Sexual Harassment Prevention: Text-based RPG approach

Qiyang Lin

Minruo Wang

Shuyue Zhou

Needs: Game-based Bystander Intervention

- Sexual harassment is a predictable outcome of a synergistic intersection of both gendered and seemingly gender-neutral processes at individual, organizational and interactional levels (Armstrong et al., 2006).
  - Lack of legal and institutional support and sexual harassment prevention education.
  - Bystander effect: Evidence suggests that interventions to engage bystanders in violence prevention increase bystander intentions and efficacy to intervene (Jozkowski & Ekbia, 2015).
- Sexual harassment prevention are not mandatory for all → Questionable broad effectiveness
  - The extent of student exposure to the programs and their format and effectiveness vary a lot.
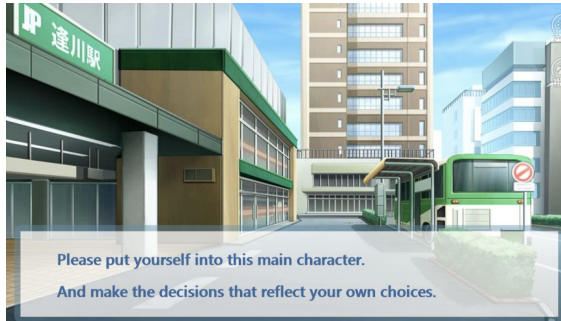 - Games can serve as an interactive medium that can simulate real-life scenarios.

⇒ <u>Needs</u>: **innovative approach (computer game) to sexual harassment prevention (bystander intervention)**

Target Audience & Context

- **Age group:** 16+, young adult

- **Setting:** web game, stand-alone

- **Hosted on:** Orange Game Center (橙光 chéng guāng)

Design Description: Basic Setting

Please put yourself into this main character.
And make the decisions that reflect your own choices.

He slightly move toward this girl,
and he's getting too close!

Distract him
Talk to the girl
Record the situation
Yell at him
Talk to the lady to see if she wants to help

Player's Role:
A 18-year old college freshman who is going to new-student orientation
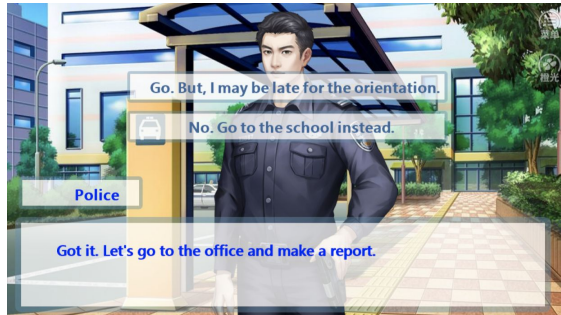
Scenario:
A young lady harassed by a middle-aged male in subway → choose responses
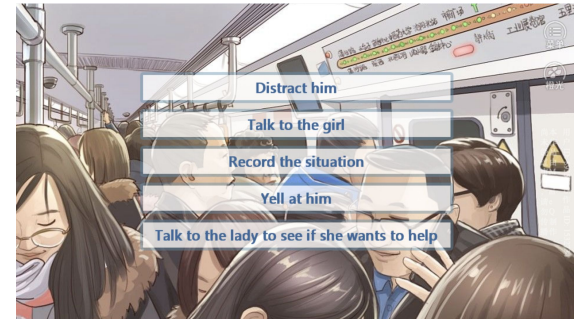
Goal:
Develop strategies to successfully intervene on-going harassment incident on subway
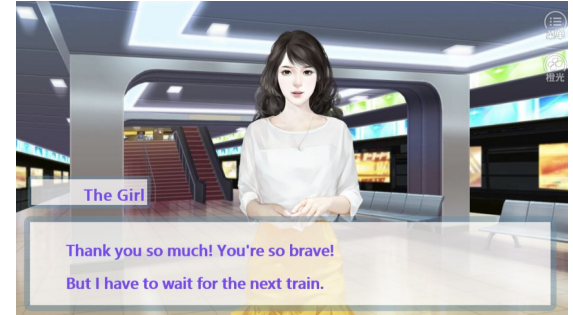
Design Description: Possible Endings

A) Perfect:

Intervened the incident,
Called the police,
Recorded the evidence.

B) Great:

Intervened the incident,
Called the police,
Did not record the evidence.

C) Good:

Intervened the incident,
Harasser left target of harassment.

Key Features of the Design

1. **Constructivist view of knowledge with simulation of real-life scenarios**

2. **Research-based bystander intervention strategies:** 5D's model of bystander intervention (Hollaback, 2017) - Distract, Delegate, Document, Delay, and Direct

3. **Loop of options:** if the player failed the intervention, he/she will be returned to the former choice and choose again.

Use of technology - Mobile Role Playing Game

- **Role Playing Game (RPG)**

    - **RPG allows players learn what actions they can take and what effect they have caused in the game world (Zagal & Deterding, 2018)**

    - **Research shows increased self-efficacy and self-prediction on action after mobile RPG-based intervention (Schmitz et al., 2015)**

- **Accessibility**

    - **This web-based game can be played on PC or any mobile devices with internet**

Ways of Use

- **Informal learning**

    - **Casual game plays**

    - **Eg. our friend Jenny clicking on the links shared by us on WeChat**

- **Formal sexual education**

    - **Used as situation simulations in sex-ed classrooms**

    - **Integrate into sex-ed curriculum, used in class/assigned as homework**

    - **Eg. 8th grade sex-ed class, during the hassual harassment intervention unit**

Game Demo

How the game addresses the need

- Know about different kinds of intervention strategies as a bystander.

How the game addresses the design description

- Simulation of a real-life scenario and provide various options/actions.

How the game addresses the key features of the design

- Constructive: Reflect players own experience and understanding of the situation

- 5Ds Intervention will describe during game demo.

- Loop Option: Educate and encourage players to try again.

https://youtu.be/2qySdey0XQE

Thank You
&
Any Questions?