET THE PLAYER RESUME THE PLAYER FROM THE START OF THE LAST MONTH THEY REACHED.

THE "QUIT GAME" WILL CLOSE THE GAME (WINDOWS/MACOS ONLY).

SOMETIMES DURING THE GAMEPLAY A NEWSPAPER WILL APPEAR GIVING THE PLAYERS INFO ABOUT THE SLEEPYLAND CITY. THE PLAYER CAN CLICK/TAP ANYWHERE TO CLOSE THE NEWSPAPER.



Tap anywhere to continue...



THE GAME IS DIVIDED IN MONTHS. DURING EACH MONTH THERE ARE SEVERAL EVENTS THAT CAN OCCUR, USUALLY INVOLVING SOME CHARACTER TALKING WITH THE PLAYER. THE PLAYER WILL ALWAYS HAVE ONE-TO-FOUR POSSIBLE ANSWERS TO GIVE, EACH ONE LEADING TO EITHER SMALL OR BIG CONSEQUENCES. TO SELECT ONE CHOICE THE PLAYER HAS TO DRAG AND DROP THE CHOICE CARD TO THE UPPER SIDE OF THE SCREEN (CLICKING OR TAPPING ON THE CHOICE IS NOT ENOUGH).

THE GAME SCREEN SHOWS 7 DIFFERENT METRICS THAT TELL THE PLAYER THE GAME STATE. ON THE LEFT SIDE (TOP TO BOTTOM) THERE ARE 3 ICONS REPRESENTING THE PLAYER/FAMILY STATE:



**MONEY** : INDICATES HOW MUCH MONEY THE PLAYER/FAMILY HAS, IT IS USED TO SUSTAIN THE FAMILY (FOR EXAMPLE BUYING GROCERIES) OR FOR PAYING SERVICES/HELP FROM OTHER CHARACTERS.



**WELLBEING**: INDICATES THE FAMILY PHYSICAL AND EMOTIONAL WELLBEING, IF IT REACHES ZERO IT IS GAME OVER.



**TIME**: INDICATES HOW MUCH FREE TIME THE PLAYER HAS THIS MONTH. EACH TIME A CHARACTER APPEARS AND START TALKING TO THE PLAYER A SMALL BIT OF TIME WILL DEplete. BIGGER CHUNKS OF TIME WILL BE CONSUMED DEPENDING ON THE ACTIONS CHOSEN BY THE PLAYER. EVERY NEW MONTH THE TIME WILL REPLENISH, BUT THE BAR WON'T ALWAYS BE FULLY REPLENISHED, A PORTION OF THE BAR WILL REMAIN EMPTY.



ON THE RIGHT SIDE (TOP TO BOTTOM) THERE ARE 3 ICONS REPRESENTING THE CITY'S STATE:



SUPPORTERS: INDICATES HOW MANY PEOPLE ARE SUPPORTING THE PLAYER.



MEDIA COVERAGE: INDICATES HOW MUCH MEDIA COVERAGE THE PLAYER'S CAUSE IS GETTING.



POLITICAL APATHY: INDICATES THE LEVEL OF POLITICAL APATHY IN THE CITY. THE LOWER, THE BETTER.

SOME CHOICES WILL BE LOCKED IF THE PLAYER DOESN'T HAVE ENOUGH POINTS IN THESE METRICS.

ALSO, SOME EVENT MAY NOT HAPPEN IF SOME CRITERIA ARE NOT MET (FOR EXAMPLE SOME CHARACTERS WON'T MEET THE PLAYER IF THEY DON'T HAVE ENOUGH SUPPORTERS OR MEDIA COVERAGE).

ON THE LOWER PART OF THE SCREEN THERE IS THE INDIVIDUALISM/COLLECTIVITY AXIS:

INDIVIDUALISM - COLLECTIVITY



THIS INDICATES THE ALIGNMENT OF THE PLAYER'S CHARACTER, BASED ON THEIR CHOICE. IT WON'T HAVE A DIRECT IMPACT ON THE CHOICES OR EVENTS, BUT IT WILL BE PART OF THE CRITERIA FOR THE ENDING.



THE GAME HAS 12 POSSIBLE ENDINGS.

SOME ENDINGS REQUIRE SPECIFIC CHOICES TO BE MADE WHILE TALKING WITH SOME CHARACTERS, WHILE OTHER ENDINGS WILL TRIGGER AFTER 24 MONTHS (THE IN-GAME TIME LIMIT) AND WHICH ONE TRIGGERS WILL DEPEND ON THE PLAYER CURRENT METRICS (ALL 7 METRICS WILL BE EVALUATED).

#### NOTABLE THINGS:

THERE ARE SOME CHARACTERS THAT STARTS OUT AS NEGATIVE ENTITIES, BUT BASED ON THE PLAYER CHOICES THEY CAN CHANGE THEIR MINDS AND BECOME POSITIVE CHARACTERS.



FOR EXAMPLE THIS IS WHAT CAN HAPPEN WITH THE SKUNK LADY.

IT COULD BE BENEFICIAL FOR THE EXPERIENCE TO HAVE THE PLAYERS PLAY THE GAME FOR A WHILE, THEN ASK THEM HOW THEY ARE FINDING THE GAME AND AFTER THEIR REPLIES TRYING TO ASK THEM IF THEY MANAGED TO GET THE SKUNK LADY TO CHANGE HER MIND. THIS IS OFTEN OPEN UP THE ATTENDEES TO THE CHALLENGE AND ALSO BE A NICE FIRST STEP TOWARDS THE MEANING OF THE GAME: THAT HUMAN INTERACTION CAN CHANGE PEOPLE, AND CHANGING PEOPLE IS THE FIRST STEP TO CHANGE SOCIETY FOR THE BETTER.

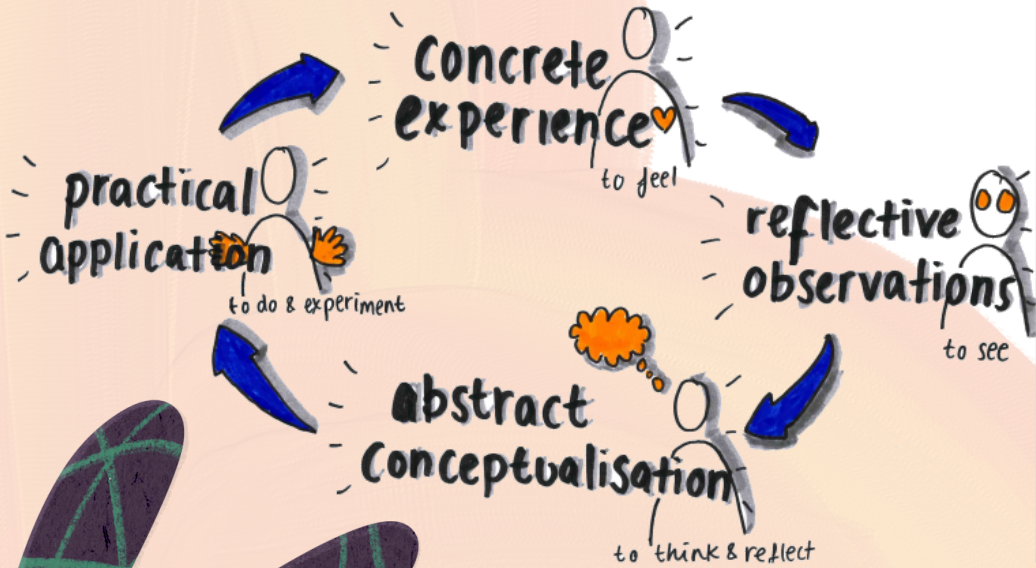
THIS IS ALWAYS TRUE REGARDLESS OF THE POLITICAL SITUATION OF THE COUNTRY WHERE THE GAME IS PLAYED AND SO IS THE MAIN FOCUS OF THE GAME.



# REFLECTION & DEBRIEFING

DEBRIEFING AND REFLECTION UPON THE GAMES IS MOSTLY GOING TO BE BASED ON THE STYLE AND THE WORKING MANNER OF THE EDUCATOR AT HAND. HOWEVER, ON THIS POINT WE DO HIGHT RECOMEND THAT KOLB'S (1974) EXPERIENTIAL LEARNING CYCLE.

## (KOLB'S LEARNING CYCLE)



TAKEN FROM 'OVERTHROWING EDUCATION'





KOLB'S EXPERIENTIAL LEARNING CYCLE IS A MODEL THAT DESCRIBES A FOUR-STAGE PROCESS, EMPHASIZING THE IMPORTANCE OF BOTH CONCRETE EXPERIENCES AND REFLECTIVE OBSERVATION.

- CONCRETE EXPERIENCE: THIS IS WHERE LEARNING BEGINS. IT INVOLVES EXPERIENCING A NEW SITUATION OR ACTIVITY FIRSTHAND AKA THE GAMES.

- REFLECTIVE OBSERVATION: AFTER THE CONCRETE EXPERIENCE, TAKE TIME TO REFLECT ON WHAT WAS EXPERIENCED, THINK ABOUT WHAT HAPPENED & WHAT WAS FELT.

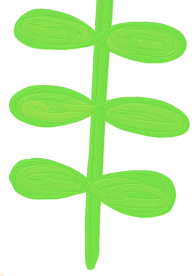
- ABSTRACT CONCEPTUALIZATION: AT THIS STAGE, DRAW CONCLUSIONS AND MAKE SENSE OF THE EXPERIENCE. TRY TO UNDERSTAND THE UNDERLYING PRINCIPLES AND CONCEPTS THAT APPLY.

- ACTIVE EXPERIMENTATION: APPLY WHAT WAS LEARNT BY TAKING ACTION OR TRYING OUT NEW IDEAS BASED ON REFLECTIONS AND CONCEPTUALIZATIONS. THIS MIGHT INVOLVE EXPERIMENTING WITH DIFFERENT APPROACHES OR METHODS.

THE CYCLE THEN REPEATS USING THE LESSONS FROM ONE EXPERIENCE AS A FOUNDATION FOR THE NEXT, LEADING TO A CONTINUOUS PROCESS OF LEARNING AND PERSONAL GROWTH. IT'S IMPORTANT TO NOTE THAT PEOPLE MAY HAVE PREFERENCES FOR CERTAIN STAGES AND MAY NATURALLY GRAVITATE TOWARDS THEM, BUT EFFECTIVE LEARNING INVOLVES ENGAGING IN ALL STAGES OF THE CYCLE.



# UMBRELLA+



WITH UMBRELLA+ THE EDUCATOR OR FACILITATOR SHOULD FOCUS ON THE DIALOGUE AND THE ASPECTS OF VULNERABILITY AS WELL AS BEING PROTECTED. FOLLOWING THE CYCLE AROUND THESE ASPECTS AS WELL AS THE WORDS COLLECTED, THEIR MEANINGS AND INTERPRETATIONS IN MODERN SOCIETY.

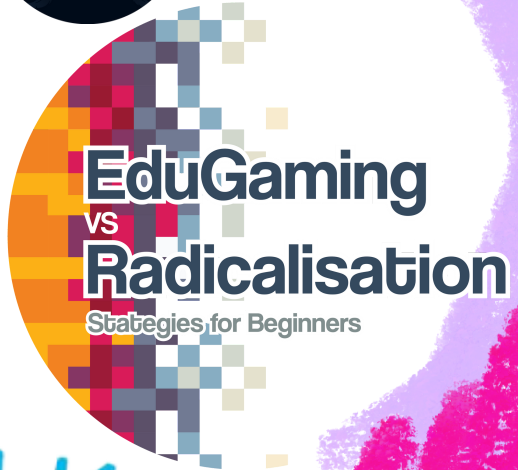
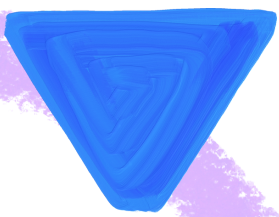
# GOODMORNING SLEEPYLAND



WITH GOODMORNING SLEEPYLAND THE EDUCATOR OR FACILITATOR SHOULD FOCUS ON THE DIFFICULTY AND FRUSTRATION THAT THE GAME POSES.



**Next  
Generation**



**PaNoke**

PAIKUSE AVATUD NOORTEKESKUS



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Erasmus+ Programme  
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