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The task the team was given was to research and evaluate a serious game. A serious game is an educational game and so the team researched educational games and came across Papers, Please, a game that puts the player in a fictional land where they worked as an immigration officer and had to evaluate people and decide whether they were allowed in the country. This game was meant to cause the player to think and to evaluate their position and decide whether they wanted to obey the government and feed their family or whether they would show sympathy towards the immigrants and to allow them into the country at the cost of money to feed the players family.

The reason for the game being chosen by the team was because it allowed them to analyse the multitude of reactions that players would present from playing the game. This meant the team would receive a wide array of responses from people even within the same group. This meant there would be a spread in the data and would provide insight into the diversity of people’s opinions when playing certain games and would show a range of feelings when the players where of a similar age group.

The team created a questionnaire to evaluate what aspects players felt most connected to and how they approached the game. The players were asked what they felt when they looked at the game, how they reacted when faced with the circumstances, if they agreed with what the in game country was doing and whether or not the game was too complicated. Though there was no available version of the game players were able to see videos of gameplay and through feedback the team found that many people believed that the game was too complicated and that they would eventually fail to continue. The team also discovered that many people did not like the in-game country and that many people would disobey the government if they were able to play.

In the future the team decided to expand the group which would be studied as only teenagers were selected to evaluate the game which led the team to consider how the older generations would react to the game. It was also decided that the team would find and use a game that players where able to play for future evaluations. This would provide better feedback for the team as well as make players more involved with the game generating better responses from them in the process.