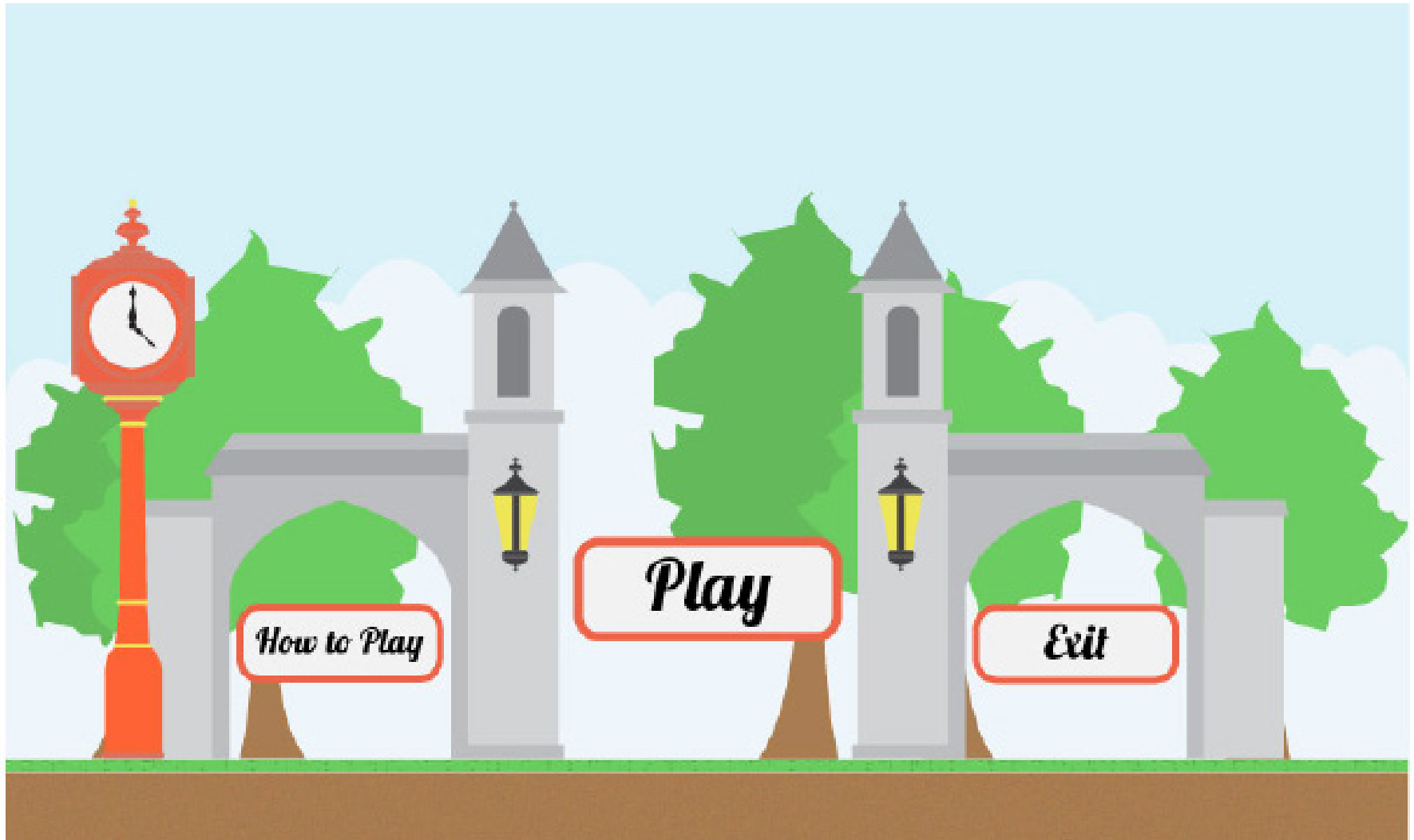


PIT CREW Hack-a-Thon

Team 1: Chris Kuzma, Kevin Logan, Danny Rudzinski

Monstrous Words

A game about the often unnoticed harm caused by micro-inequities.



Tutorial

How to Play

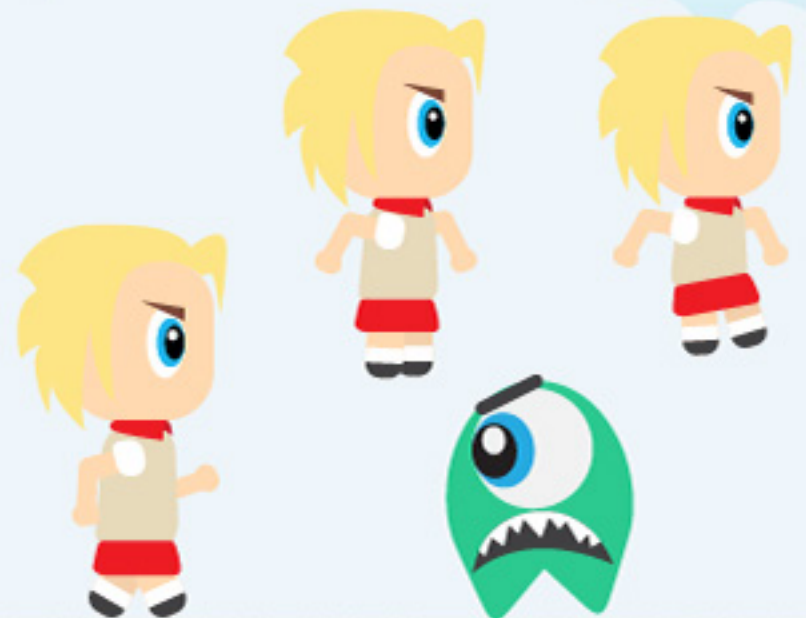
[Main Menu](#)

Avoid the Baddies.
They want to make you feel bad about yourself!

Click on the LEFT SIDE of the screen to
SLIDE



Click on the RIGHT SIDE of the screen
to JUMP



Meet the Cast

The Baddies

The Hero/ine



FAQ

Why is this important?

Micro-inequities not only harm the personal well-being of many individuals, but they also take a very real, economic toll on many organizations. Addressing these harmful actions can positively impact the performance of individuals and organizations alike. A few important statistics regarding micro-inequities may help to demonstrate the problem:

- Effective diversity programs are associated with higher productivity (+18%). (National Urban League, 2004)
- “Actively disengaged” employees -- those fundamentally disconnected from their jobs -- cost the U.S. economy between \$292 billion and \$355 billion a year. (Gallup)
- Gallup found that 24.7 million U.S. workers, or 19%, are actively disengaged. Another 56% of workers were not engaged, while only 25% of workers were actively engaged. (Gallup)

How does this game address the issue?

This game strives to educate individuals about the harm caused by micro-inequities through enjoyable gameplay coupled with an educational (but not overbearing) message.

We focused on a specific target audience - in this case, Indiana University AIs - and tailored the gameplay and the overall message to this group. We incorporated well-known and well-loved landmarks from around Indiana University's campus to make the game feel more personalized to the audience.

This serves the dual role of introducing new members of Indiana University's community to the university while simultaneously addressing an important issue.

This game provides users an engaging insight into the problems posed by micro-inequities. Hopefully, this game provides an informative look into this little-known phenomenon, while also keeping players engaged and actively participating in learning how to prevent these problems in the future.

Gameplay Rationale

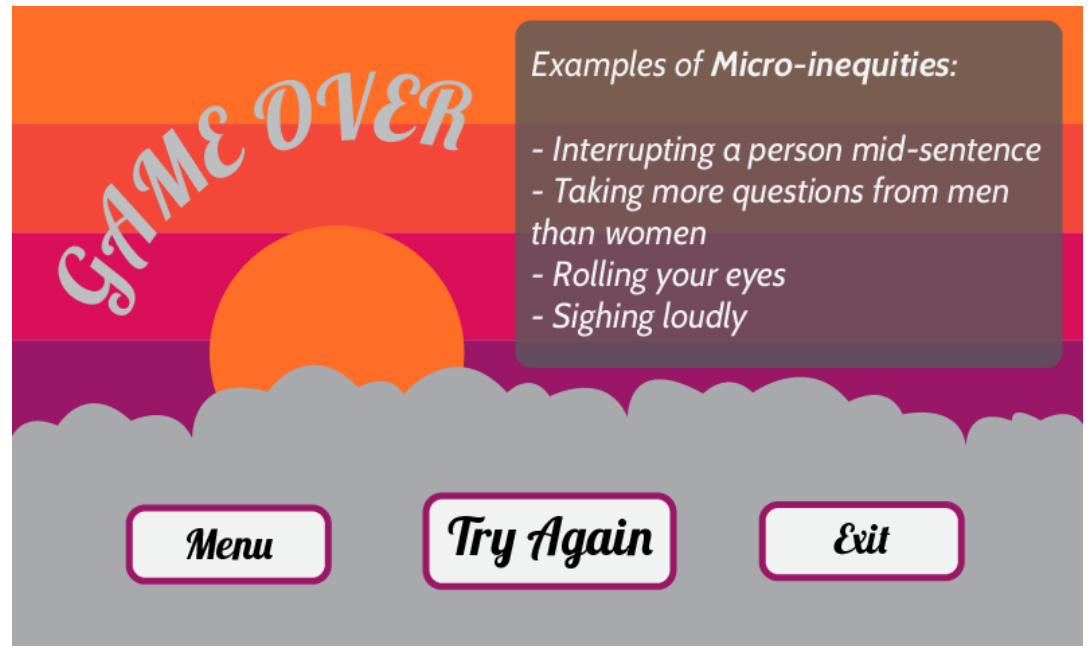
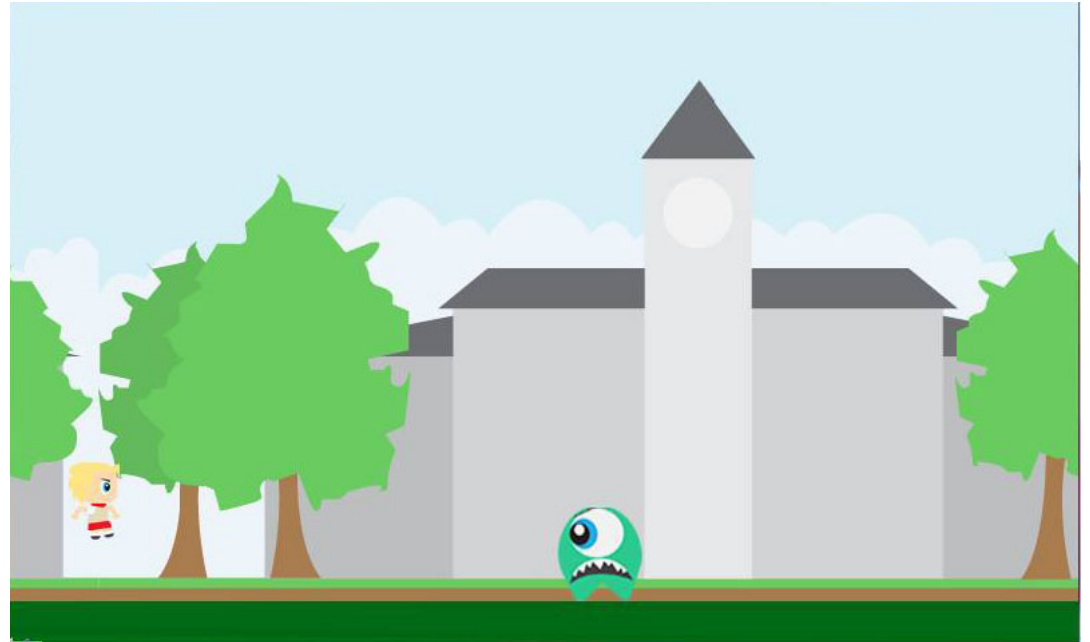
The game follows the adventures of a new IU student attempting to tackle the problems posed by an often unrecognized and underestimated foe: micro-inequities.

These “monsters” represent the myriad of issues faced by people dealing with the everyday injustice of micro-inequities. The problems might start small, but they quickly grow to become a fearsome spectre in the lives of the people who are forced to cope with them.

This game attempts to balance fun with education by using the metaphor of “monsters” to represent the issues caused by micro-inequities. These monsters are running amok across the campus, and no one seems to notice but the hero! This is because she is aware of the harm caused by micro-inequities - and she plans to spread the word any way she can.

If you succumb to the monsters of inequity, you are prompted with a lesson about the importance of confronting the micro-inequities in everyday life. These inequities not only put a drain on valuable personnel in organizations and groups, but they also present a serious hurdle to the inclusion of many people in the day-to-day workings of a university.

By learning more about these micro-inequities, people can learn how to identify, prevent and address them when they arise in their daily lives. Through education (and hopefully a little fun!) we hope to inform people about the harm caused by these inconsiderate words and actions.



Future Strategies

Additional Gameplay Mechanics

Our primary goal is to increase the enjoyment of the game, while increasing amount of learning for players.

With more time, we can add bosses, items to pick up, point systems, and more enemies to overcome. Adding these to the game will allow the game to have a richer aesthetic experience for the players.

We would like to add more ways to add the content of promoting inclusivity. Our team had tons of other great ideas we would have loved to implement in this game! We wanted to add multiple characters of different genders and races. Then, we would create a specific story line for each of the characters. The story line would allow the players to experience the different problems that people face, such as: unconscious bias, micro-inequities, and micro affirmations.

Technical Strategies

We are using Java with the LibGDX game development framework to develop this game. LibGDX allows you to publish your games on Mac, Windows, Android, iOS, Linux, and HTML5 with the same code. It allows you to rapidly prototype because you are able to run and debug all of your code on the desktop natively.

To market this game to a larger audience, it could include Google Play Services and AdMob. Google Play Services would allow us to add leaderboards and achievements to the game, which would allow players to aim for improving their scores and learn about micro-inequities. In addition, we would need to add a point system to make this viable. Next, Admob would allow this to generate ad revenue on mobile devices.

Due to time constraints, we could only get the game to run on the desktop. However, our vision for this game is for it to be played across multiple devices: desktop, browser, and mobile phone. We can make this happen.

Appendices

References, Usability Test, Debugging, Help

Appendix: Reference & Usability Test Questions

References

“LIBGDX TUTORIAL - A RUNNING GAME WITH LIBGDX - PART 1” Williammora.com. William Mora, n.d. Web. 01 Mar. 2015.

The LibGDX logo was retrieved for educational use from <http://libgdx.badlogicgames.com/img/logo.png> on March 1st, 2015.



Usability Test Questions

Pre-Test Questions

- 1) Do you play video games often?
- 2) Are you familiar with the term “micro-inequities?”

Test Questions

- 1) -- Currently on Title screen -- “What do you think about the look and feel?” “How about the content?”
- 2) -- Currently on Title screen -- “Please figure out how to play this game”
- 2) -- Currently on How to play screen -- “Does the information on this page make sense?”
- 3) -- Currently on How to play screen -- “Now that you have figured out how to play, go ahead and play”
- 4) -- Currently on Gameplay screen -- “What do you think about the gameplay mechanics?”
- 5) -- Currently on Gameover screen -- “Does the information on this page make sense?”

Post-Test Questions

- 6) What is your overall opinion about this game?
- 7) If you could, what would you improve in this game?
- 8) Any final thoughts or concerns?

Appendix: Usability Test

About our Participant

Anton is a 22 year old male. He currently resides at home with his family while he commutes to Governor's State University. At school, he is pursuing a Bachelor's of Science in Computer Science. In his free time, you can find him on his computer watching the newest anime series, playing computer games, or having some friends over to play Super Smash Bros for Wii U.

As a person of Filipino descent, he has often faced many micro-inequities in his life. Some of the most common were are, "don't you speak spanish," you're not really Asian are you," and "you only got into that school because you're Asian."

Summary of Findings

Anton has some difficulty with the controls while playing the game. He stated "moving the mouse from the left side to the right side was a hassle."

He believed that all of the screens and images made sense to him and were easy to read. He had no problem understanding them.

Anton mentioned that he thoroughly enjoyed the graphics and visual design of the game. This influenced him try out the game a little more after the test was over.

Anton understood the message and meaning of this game. He liked how it was trying to educate others on the the topic of micro-inequities.

Conclusion

In the future, reconsider the design for how to control the character. This can lead to reducing frustration for players.

Stick with the current design layout of screens and menus. The layout was easy to navigate.



Anton is shown here with his father and dog

Appendix: Debugging

Debugging Problems

Our team ran into a variety of problems. Since we were developing for multiplatforms by using LibGDX, it was a little tricky. We were able to get it working on all devices for 80% of the development, but when we had to create some additional classes and methods, it failed. This is due to Google's GWT and Android only allowing some of the methods to work. It requires the use of libGDX classes, not Java classes. When we started to add more to engine, it started to falter.



Minor Problems

LibGDX was a framework that only one of our developers was familiar with. The other developer had to learn the framework's classes and methods on the fly. This often caused some minor hiccups with debugging.

Some other common problems included: the lovely NullPointerExceptions, accidentally instantiating an object to call the wrong class, and forgetting to reload assets. These problems remind us why we love programming so much!

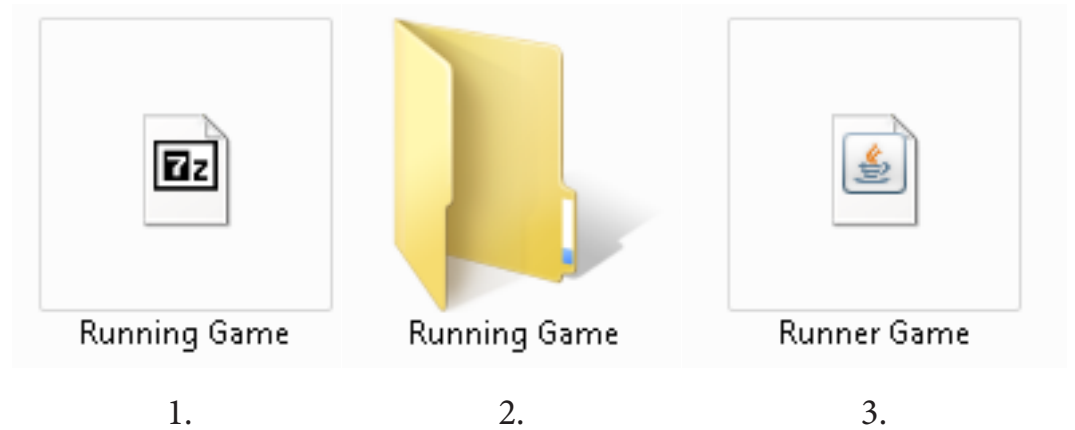
A screenshot of a Java IDE console window. The window has tabs for 'Problems', 'Javadoc', 'Declaration', 'Development Mode', and 'Console'. The 'Console' tab is active, showing a series of messages from 'GWT SuperDev [Program]'. The messages are all 'not emitting code for accessing method' followed by the method name and the class 'java.lang.StringBuilder.class'. The methods listed are: lastIndexOf, length, replace, reverse, setCharAt, setLength, subSequence, substring, toString, trimToSize, and StringBuilder. The messages are repeated for each method.

Appendix

How do I run the game?

In order to run this, you must download the .rar file, then:

- 1) Unzip the .rar file
- 2) Open the folder, then open the Assets folder
- 3) Double click the “Runner Game.JAR” file
- 4) Enjoy!



Help! The game doesn't work

The game will not work if you have moved any of the files into different folders. Please don't move any files.

Thank you!

We hope you enjoyed the game we created to help promote inclusivity.

Special thanks to all the members of PIT Crew for providing us this wonderful opportunity.