Star Wars Scholarly Game

Video games can be profound. This one models the current pandemic.

With this game I attempted to reflect [Coltrain and Ramsay](https://dhdebates.gc.cuny.edu/read/4805e692-0823-4073-b431-5a684250a82d/section/10c2899a-d78c-40d2-b293-f828d3a1b3e9" \l "ch03)’s assertion that “games have a superior capacity to handle multiple…outcomes” which “allow[s] players to explore multiple interpretations.” In the current pandemic, there is no singular possible outcome for any individual—one may or may not get the virus, survive, die, spread it to others or not, use or not use prevention measures, etc. With the critical concepts and real-world outcomes in mind, I designed my Star Wars game to model these situations. Since the coronavirus is an indiscriminate infector, the user plays as a *random*droid. If the player encounters a stormtrooper (representing the virus), he/she loses ten points, and another stormtrooper spawns—symbolizing a new case. Three other game characters represent countermeasures: rebel pilot—wearing a mask, puffer pig—social distancing, and mynock—vaccination. If the user encounters any of these three, he/she gains 50 points, and when the user collects the mynock, the game is over. At this time the user has “won” the game by being “vaccinated,” but I would add that if the user has negative points at vaccination then he/she has “lost” in that the virus has been more often spread than avoided.

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