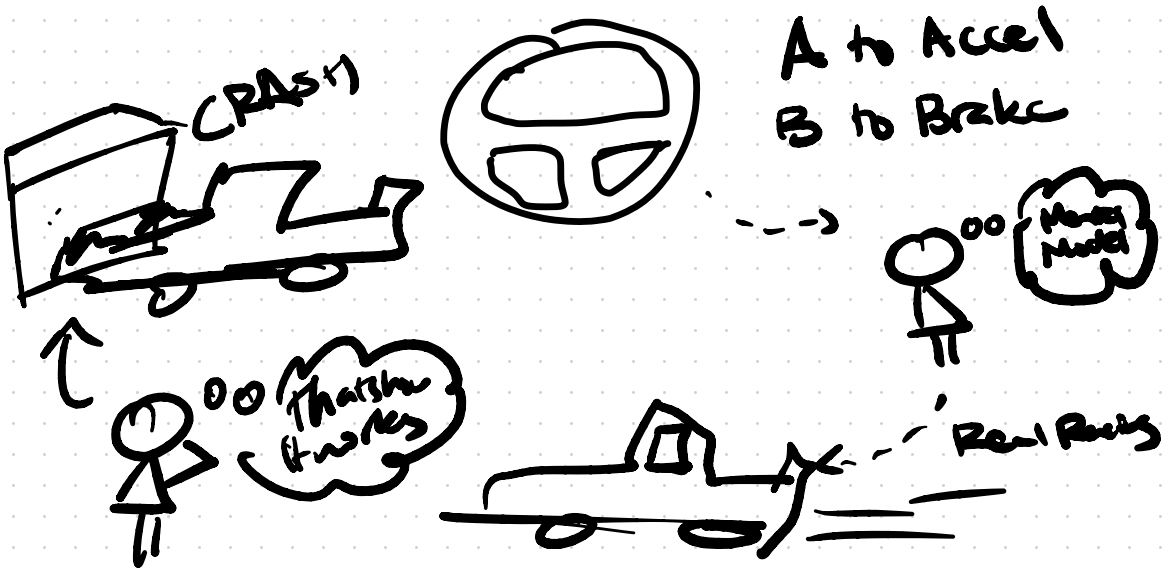
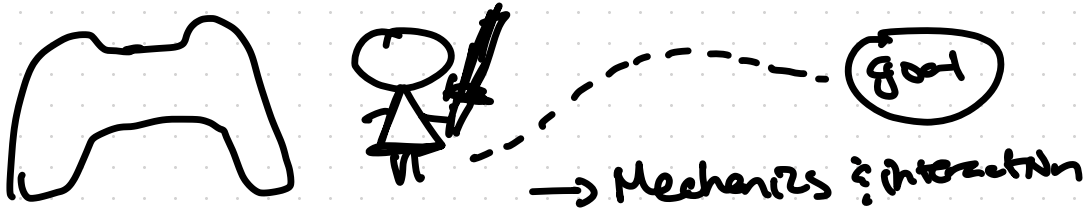
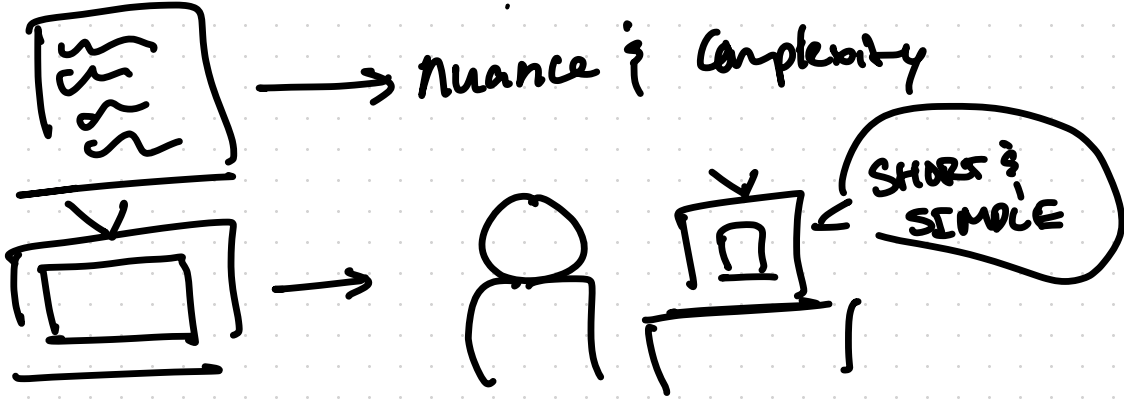


# The Mechanic is the Message

"The Medium is the Message"

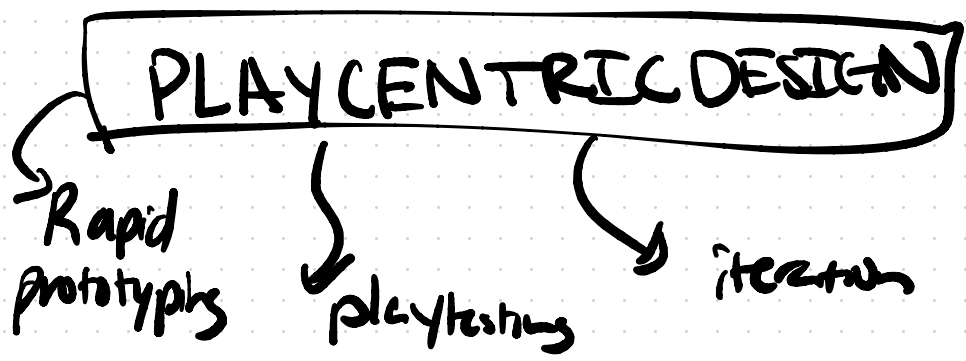


"Experiment w/o fear!"

GITAS

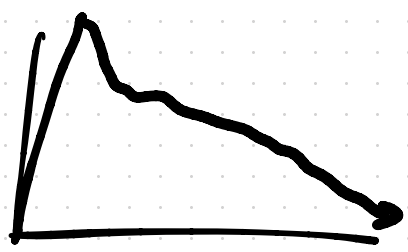
Hehheh

Uethzal!



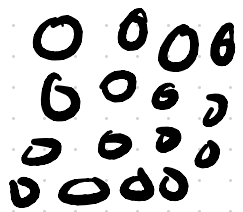
- 1) Activation of prior experience
- 2) Demonstration of skills
- 3) Applization of skills
- 4) Integration in to real world activities

Peace maker



Learning Curve  
↳ simulates

Redistributing tiles →



Like our game but w/o a story

# Best Practices

- 1) Integrate subject material experts throughout
- 2) Identify & prioritize learning objectives
- 3) Embrace Playcentric Design
- 4) Learn from Learning Science
- 5) Maximize credibility through user obj. info
- 6) Formally Assess Learning

## Playcentric Design

↳ "what do players do in the game?"

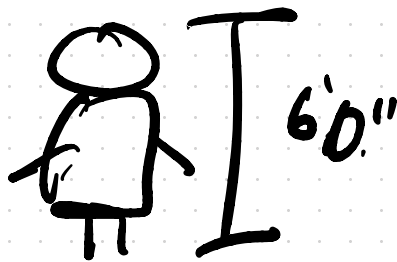


embrace iteration ↙

## Objective Info

Researcher

↳ ~~Home = 'fence'!~~



↳ BBG photos → two side w/ or side

Formally Assess learning ~~of~~ ~~of~~ ~~of~~ → super hard

↳ CRESST → learning assessment

- 1) test knowledge before game
- 2) Play Game
- 3) test after
- 4) Compare

---

Applied Ethics → Case Studies!!!

↳ what types of approaches?

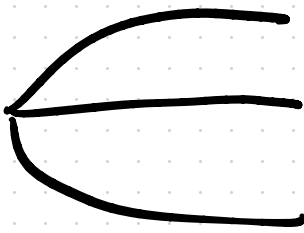
↳ beginners?

↳ story / tech / mechanic?

↳ core gameplay from ethics extraction  
transformed?

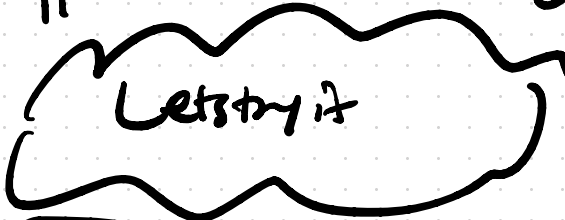
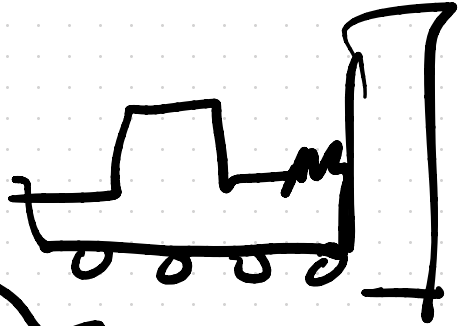
↳ pre-developed scripts or <sup>author</sup> issues from DEL?

↳ player identity?



Broader pathways allow for authorship

Risk Interactivity



interactivity



critical experiment

"psychosocial moratorium"

↓  
minimized consequences of risk-taking

↪ risk + trial & error → exploration

GAME  
SELF

TRANSFER

REAL  
SELF

?

Responsibility  
sometimes priority

"Cognitive processes ain't all in the head!"

In good games players care about virtual  
identity

↳ Care = investment in decisions

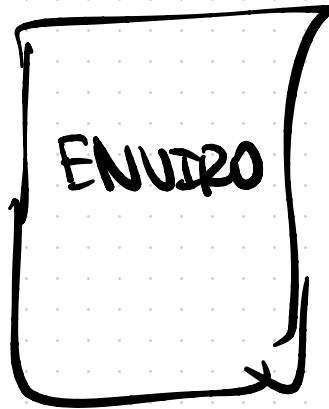
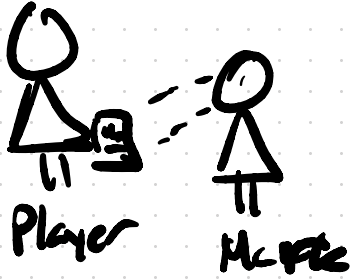
decision  
making  
NB

←

Feedback  
Gon sae

VU

RIAN

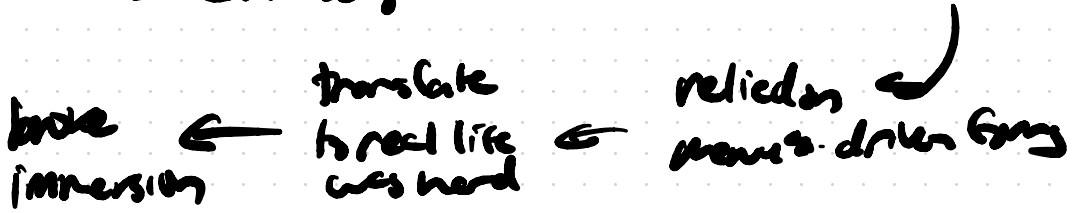


Interact to answer questions

+ Ethics Guide as reference of virtual ethics professor capable of reacting

↳ not taking

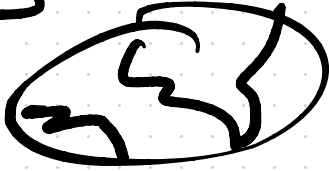
↳ Challenge was to add interaction



↳ But had reflection?

# Knights of Astrus

↳ fantasy & role-playing



minimal exposition

↓  
placed in CHALLENGE

↳ pods  
12 sects  
choose widely

choose to kill guards



↳ story as getting  
mechanism