

Go Global

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Problem

The future depends on global understanding and cooperation.

This starts with education,

But...

The traditional methods of teaching can

Lack connections, tangibility, multiple perspectives

And plain ENJOYMENT.



The Answer: ***Go Global***

A web game where players can...

Travel around the world and...time

instead of listening to lectures that they can't relate to

Follow epic stories through different views

instead of reading textbooks from similar authors

Collect invaluable relics and items

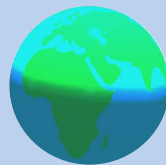
instead of digesting content that they will never use

All while learning

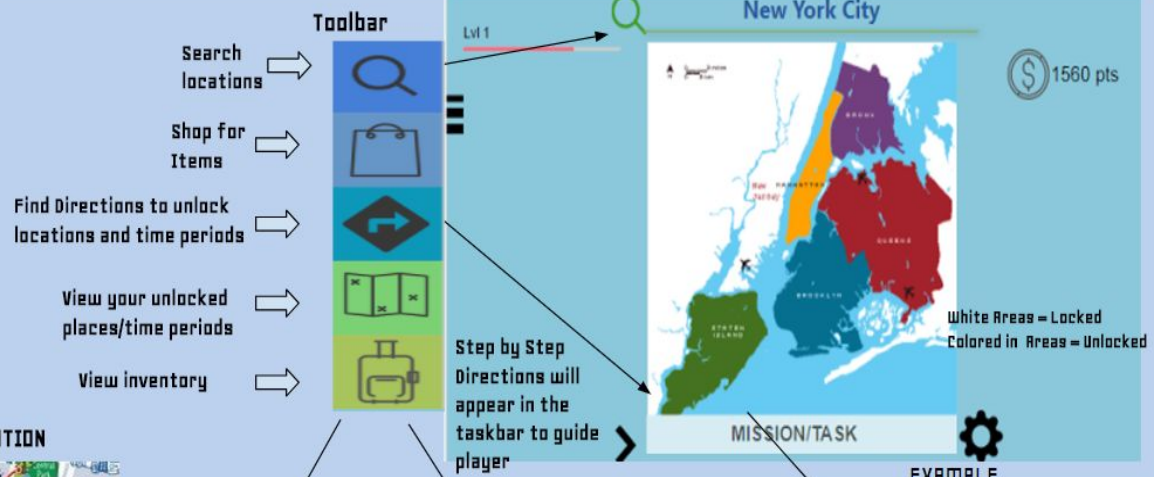


Rules of the Game

- Home location [NYC] is automatically unlocked → Start the game by exploring its attractions/historical hotspots
- Players can unlock time periods/locations through portals activated by special items, historical figures or completing a level
- Players can explore their unlocked locations in their unlocked time periods [see “Web of Connections” slide for “combined setting” example]
- To travel from the present to the past, players will most likely find a “portal” through an item



Layout



HOME LOCATION



Gray items = locked

First Ferris Wheel



World's Columbian Exposition
Chicago
1893

When a setting is unlocked, the locations within the setting are unlocked as well

EXAMPLE



Layout

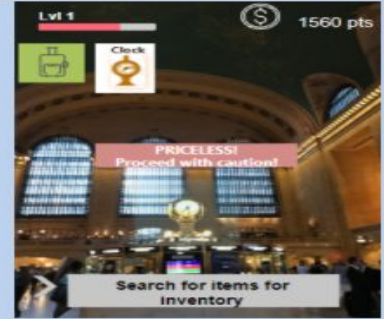


The Grand Opening, Grand Central

[360° Picture] → CHOICE OF DESIGN



Filter: Grand Central Terminal in Inventory



Welcome to the opening of Grand Central—made by hardworking MEN

Welcome to the Grand Opening! Many men have put hard work into this.



I remember my work in my younger days.

Reminisce with Vanderbilt

Bid farewell to Vanderbilt

Steamship work during the Civil War

Contract during the War of 1812

Go to meet with John D. Rockefeller

Talk to Vanderbilt

Choose how to proceed



Let's get out of NYC

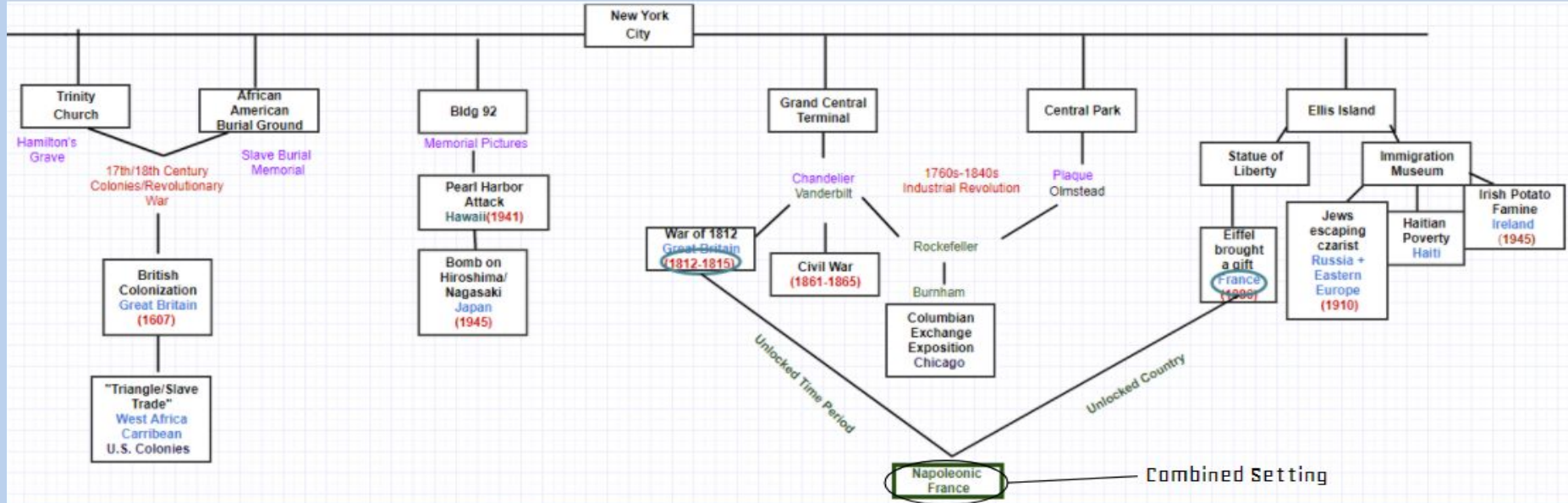
[Drawing/Animation] → CHOICE OF DESIGN



General
Directions can be
given if
destination is not
specified



Web of Connections [Oh, the places we could go?]



Time Periods

Colonial America/Revolution

[17th - 18th Cent.]

Industrial Revolution

[1760s - 1840s]

World War II

[1939 - 1945]

Cold War

[1947 - 1991]

Examples

Historical Figures

Gustav Eiffel

Nelson Mandela

Alexander Hamilton

Kaname Harade

Napoleon Bonaparte

Vladimir Lenin

Objects

Ellis Island Immigration

Heja Jong's Teapot (Japan)

Limerick lace Veil (Ireland)

Pearl Harbor Attack

Mitsubishi A6Ms Zero

Triangle Slave Trade

British Slave Ship

Goods: ironware, clothes, guns

Next Steps

- Reach and include other cities/countries, along with the lesser popular or “hidden” places
- Make it possible for every player to have their own home to set as their “home location” [Not just NYC]
- Develop the historical stories. Settings and characters [expand the web]
- Improve the graphics and make more original designs
- Create a network where players, from all over, can compete and connect with each other



OUR OWN MISSION

Build a united future from our history

