



# BIRZEIT UNIVERSITY

## Serious Gaming Assignment 2

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### Game Details :

- Game name : Awkward Moment.
- Developed by : Tiltfactor Lab.
- Game type : Card game, party game.
- Number of Players : 3 to 8.
- Round Time : 20 minutes.
- Target Audience : Middle school and high school students.

### Game Contents :

- 100 Moment Cards.
- 284 Reaction Cards.
- 48 Decider Cards.
- Game Rules with Variations.

## Gameplay :

Awkward Moment features three decks of cards:

- **Moment Cards:** Moment Cards pose hypothetical situations to which players respond.
- **Reaction Cards:** Reaction Cards provide players with possible responses to the awkward situations presented by Moment Cards
- **Decider Cards:** each Decider Card gives the Decider a guideline to use to select the winning reaction

Players each receive five Reaction Cards. The first Decider flips one Moment Card and one Decider Card and reads them to the group. Each player submits a face down Reaction Card in response to the Moment and Decider Card on the table. The Decider shuffles the submitted cards, reads them to the group, and picks a winner by interpreting the Decider Card's rule. The winner keeps this round's Moment Card. Each player draws a new Reaction Card and the player to the Decider's left becomes the next Decider. The player that has collected the largest amount of moment cards is the winner.

## Game Goals :

Awkward Moment is a game that challenges players to consider other's viewpoints and assess their own biases.

It was developed as part of a National Science Foundation-funded project called "Transforming Science, Technology, Engineering, and Math (STEM) For Women and Girls: Reworking Stereotypes & Bias." The grant has allowed Tiltfactor, with additional assistance from the National Girls Collaborative Project, to research and create a number of games, with designs informed by psychological theory and research, aimed at reducing gender bias and broadening participation in STEM. Initial data suggests that Awkward Moment strengthens associations between women and STEM and inspires confronting social bias.