Cyberbullying Prevention Game:  
I am here as well

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# Introduction

I Am Here As Well (IAHAW) is a game to realise that they are not alone in this world. Because of the fact that kids can globally be (cyber)bullied, since the internet is not limited to borders. Therefore the international students of The Hague University Of Applied Sciences have created an initial research on “The affect of Media and Information Literacy (MIL) on cyberbullying amongst today’s youth.” Which was a research report on the international background information of cyberbullying and MIL. Besides this, the report was focussed on kids aged 11 till 15 years, thereupon comes the result of this report, for the substantiation of the game IAHAW and the initial report. (Helvoort, 2019a, 2019b) In the introduction the topics are as followed: problem solving, important findings initial report and an explanation of the problem solvability of it.

[(Holsteijn et al., 2019)](https://www.zotero.org/google-docs/?YAgzO6)

First the main purpose of the game is getting children familiar with various globally used forms of cyberbullying, while even serving examples consider inappropriate cyberbullying behaviour. For instance: cyber-impersonation and cyber-slander are the majorly treated topics within the game. Because, those were one of the important results in the previous report. Next are the most findings were important throughout the development of the game. [(Holsteijn et al., 2019)](https://www.zotero.org/google-docs/?c4KLGF)

To begin with “cyberbullying differs in between countries” was fundamental for the development of the game. Because the development team wants to create awareness in between the cultural difference cyberbullying. Consequently, this meant that the South-Korean and American issues had to be implemented. Because of the fact that information-leakage is the most cited bullying-form in Korea [(Lim Ke Rou, 2016)](https://www.zotero.org/google-docs/?B0Za8q) and for the United States that is name-calling. [(Anderson, 2018)](https://www.zotero.org/google-docs/?AUlp3h)

Thereupon, commes the definition of cyber-slander (abusive language or offencive messages) and cyber-impersonation (pretendations of a person) [(Willard, 2007)](https://www.zotero.org/google-docs/?DbdgWT), In referral to the netiquette rules of the report. [(Hambridge, n.d.; Park, Na, & Kim, 2014)](https://www.zotero.org/google-docs/?OniTqW) Which in this case, provides a solution to the concept of cyberbullying. For the purpose of reducing various negative feelings, for instance: distressed, fear overwhelming or embarrassment. [(Nixon, 2014)](https://www.zotero.org/google-docs/?ynSuJt)

In spite of this education of cyberbullying prevention is important, but games should make learning fun instead of being boring. Also are educational games companied by other gaming genres, with the intention of providing fun. In a like manner is to use multiple choice questions, for the verification of the educational material that has been learned.[(Hurst, 2015)](https://www.zotero.org/google-docs/?Ej15Hx)

# Gaming product: I Am Here As Well

In brief, the game called IAHAW is a parody to various cyberbullying-concepts. Who will create awareness among children. Consequently, children friendly characterizations are supporting to goal of the game. Which is to make children more internationally aware of cyberbullying concepts. Therefore information is below on the aim and technical choices of the game.

## Product aim and product description

IAHAW is a game with various educational mini-games, which aimed to educate children on international cyberbullying concepts. With the intention of kids learning from textual-explanation within the game. [(All, Van Looy, & Castellar, 2013)](https://www.zotero.org/google-docs/?F3YtGk) Which, explains the stories of two individuals who are being bullied.

The target group is kids in the age 11 till 15 years old. (Presentation of the product owner Jos) Because, most kids will get their first mobile phone at their teens age. Which will led to exploring the internet without supervision of a parent. What potentially could led to an act of cyberbullying, since there parents don’t see the act of the bullying kids.

## Programming choices

For the choosing of the programming language the following items were considered: learning time-consumption, language purpose and licencensings. With that knowledge the following products where chosen:

Mainly JavaScript is the fundamental programming language. For the programming of the game, because it is a web-oriented programming language. [(Theisen, 2019)](https://www.zotero.org/google-docs/?4mFvEW) In contrast, Microsoft's TypeScript was compared to Javascript, but TypeScript often can be found with large declaration files posted by the community. However, bug are frequently found in these files. [(Feldthaus & Møller, 2014)](https://www.zotero.org/google-docs/?YYPsgk) Beside, this JavaScript is international standard defined by the World Wide Web Consortium (W3C) organisation. [(W3C, n.d.)](https://www.zotero.org/google-docs/?WADegx)

Besides this video game technologies tackle visual challenges, therefore a game framework was chosen. Coincidentally, there was a discussion on Unity and Phaser version 3, because Phaser 3 is licensed with the freedom software MIT License. Thereupon came the fact that Unity is a proprietary-software, which has x

Beside this Phaser version 3 was used to create the game, since it is has advantages to build a game with a framework than without.Therefore, choose gaming framework Phaser a op [(Davey, 2019)](https://www.zotero.org/google-docs/?jz05pp)

* Scripting language
  + Javascript (Ecma script Generally in every web browser compiler and does not need an extra compiler unlike Microsofts TypeScript)
  + Phaser Framework (Free MIT License)  
    Extra abilities, for example: caching of files,sprites, legacy sound support, focussed on HTML5 games and web-first concept.
  + Webpack
    - Bundler of JavaScript files, In order to gain performance when well implemented.

the best option for the programming team, since 5 of the 6 individuals in developing team had a familiarity with JavaScript. Next

Browser based game because school have strict policies on installing software on school computers, since they are afraid of people installing malicious software. Next JavaScript is a good scripting language for makings small game. Also the programming team who was working on the game was most familiar with the scripting language.

# Story

The story was based on countries of How does cyberbullying differ between countries. In the game, there are two countries which have different types of cyberbullying.

In Korea, most of students like to playing their social network services. Therefore Korea students are suffering cyberbullying which has huge relation with SNS.

On the first chapter, there is a girl whose name is Mi Sun living in Korea. She traveled a lot with her family to nice places and went to fancy places often. She always took pictures of traveling and daily things. She was also being happy with uploading her pictures on the social networking service such as Instagram and facebook. However, her classmates started to feel jealousy about Mi Sun’s life. They thought she showed off by putting those pictures upload there. So her friends started to write hateful comments on her Social networking service. Moreover, bullies deliberately spread her personal information such as phone number, address, and photos. They had now not only bothered her on the cyber but also bullied her at school.

In this chapter, the game has on the purpose of giving some advises to children.

1. Spreading deliberately other people’s information is not just a playing. It can make big problem.

2. It is not good to put too much of your daily routine in public Social Networking service.

In United States, the most common type of harassment youth encounter online is name-calling.

On the second chapter, there is a girl named Kelly who lives in Manhattan, New York. Her mother ran a bakery in Manhattan. Similar to her mother, she was a young child who loves making food and trying new cultural foods. She always goes to her mother's shop after school to make bread and take it to school the next day to share with her friends. Then one day, as usual, Kelly went to school with her own cookies. Her friends who saw it began to tease Kelly that she always had food and could not live without it.They teased Kelly about the smell of bread and began calling her a “baker pig”. They could use the Internet to harass her anytime, anywhere. She began to feel ashamed of her appearance. Thinking that everything she could be a joke to the children, she always started wearing a hat and big clothes to cover herself up. She became less and less proud and reluctant to go to school.

In this chapter, the game has on the purpose of giving some advises to children.

1. Teasing someone for bad word can hurt their feeling.

2. Children should choose good word for their conversation with friends.

## 

# Visual designs choices

### Style

The game is made in a pixel style, there were several reason for doing it this way. The first one being look and feel. As a 2d game the consensus was that this would suit the game better. The other reason was more practical the teams designer found it better to design and find assets which used a pixel style.

### Assets

The game is partly being built with premade design assets. These design assets are all royalty free and do not necessarily need acknowledgement. Bits of design wich could not be found have been made specially for this game. For instance the level designs are all built specifically for this game. This was done because the consensus in the team was that, the assets that were available were not good enough or did not fit the overall design of the game.

The characters in the game are all made from pre existing (free) design assets. This was done for two reasons. Reason 1 was that it would save time, it would have taken (more) valuable time to actually make the characters. The second reason was that the expertise to make a complete 2D character was not available so instead of trying to make the different characters the designers opted for using premade character assets.

### Font

Characters used in the game were already in pixel form and so were the background of the levels. Because it was important to maintain consistency the decision was made to also use a font that was pixelated. It was important to keep continuing the overall flow of the game (so that every bit of design was the same). By doing this the user would feel like it was one thing and not different segments

### Colors

The ingame colors are overall dark, this was done because the game focuses on cyberbullying and the consensus was that if the game because to light this would take away from the subject matter. This being said a conscious decision was made to primarily use base colors.

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### Royalty free

During the development of the game it was important that every assets that was used was royalty free. Seeing as the game could potentially be used in classrooms. This meant that if someone was to play the there wouldn't be any problems with compensating the owners of the used assets. This was important seeing as the product was made by students and that it should always be free to play.

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# Content

### Netiquette

Being friendly with each other

Use proper language, spelling and justify opinions

Respecting others privacy and your own

### Textual choices

The story was based on countries of How does cyberbullying differ between countries. Each country has its own story. However these stories are connected to each other in the sense that they all highlight a different aspect of cyberbullying. Because each country has a different form of cyberbullying which is more prominent there for instance in America it is more common to use foul language to bully someone. That is why the story for that level focuses on that. The reason behind was that by doing this the user can learn about the difference in cyberbullying across the world. This then serves two purposes first it shows that cyberbullying is a global issue and second it shows that no matter were in the world you live unfortunately you can fall victim to it.

### Translations

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# Usability test

For the usability test where 5 participants with a large difference in educational level. For this instance it was in between specialized education and a child from the gymnasium. Even with variety of ages in between 11 and 15. Since, that was the working pool of children that were available for the test.

For the execution parental permission was required, in order to do any data-gathering on kids under years of 16 year old. Which is required by the European General Data Protection Regulation (GDPR) law. Therefore, a electronic-form was send to collect the permissions. Only five of the the twelve parents have gave permission to undertake the test.

[(Autoriteit Persoonsgegevens, 2017; Intersoft Consulting, n.d.)](https://www.zotero.org/google-docs/?pmtO7l)

Justify the methodological / technical choices that were made

For testing of the game three computers were used. Each of these computers had windows 10 as its operating system. Nevertheless the computers used were very old the reason for using old computers was that it was important to test if the game also ran on older systems. The game was designed on newer systems so it was already know that it would run on newer systems.

Describe how you tested your product among your target group (include your test plan in the annex), what results did you have and what changes did you implement to the product based on your test results.

The test consisted of 3 different scenarios each scenario had an introduction text and tasks that need to be completed. Each scenario picked up were the previous one ended, so when the user finished one task it felt like they were going further with the overall story.

### Post test results

**Introduction screen**

An introduction screen to show the controls for each level and how the level works. This screen will be shown immediately after the story screen. The user will have the option to click the screen away when they are finished reading it. Putting a timer on the screen (till it goes away can potentially annoy users).

**Controls**

One of the main things that came out of the test was that the controls were not really explained. This was the case for all the levels, the user wasn’t not aware of the controls. This meant they were left to their own devices to figure it out.

To be able to make it more accessible and easier to use for the user the controls need to be displayed at different stages of the game. In the main menu under controls (so that when the user starts the game it is clear how it works. Then at the beginning of each level (after the introduction text). Then there could come another screen explaining how the controls work and how the game is to be played.

**Objects**

In the word game it was not clear what the different objects meant. The purpose of those were not either increase or decrease the health of the player. During testing users found it difficult to understand what they meant. This meant that there were instances when the collected both objects which meant they were game over.

In favor of usability it was suggested that the information about the objects should be displayed in the same screen as the controls. By grouping the controls and objects information together the user wouldn’t have to make any extra steps to understand the game.

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# Process

### Progression

Scrumwise

* Describe how go got to this result (including a description of how you used Scrum)

(Assessment criteria: A goal for each sprint has been formulated and was met)

### Obstacles during development

* What challenges did you encounter and what did the group do to face them?

# Conclusion

Concluding the following:

(Summary of all the findings)

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# Appendix A: User test plan