



Life Choice

An Educational Simulation that Teaches Teenagers the Art of Decision-Making

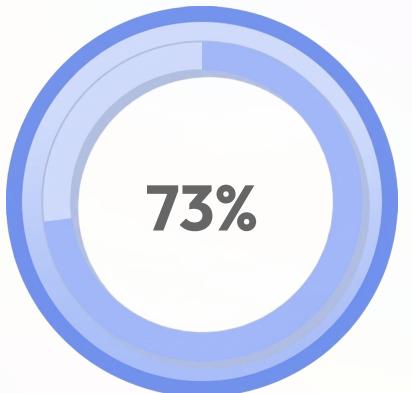
Where every choice shapes your future. For educational institutions and social impact organizations in Poland.

The Challenge Teenagers Face

Teenagers face life-changing decisions every day, but rarely get a chance to see where those choices lead. Traditional education rarely teaches these skills through experience.

Common Struggles

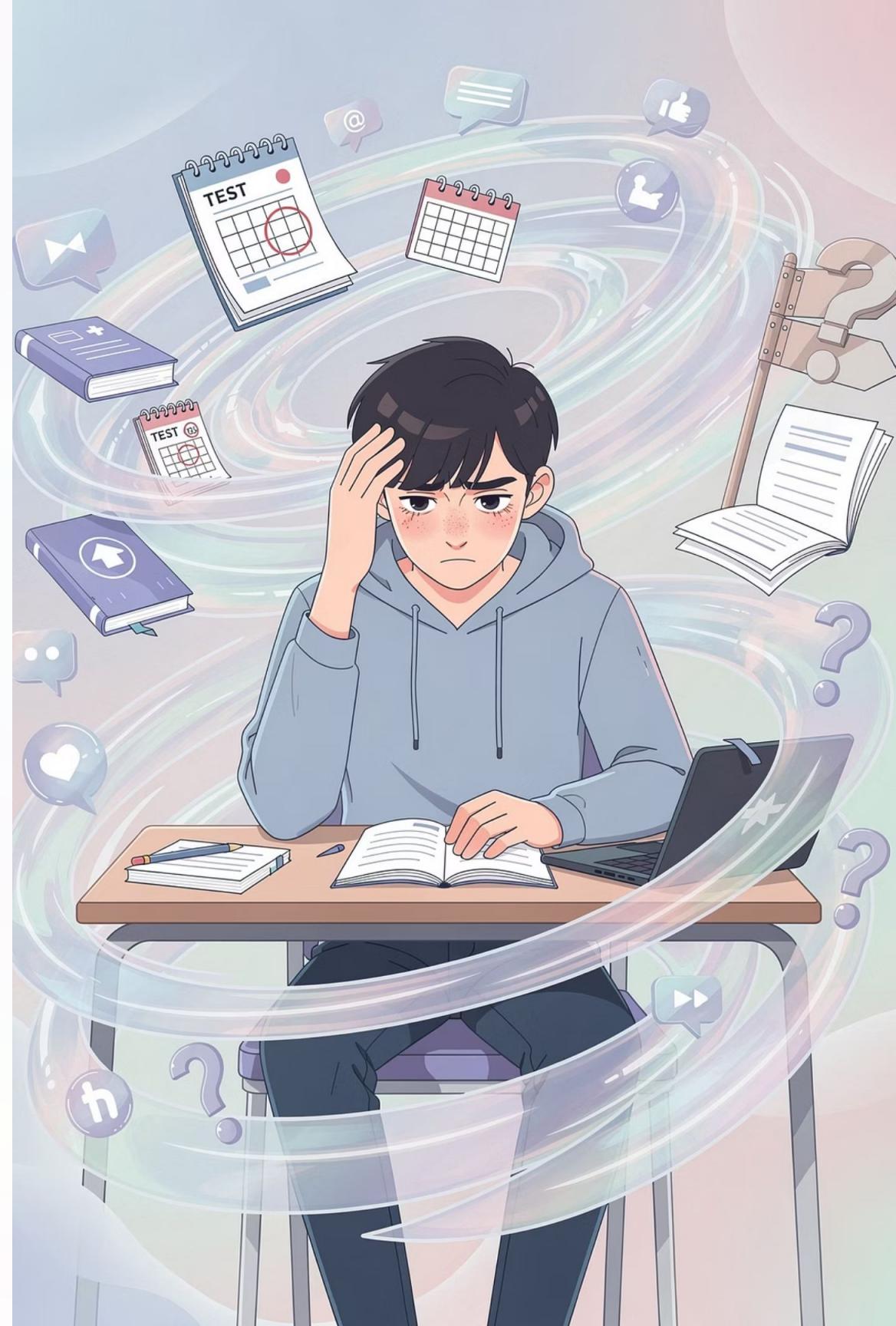
- Balancing school, friends, and personal interests
- Understanding long-term impact of daily choices
- Managing time and energy effectively
- Preparing for Matura and university decisions



Feel Unprepared

Polish high school students report feeling unprepared for making important life decisions

- ⓘ Yet research shows that games with branching narratives effectively teach forward thinking and consequence awareness.



LifeChoice

Your decisions. Your future.



Our Solution: A Life Simulator

A web and mobile based life simulator where players guide a Polish high school student through 2 years of choices. Every week, players decide how to spend their limited time: studying, meeting friends, working part-time, pursuing hobbies, or resting.



Interactive Story

Navigate real-life scenarios



Time Management

Balance competing demands



Life Simulator

Experience consequences safely

Each choice affects skills, relationships, energy, and mood — with consequences that unfold over time.

Core Game Mechanics



i **Key insight:** Players quickly discover that they can't do everything – just like in real life. This creates meaningful trade-offs and teaches prioritization.

Weekly Planning

40 time units per week to allocate across activities. Learn to prioritize and balance competing demands.

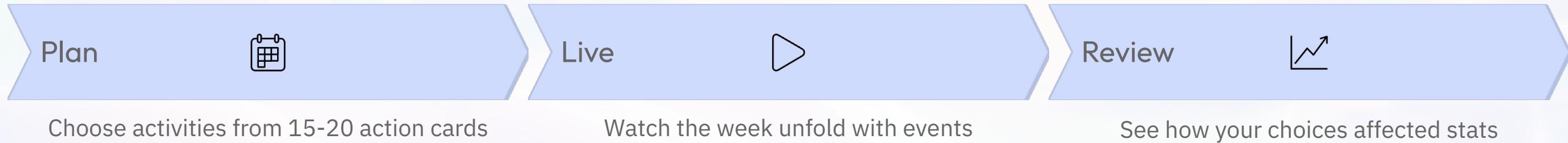
Special Events

Unexpected situations require quick decisions. Handle social dilemmas, family conflicts, and opportunities.

Future Epilogue

See where your choices lead 10 years later. Multiple endings show real impact of decisions.

How the Game Cycle Works



Week 12 Complete!
Here's what happened...

Week Story

- Mon | 📚 | Studied hard for math test (+2 Knowledge)
- Tue | ☕ | Had coffee with friends (+1 Social, -€5)
- Wed | 💼 | Worked part-time shift (+€10, -3 Energy)
- Thu | 😴 | Rested for the afternoon (+4 Energy)
- Fri | 🎨 | Pursued new hobby painting (+2 Mood, -€8)
- Sat | 🏃 | Went for a long run (+2 Health, -2 Energy)
- Sun | 🏠 | Spent time with family (+2 Social, +1 Mood)

Stats Changes

Stat	Initial (%)	Final (%)	Change
Knowledge	65%	68%	▲ +3
Social	62%	63%	▲ +1
Health	45%	44%	▼ -1
Organization	47%	49%	▲ +2

Resources

- Energy: 65/100
- Mood: 72/100
- Money: €45

Continue to Next Week

[View Details](#)

A gold ribbon badge says **Perfect Balance!**

Long-Term Parameters
Knowledge, Social, Health,
Organization

Weekly Resources
Energy, Mood, Money

Example Action Cards

Study (8)

Boost knowledge

Friends (4)

Build relationships

Sports (4)

Improve health

Part-time Job (6)

Earn money

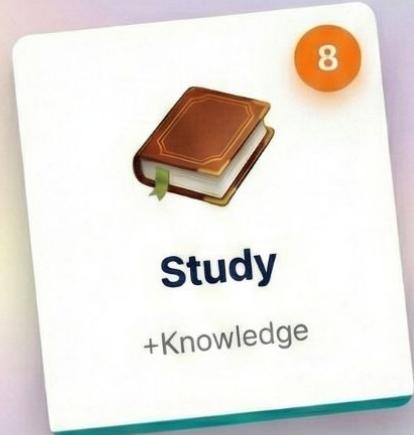
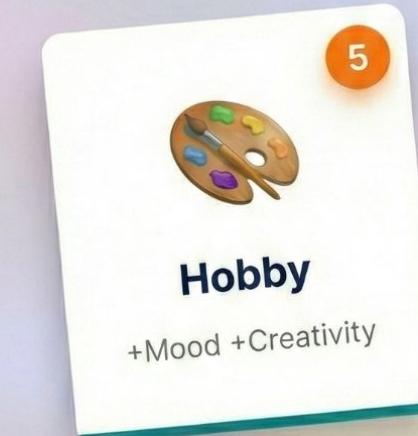
Rest (4)

Restore energy

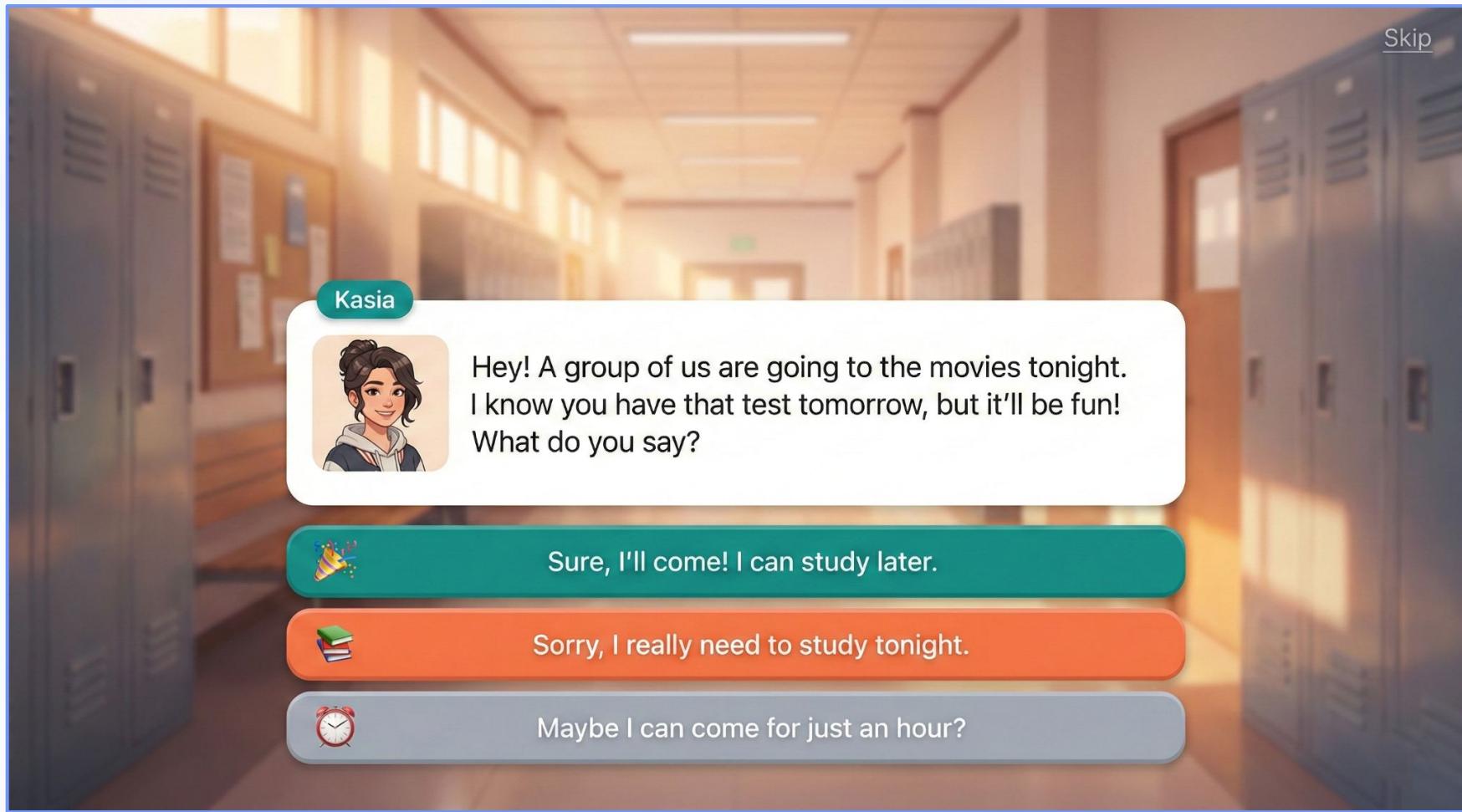
Hobby (4)

Develop interests

Additional options include: Tutoring (5), Sports Club (6), Family (3), Self-Education (5), Volunteering (4), and School Club (5). Each activity requires different time investments (number on card) and affects various parameters.



Random nature of life



i **Key insight:** there is an element of life that can't be controlled and predicted and it's better to be ready and in a good shape to mitigate risks

Social situations

Something we can choose and negotiate about. And compromise is not always the best decision.

Insurmountable Cases

Unexpected situations that can't be canceled or evaded. Weather disasters or pandemic strikes.

Kiss of Fortune

Occasionally, life offers new opportunities and pleasant surprises. Learn to capitalize on them.

What's Included in the MVP

Game Content

- Scenarios
- Action Cards
- Special Events
- Multiple Endings
- Character System

Technical Features

- Account management
- Progress Saving
- Event Management
- Responsive Design

Analytics for Educators

- Activity Popularity
- Decision Patterns
- Ending Distribution
- Completion Rate
- Replay Behavior

15-20

Minutes

Session length for one school year in game

2-3

Hours Total

Full playthrough time

3+

Replays

In average for one user to get to
desired ending

Why It Works: 21st Century Skills



Critical Thinking

Analyze trade-offs between competing priorities and understand complex cause-and-effect relationships.



Time Management

Prioritize activities and learn to balance limited resources effectively.



Decision Making

Own your choices and take responsibility for outcomes, both positive and negative.



Future Planning

Think long-term and consider how today's actions affect tomorrow's outcomes.



Resilience

Learn from setbacks and develop strategies to overcome challenges.



Choice Awareness

Understand the big picture and strategic perspective on everyday choices



Research-Backed Approach

Studies show that games with branching narratives effectively teach forward thinking by forcing players to consider how today's actions affect tomorrow's outcomes.

"Video games can improve cognitive abilities, including speed and accuracy of decision-making."

— World Economic Forum, 2022

Learning by Doing

Unlike lectures or textbooks, the game lets students safely experiment with different life strategies and see the results — without real-world consequences.

Example: "What happens if I skip studying for a party?" Students discover the answer through gameplay, not warnings.

Safe Environment

Fail and learn without real stakes

Engaging Format

Games speak teenagers' language

Personal Relevance

Polish setting, familiar situations

High Replayability

Try different strategies each time

Let's Shape the Future

Together

Project requires 3 weeks for MVP production



Schools

Pilot programs for ages
14-16



NGOs

Youth development
workshops



Startups

EdTech collaboration
opportunities



Implementation Support



Analytics Dashboard



Free Pilot Access

