



Motivation

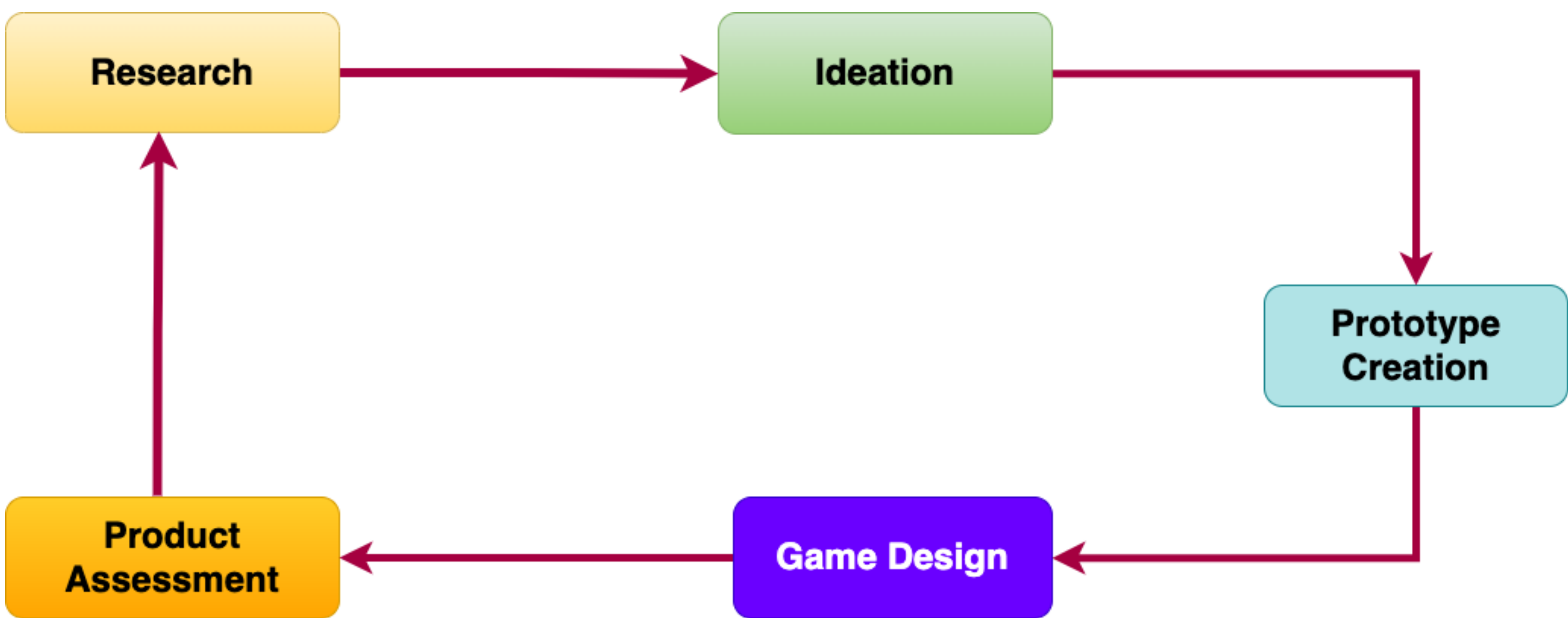
The goal of this project is to trigger self-reflection and encourage kids to challenge certain unconscious biases present in the classroom. It does so by designing an application which makes children play an empathy game based on role-play scenarios.

The game tries to contribute to the creation of a positive, bias-free, and diverse classroom environment, with no boundaries or stereotype-based biases and extend this concept for their future endeavors.

Pedagogical Aspects

- Address the presence of biases and empathy in the classroom.
- Promote equality, mutual respect, open-mindedness and mutual understanding

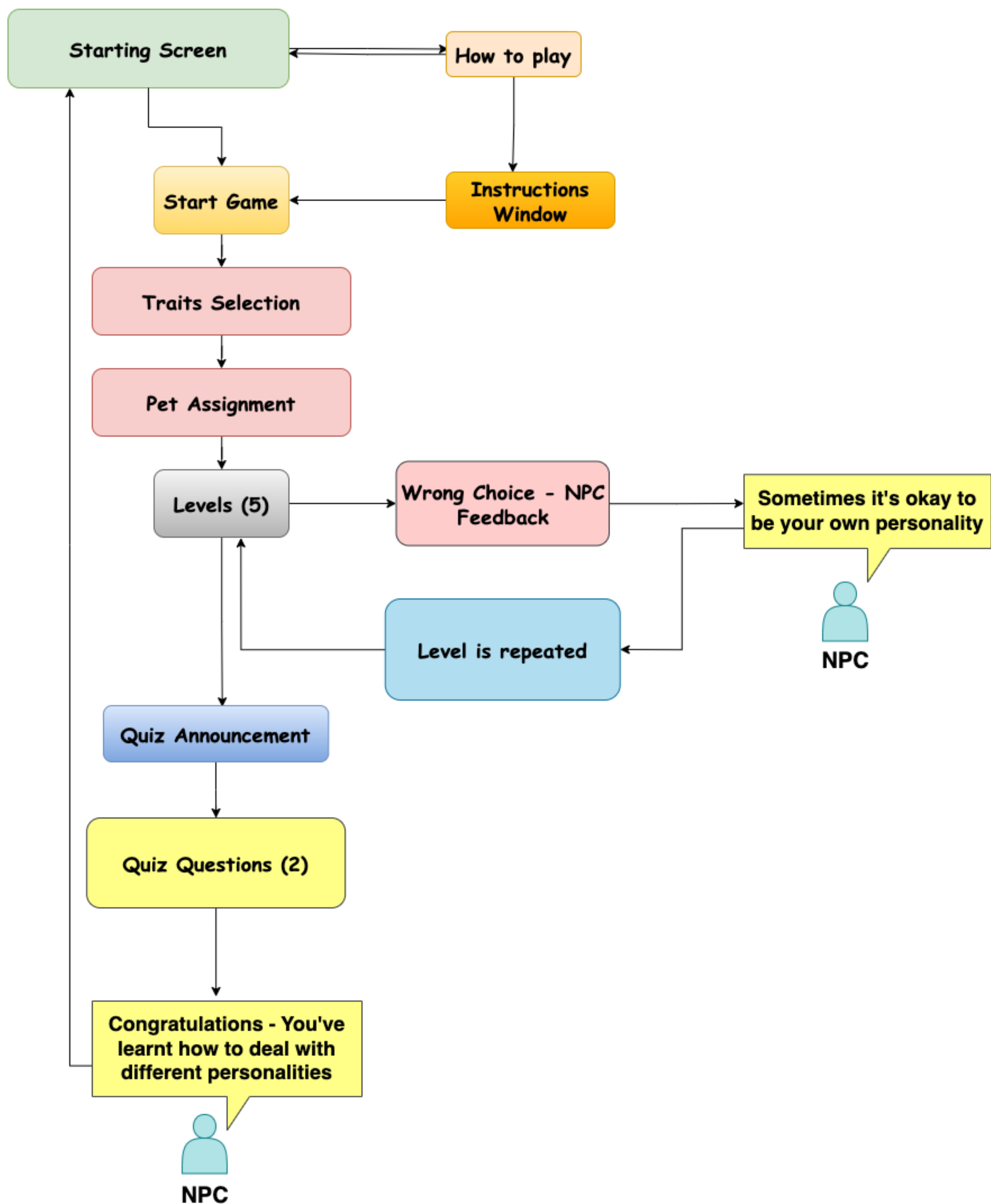
Approach



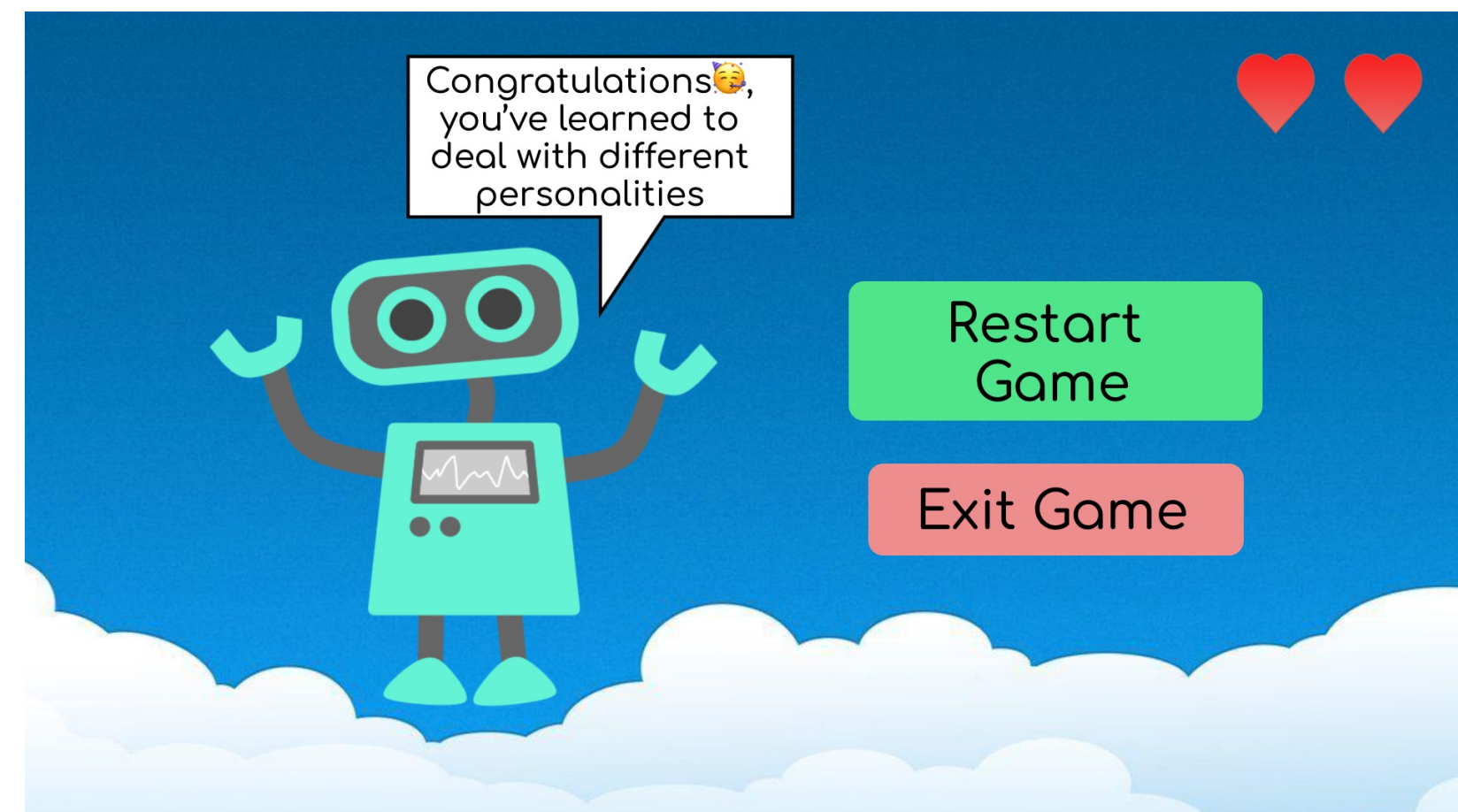
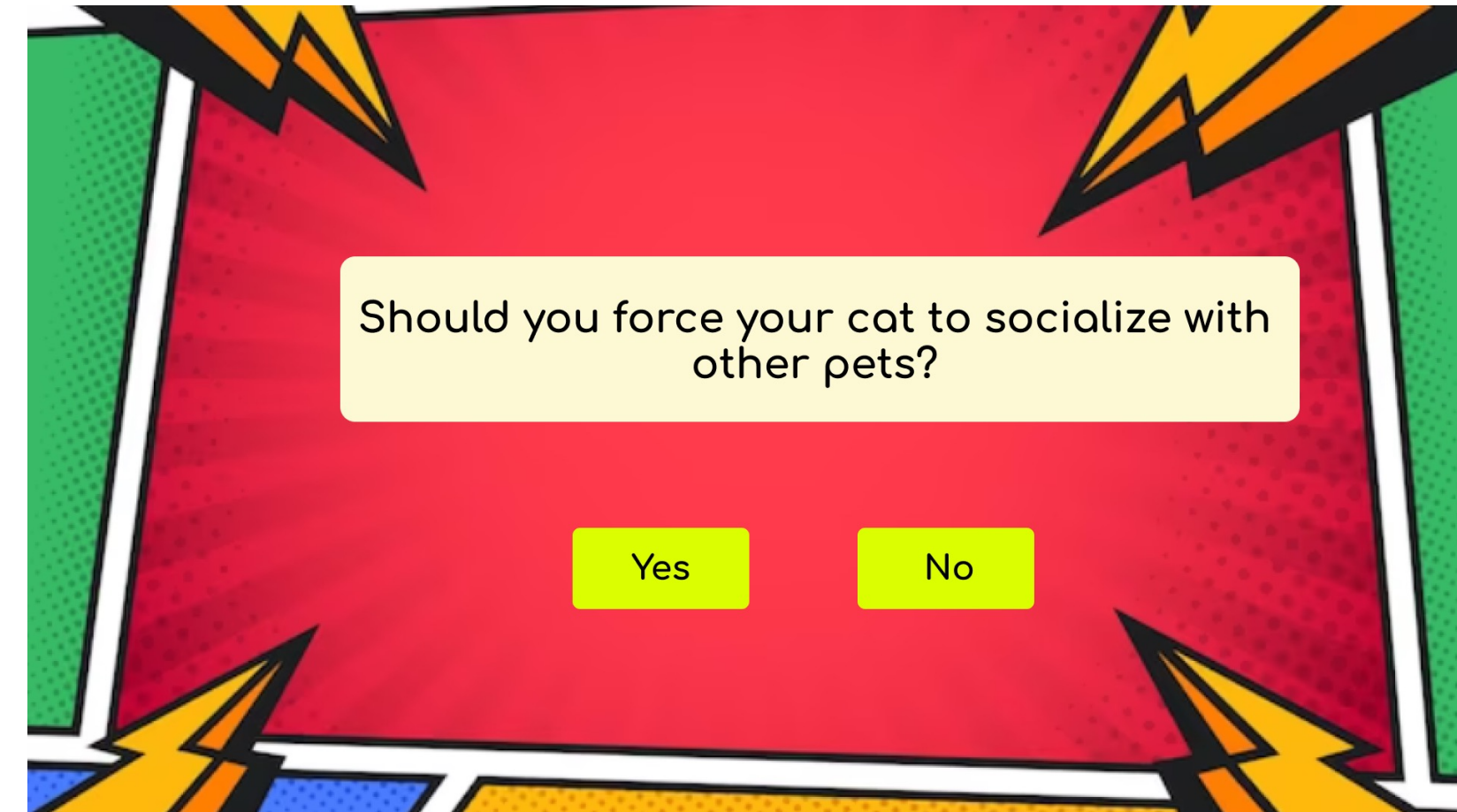
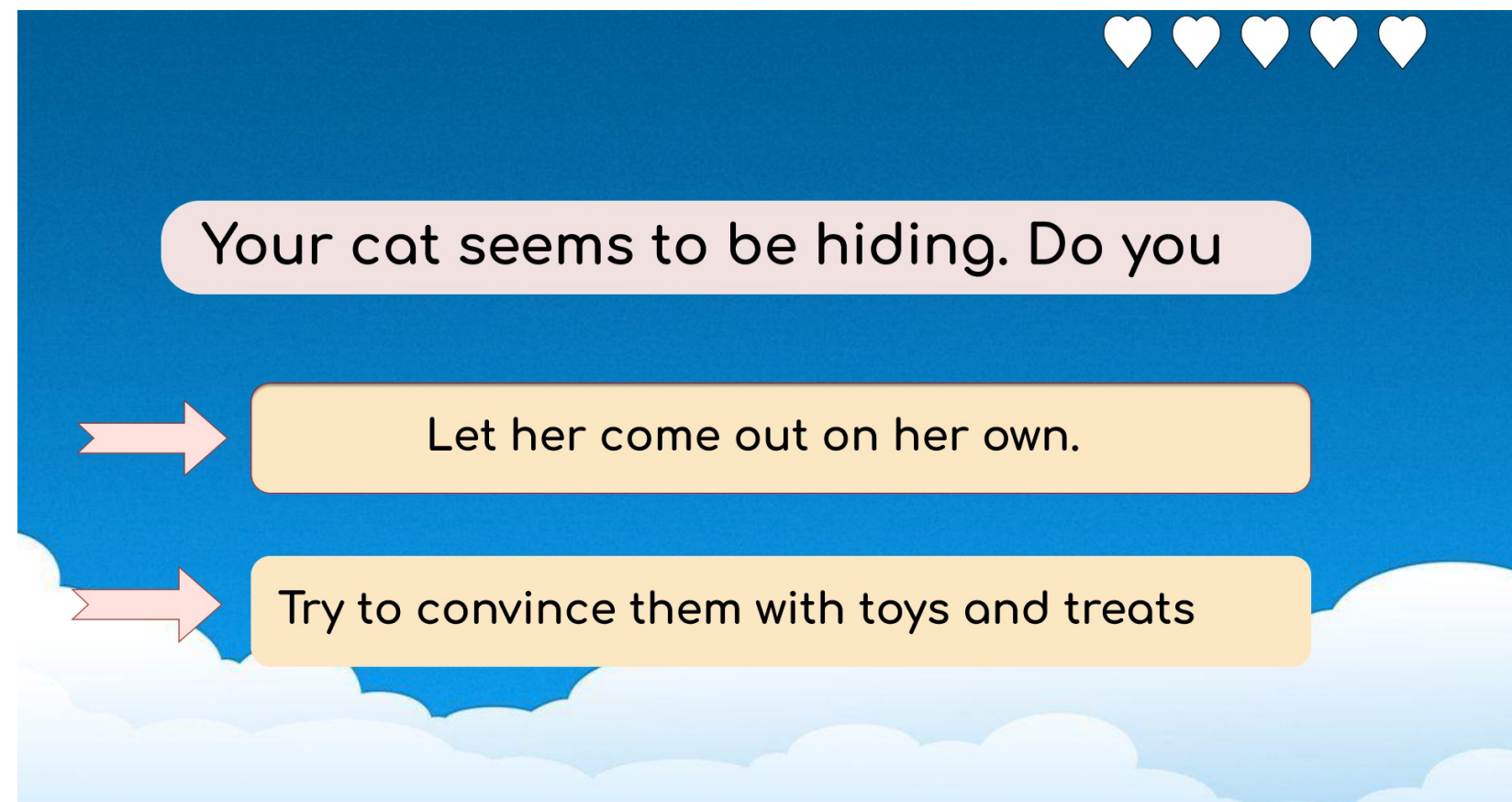
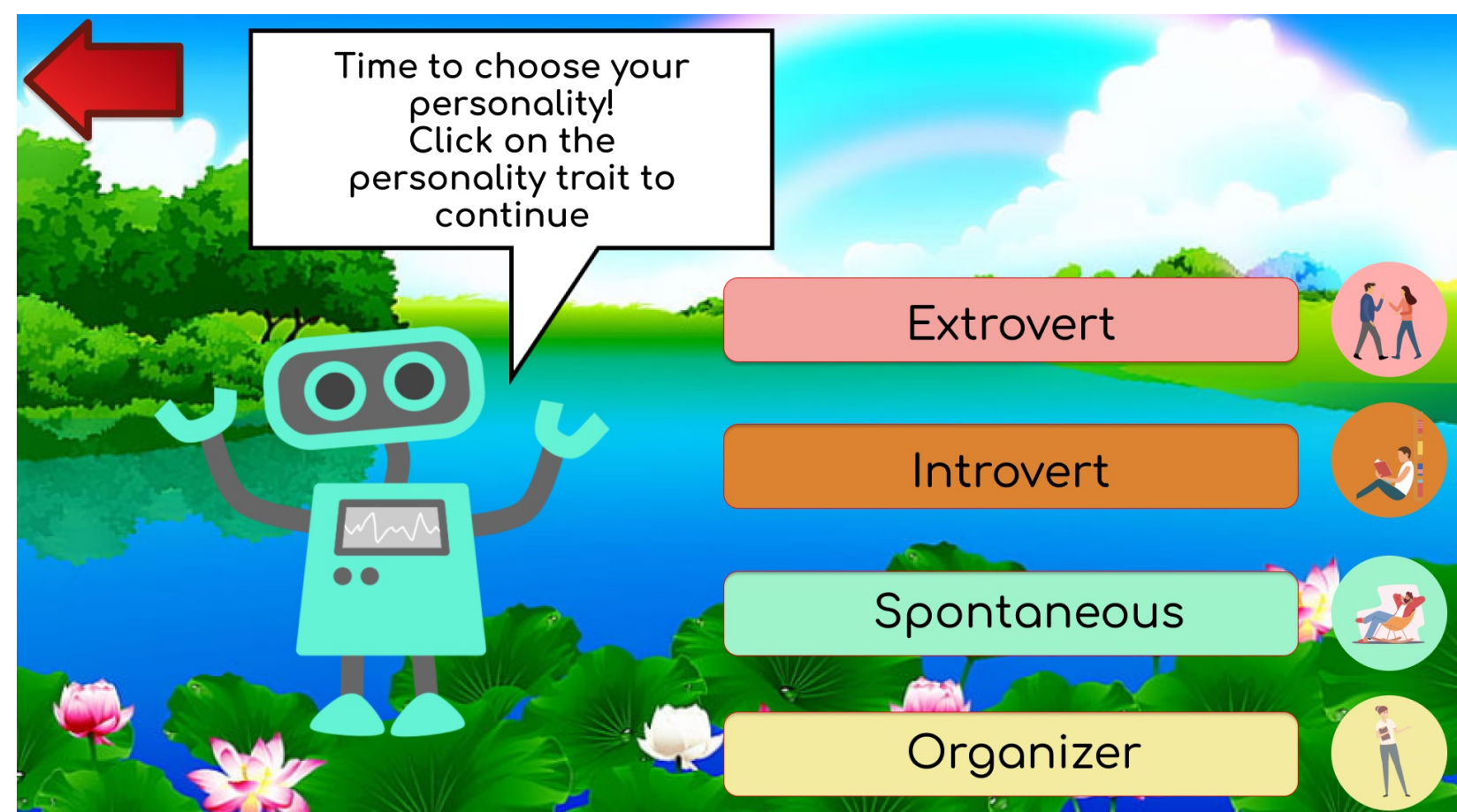
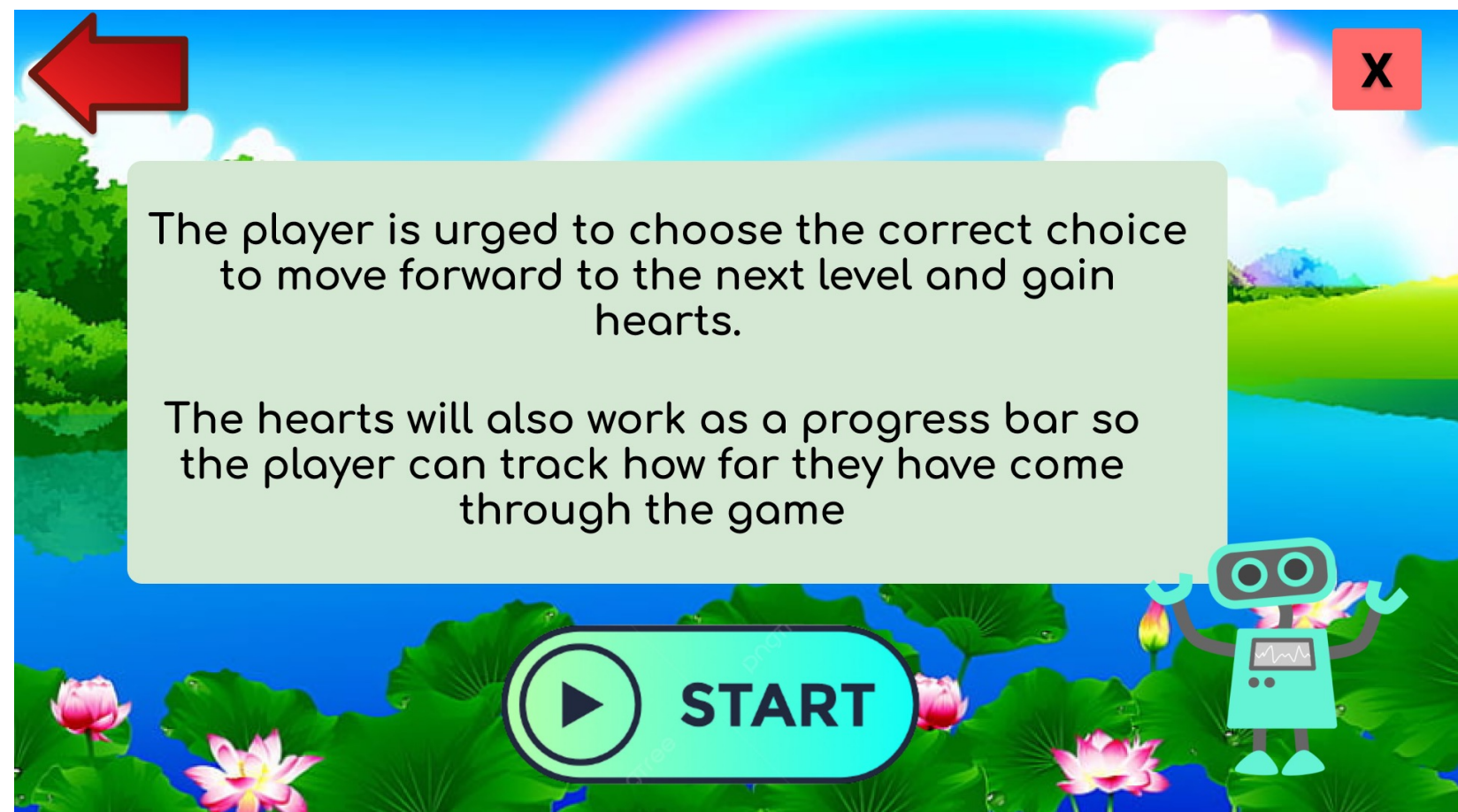
Technologies Used



Navigation Map



Happy Path



Future Work

- Sound Integration
- Timer-Based Levels
- Integrating More Personalities
- Leaderboard