

## **Identity Quest: The Dice of Life**

["Identity Quest: The Dice of Life"](#) is an online multiplayer simulation game set within the expansive and detailed world of Dungeons & Dragons (D&D). Unlike traditional D&D gameplay focused on fantasy races and classes, "Identity Quest" centers on the human experience, intricately woven with the threads of real-world social identities and inequalities. Players embark on a journey through a familiar yet transformed universe, where the fantastical elements like landscape and lore serve as a backdrop to a deeper exploration of societal structures, privilege, and the impact of identity on life's opportunities and challenges.

The game will be held on a website so that players have access from different platforms. Upon entering the game, each player is randomly assigned a complex identity profile that mirrors the diverse tapestry of the human population. This profile includes factors such as nationality, religion, gender, sexual orientation, and socio-economic background, with the probabilities of assignment reflecting current global demographics. The gameplay revolves around navigating this world and its challenges, leveraging a unique system of "chance of success" influenced by the player's identity.

Financial resources, represented through in-game currency, are the primary means by which players engage with the world. Money is earned, lost, and spent in various ways, but most notably through "life rolls" —periodic dice rolls that simulate life events and opportunities. These rolls are not random; they are fundamentally decided by the player's identity profile. Therefore, the amount of money won and the probability of success are directly influenced by the player's assigned identity, drawing from real-world statistics on the success rates of various social and cultural groups (Samurai, 2023).

The game world is rich with opportunities for exploration, interaction, and advancement. However, it also presents obstacles and systemic biases that reflect those in the real world. For underprivileged groups, the game offers systematic support at the beginning stage to help jump start the game. Players later can participate in a variety of activities, from completing quests to forming alliances with other online players to engaging in political movements within the game to have a better chance of success.

The game serves as a form of digital humanities scholarship. It exemplifies Bogost (2008)'s concept of procedural rhetoric, using game mechanics to argue that one's social identity significantly influences their life trajectory. Furthermore, it embodies Flanagan(2009)'s notion of critical play by challenging players to engage with and reflect upon issues of social justice, privilege, and inequality. It invites players to experience the world through perspectives different from their own, fostering empathy and a deeper understanding of the complexities of social identities. By navigating the game's challenges and opportunities, players are prompted to consider how identity shapes experiences in both the game and reality. The inclusion of activism and multi-player interaction within the game mechanics allows players to experiment with strategies for social change, reflecting on how collective action can influence societal structures. This aspect of the game not only educates players on the dynamics of social change but also inspires them to consider how they can contribute to societal improvement in their own lives. By integrating real-world data on demographics, inequality, and social justice issues into its gameplay, "Identity Quest: The Dice of Life" leverages the immersive and interactive potential of video games to foster critical

engagement with social and cultural issues, exemplifying how play can be a powerful vehicle for exploring and understanding the complexities of human society.

## References

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