## Vacayyy 🥟

"Vacayyy" is a social justice game that focuses on the harms of mass tourism. Often, mass tourism leads to the destruction of nature, habitat loss, pressure on her resources of the area, loss of culture and identity of the place and community, destruction of natural landmarks, congested human and vehicle traffic for locals, increased pollution, and more. Mass tourism leads to cities and towns relying on tourism to keep them alive since there is an overwhelming demand to visit these areas. These areas slowly begin to lose some of their cultures, or their culture becomes "watered down" to satisfy tourists' needs rather than local needs. Toxic Tourism also opens up wealthy investors to buy up properties and land, taking away space for locals to live and exist in their homes. Development for tourism also interferes with nature. In order to make room for tourists visiting and moving in, new areas of land need to be cleared.

Along with the destruction of natural land, there is also a strain on natural resources. Tourists take up natural resources that locals also need since they live on that land. Things such as water, electricity, soil richness, and air quality are becoming scarce or damaged since these areas need to accommodate and serve visitors. These areas also start to change their culture and traditions to serve tourists first. They start to adjust their practices to become more palatable by tourists, and it becomes an act and performance for the sake of entertainment rather than for tradition.

Toxic Tourism is something that I have seen happen to my friends and family's home towns and cities. I also have many friends and family members that work in tourist service jobs. It is also something that I have been thinking about during the Covid-19 Pandemic. With people traveling regardless of flight and travel bans, I often think about people who have to work at hotels and tourist destinations. I think about how they are also more at risk to covid to serve people who took advantage of the cheap flights; otherwise, they would be out of a job. I often see my own and other's cultures become appropriated and gentrified to become more palatable for westerners to be accepted. As someone actively trying to reconnect with my culture and identity respectfully, it is becoming difficult to separate the authentic traditions from the "digestible"

"Vacayyy" is a satirical p5.play game critiquing toxic mass tourism and mission trips. These trips to these islands are often coming from a selfish motive.

Whether to help colonize these islands "for the better" or escape from ordinary life, mass tourism harms more than good. The user plays as a young, innocent girl coming to the island to help improve it and to also vacation at the same time. Follow her along as she visits the island and talks to locals. Interact with them and the culture and help out where you see fit.

Since we follow the young innocent girl's perspective, we rarely hear from the locals. We focus mainly on the protagonist's opinions of the island as a consumer, which plays into its satire. The game is to be advertised as simply just a game of being on vacation, but slowly, the ugly side of tourism starts to show.

The game's aesthetics are cute and playful to contrast the ugly realities it serves to expose. The silly illustrations and commentary are to dupe the player into engaging with the game and then forcing them to consider their place when they go on vacations to other countries or islands. Sustainable and considerate tourism is possible, but the first step towards being mindful of being in another's space is knowing what NOT to do.

## Game Assets















