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| Maroon letters A S U with gold sunburst emanating from the S. | Stakeholder Questionnaire ***Twenty Objects: The Phoenix Art Museum: North Wing Collection MMORPG*** |

**Who do you think is impacted (positive and negative) by this project and how?**

This project would potentially positively impact everyone who comes to the museum and/or plays the game as it fills out the backstory of the pieces in the collection.

**How would making a game impact (positive and negative) your research?**

This game will have a positive impact by amplifying voices of Persons of Color.

**How would a game impact (positive and negative) those that are affected by your research?**

This would have a positive influence on the teaching and learning of history and art. It expands the dialogue as to what is taught about an art piece and the history in which it was created.

**What other changes are happening within the university that may impact this research project?**

There are initiatives all over ASU proper that are incorporating Anti-Racism into the curricula. #shutdownacademia

* <https://asunow.asu.edu/20200610-solutions-asu-supports-shutdownstem-social-justice>
* <https://www.shutdownstem.com/for-researchers>

**What is your vision for a game based on your research?**

To include the voices of those who have been marginalized.

**What defines success for this game?**

The game needs to amplify the history behind the pieces that is not usually talked about.

**What transcendent moment is embedded in your research? If you think that you have more than one, which moment do you want to isolate and work with for this game?**

The transcendent moment in this game is that there is a system in place, which is set to oppress people of color. It will expose the role that art and art history has played in this system.