

## Games for online learning with Storyboard

**Description:** The game ESCAPE! is a simulation of a self-defense scenario that a person may find themselves in. The goal of the game is to complete each section within the given time limit by making an appropriate choice which will ultimately lead to a non-violent resolution or the player subduing/evading an attacker. A voice-over video will set up the simulation and the player will need to analyze the scenario. The player will be given multiple options, via another voice over, to choose from. Once the final choice has been stated by the narrator, the player will have two seconds to select their response. Different choices will result in different outcomes and pathways of what may happen in the given scenario. If an incorrect response is selected that will end with the player losing the confrontation, their attempt ends. Players will also fail if they do not answer in time and be given the “condition black” screen meaning stress has overtaken them as they did not make a decision. Correct responses leads the player deeper into the situation with more information to analyze and options from which to choose. Successful completion will be when the player successfully exits the scenario.

**Object of the game:** The game is meant to cause stress to the player as they would feel in a ‘real life’ confrontation. In an event such as the one in the game, a player would have little time to assess the conditions and respond. From the learning module the player should recognize and analyze the environment while making a split second decision as to their response. Players will be rewarded by testing their knowledge and competing with themselves.

**Number of players:** 1



**Length of a game:** 5 to 10 minutes

**How to play:** The player will enter the game program through the online module and will begin the simulation. The game will begin with a voice over explaining what the purpose of the game is and how players can win. After the video ends, a second voice over will begin and state the opening scenario. The player will then be given four responses to choose from and must select their desired action within two seconds of the voice over ending. After a response has been chosen, the game will progress to the next portion of the situation. The voice over will update the situation with a new photo/video and again give a new set of responses from which the player will select. This pattern continues until the player wins, or they lose.

### MIT Balanced Design Framework

Content Model	Task Model	Evidence Model	
Learning Objective	Task/Action	Data Collected	Interpreting Evidence
Upon completion of the module, students will analyze and respond to a simulated self-defense scenario, completing the simulation with 100% response accuracy.	Players will be given a scenario with multiple choices for responses to choose from and a limited time window to make their choice. Each choice leads down a new path in the scenario in which players must continue to make selections as the simulation evolves with the ultimate goal of escaping the conflict unharmed.	The player will be evaluated on the effectiveness of the choices they make, time frame they take to make choices and how far they get into the scenario.	<p>If players are correct in their choices, they will be given the changes in the scenario to continue the game.</p> <p>If incorrect, players will have gone “condition black” or their chosen decisions lead to them being harmed. Players will be shown a screen as to what a more appropriate choice would have been and they will be scored on their performance to that point.</p>

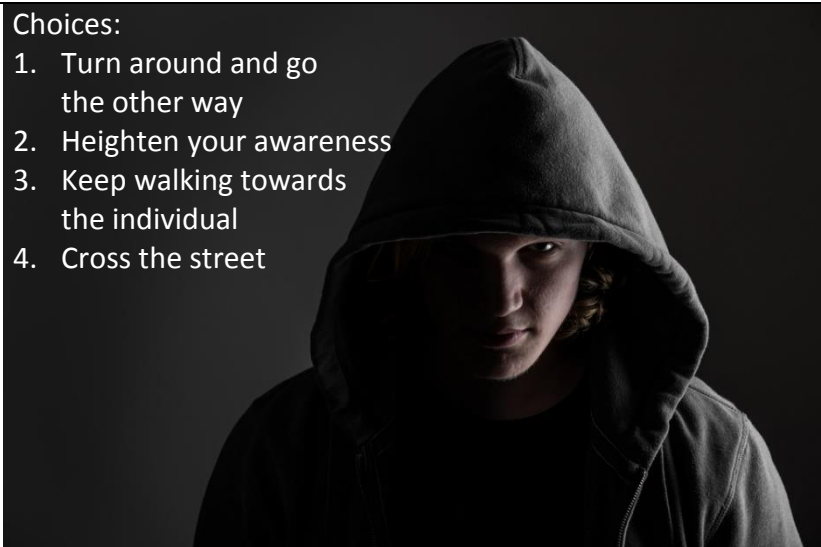
## Storyboard

Slide #	Description	Photo on Screen
1.	<p>A voice over will explain to the player the object of the game is to select the best choice based on a given scenario. The player will be informed they have two seconds to make a decision from the list given and there is more than one right answer for most choices given. The player will simply need to select the response they believe is the best. Players will be reminded the objective is to escape the conflict as soon as they can and success is based on how quickly they can stop what is happening. Finally the voiceover will tell the player to click the picture to begin the simulation.</p> <p>The photo on the first projection will remind players they do not always have to fight but that they have other options. Some players may react differently to different scenarios based on their size vs the attacker's size, or their knowledge and confidence in their skills. Each scenario has multiple paths for success for every type of player.</p>	
2.	<p>The first screen in the scenario will have a video or photo of what is happening while the narrator gives the player the situation.</p> <p>For this scenario, players are informed they are walking in a downtown area at night. Recently there have been a string of muggings near the area they are currently walking. The players see a hooded figure, approximately six feet tall approaching them from the front. Around the player are a few people walking on the other side of the street and multiple shops and night clubs but all of them seem closed.</p>	

3. After the explanation, the narrator will tell the player of their choices. In this portion of the scenario, there are no wrong choices. Any choice the player makes will progress the story.

For this scenario, we will say the player chose number 4, to cross the street.

- Choices:
- 1. Turn around and go the other way
  - 2. Heighten your awareness
  - 3. Keep walking towards the individual
  - 4. Cross the street



4. The narrator will explain how the situation will unfold with another photo or a short video.

For this scenario, the player crosses the street and continues walking. The hooded suspect follows their path in the other direction. After walking for a couple more feet the player turns around and sees the hooded figure has begun to cross the street and is walking towards them.



5. Like last time, players will be given a choice. This time there will be more effective and less effective choices for the player to make.

For this scenario, the player will select that they want to keep walking. This is not the most effective choice but the player may believe drawing attention to themselves would make the aggressor more assertive in their goals.

- Choices:
- 1. Keep walking
  - 2. Begin to run away
  - 3. Walk up next to someone on the street
  - 4. Keep walking but tell the person to quit following you



6. The narrator will state that the subject has caught up to them and grabs their wrist!

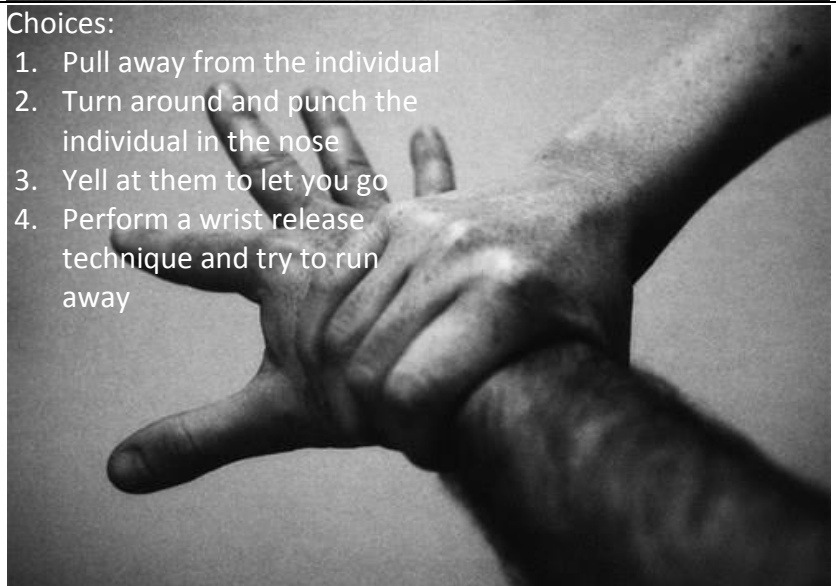



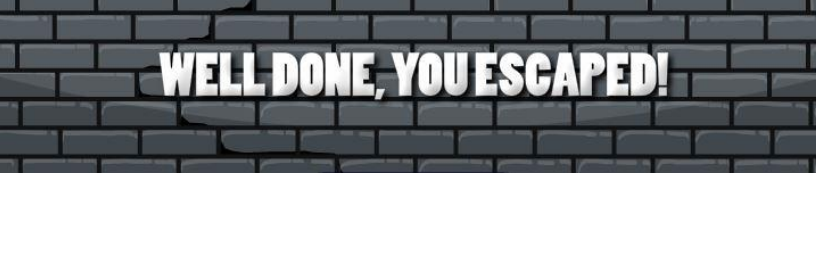
7. The situation has escalated and the player will be given very little information and little time to react to what has happened. Like last time the player will be given choices as to what to do.

For this scenario there are good and bad choices. Unfortunately, the player freezes and doesn't make any choice within the allotted time.

Choices:

1. Pull away from the individual
2. Turn around and punch the individual in the nose
3. Yell at them to let you go
4. Perform a wrist release technique and try to run away



8.	<p>The final screen this player will receive is the “Condition Black” screen. The failure of the player to make a choice has resulted in the loss of the scenario. The player will then be evaluated on their choices and receive written feedback from the instructor regarding what could have been better decisions.</p>	
9.	<p>If players succeed in their choices and make it to the end of the game they will be given their scores for their choices. The player will receive a written response from the instructor with their score and comments. The player can respond to the instructor with comments or for clarification.</p>	

#### Citations

1. <https://liveactionescapes.com/8-tips-to-escape-the-room/>
2. [https://gigaom.com/wp-content/uploads/sites/1/2013/08/shutterstock\\_133594523.jpg](https://gigaom.com/wp-content/uploads/sites/1/2013/08/shutterstock_133594523.jpg)
3. <https://www.colorado.edu/today/2018/01/11/january-national-stalking-awareness-month>
4. <https://www.artofmanliness.com/articles/managing-stress-arousal-for-optimal-performance-a-guide-to-the-warrior-color-code/>
5. <http://maakal.blogspot.com/2013/09/the-rise-walkthrough-level-21-to-30.html>