

For this blog post, I'll be comparing "The Argument Game", a card game developed by Notre Dame University, with my group's game, "Devil's Advocate". However, I must mention my group is still in our early prototyping phase; hence, we haven't fully decided the scope of the game, including what features/mechanisms the game will have, but we're off to a good start. Still, I'm going to also be analyzing "The Argument Game" and discussing what lessons from my playthrough of "The Argument Game" can my group's game learn from.

"The Argument Game" is designed for older children, teenagers, and adults, "The Argument Game" is accessible through its analog, card-based format. Its use spans educational settings, from schools to professional workshops, promoting interactive learning away from digital distractions. This is in line with what my group had for our game's age span, as well.

BIG QUESTIONS = Clarification	BIG QUESTIONS ~ Objection	BIG QUESTIONS → Support
BIG QUESTIONS ⊥ Negation	BIG QUESTIONS T Affirmation	BIG QUESTIONS X New Claim

Overall, I found "The Argument Game" makes for a better educational tool than a socially-stimulating game. The game effectively engages players in critical thinking and logical argumentation; however, I found that the game was nowhere as interesting as "Devil's Advocate", although it tries to be. The design of "The Argument Game" incorporates several clever decisions that enhance its educational value. For instance, the variety of cards—Clarification, Objection, Support, Claim, Affirmation, and Negation—each serve a specific pedagogical function that allows users to challenge or clarify the statements of current players. This is similar to our "Dispute" Mechanic in "Devils Advocate", where players can call out the current player's attempts at

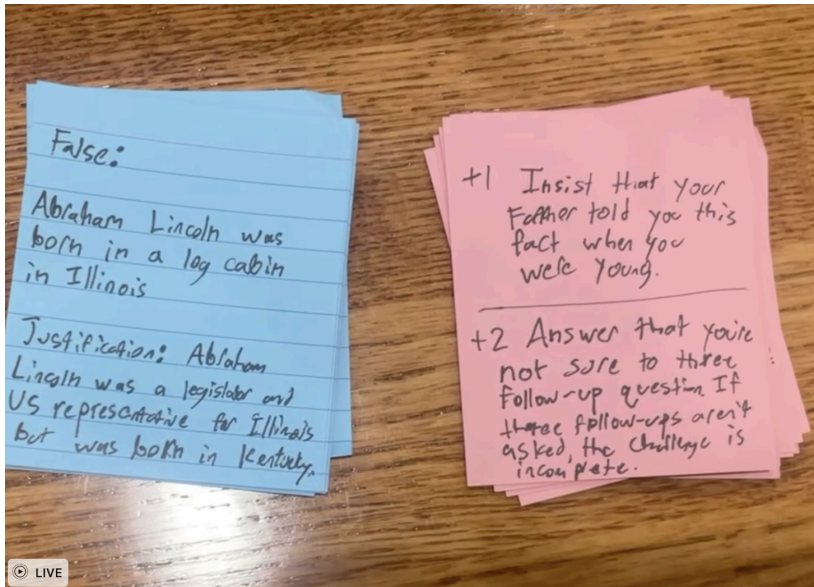
deception. In both games, these cards encourage players to critically engage with the content, promoting skills such as clarification, rebuttal, and the substantiation of arguments.

While these are good qualities that our games share, I believe "Devil's Advocate" handles the actual card content a bit better by having categories for the kind of questions we will be asking, allowing users to leverage their

(x) Claim The unexamined life is not worth living.	(x) Claim You should never defer to experts when deciding what to believe.	(x) Claim It is never morally permissible to kill a human person.
(x) Claim If God does not exist, then any action is morally permissible.	(x) Claim If there's significant disagreement on an issue, we should suspend judgment.	(x) Claim Education is an inherently good thing, and everyone has a right to it.
(x) Claim Systemic inequalities must be offset by community or collective action.	(x) Claim People have control over their character, and can be praised or blamed for it.	(x) Claim There is no meaning in life.

expertise in certain fields and create an advantage or handicap for themselves. I played the game alone with just one other person, so my experience may not be indicative of

more common playthroughs, however, I must say that this game got tedious, fast, and I believe it's because of both the boring default questions, and the stressful user-inputted questions. During prototyping (see photo to the left), my group decided to use verified facts because we realized it was too hard for users to come up with accurate facts on the spot, so this playthrough helped validate that decision. This photo shows a fact about Abraham Lincoln,



but we could also do categories about film, art, anime, etc. The possibilities are endless, especially combined with our modifier cards, which determine how users can modify their argument to get more points.



Another big difference between our games, even at the prototype level, is the color palette. The "Argument Game" is black and white by design. I'm guessing this is for accessibility purposes, but my group discovered that having visual different colors to distinguish game mechanics by card made gameplay much clearer and more fun. If accessibility is the concern for the "Argument Game", one way to potentially improve the visual brand could be the introduction of a digital version (with toggleable accessibility settings) with some appealing graphic content. "Devil's Advocate is going to have a strong visual brand/theme to mitigate this issue. Furthermore, while the game does well to simulate argumentative

situations, it could benefit from incorporating scenarios from real-life debates to provide context and enhance relatability. "Devil's Advocate" will include cards composed of facts about more-recent news content to be more stimulating in this regard.

On the other hand, "The Argument Game" stands out from other educational games like "Debate Night" or "Logic Links" due to its straightforward yet profound gameplay. Unlike its counterparts, which often rely on more complex rules, "The Argument Game" maintains simplicity, ensuring that the educational focus—argument and logic—remains central, preserving its central theme. That said, "Devil's Advocate" is taking a slightly different approach, focusing on a plethora of topics, ranging from academic to NSFW.