BlackMirror



The roleplaying immersive game to foster empathy and inclusion in the workplace and daily life

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YOUR CHALLENGE

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1. What problem did your team aim to solve?

Despite the positive messages we receive every day, from independent groups, medias and social networks, the reality is that there are still strong, rooted biases based on Gender (workplace) and ethnicity (society and law enforcement). Statistics show worldwide spread inequalities in man/woman salaries, and Caucasian/non-Caucasian punishments in surveillance and the enforcement of law.

2. Describe your proposed solution to this problem.

Instead of focusing on Training and Etiquette - that have shown only temporary improvements in creating a more inclusive environment, BlackMirror focuses on a reality immersive game. The game is simple, in only 4 steps:

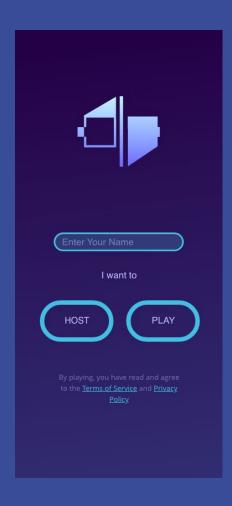
- 1. Two user-roles: Host & Player.
- Hosts are the game-setters: we let minorities and under-represented categories share their experiences - through 3 choice-fields (associated to a unique #label each), and a text-field to write a story.
- 3. Players are the "privileged" categories that are challenged to resize their expectations by impersonating a minority role. As close as their personal expectations match the experience of hosts, as higher are their changes to win the "collectible" (a card, representing an ERC721
- 4. Each challenge is generated randomly, by creating a card that combines the labels/metadata/experiences of hosts in a unique setting.

3. How does your project align with the theme "compassionate technology for socio-economic autonomy"?

BlackMirror is a versatile, effective tool to foster empathy, and cross-gender and cross-ethnicity understanding. We already implemented and deployed a 1st Scenario: Workplace - specially designed to address these issues in Startup/Corporate environments - and create a stronger, more inclusive company culture. After the hackathon, we will add and release a 2nd scenario: Street - that addresses the issue of ethnical unbalance in the law enforcement (violence and unfair punishments). In parallel, we will finish implementing our tokenomics, to add financial and social rewards to incentivize positive and empathic behavior.

4. What were you able to accomplish?

Web3, ERC721 Smart Contracts, are fully functional. We purchased and set-up our domain (website showcase), and we designed a kickass UI. We did the "hard-lifting" with 3Box Integration, but since we had some time-constraints, we built the core flow in React Native to give everyone the chance to try out the main interactions.



5. What difficulties did you face working on this project?

Some hard times integrating 3Box - but the 3Box team was very helpful, and we should be able to quickly fix the issue after the Hackathon.

6. How could you improve your project in the future?

to create new circles/scenarios on their own.

We designed a Dual Tokenomics, including a ERC721 for collecting rewards/cards in the game (user-role: Player) - and on the other side with a "Hot" (Active) Staking system to create and maintain new public/private Scenarios (user-role: Host). After the Hackathon we plan to integrate Thesis KEEP for the Staking system.

On the Product side, our **Workspace** scenario is already fully functional, and we will add a 2nd core one: **Street**. Shortly after, we will allow Hosts

SCENARIO



Live everyday Workplace - wearing the shoes of someone else. Develop empathy towards your colleagues, and help building a more inclusive, enjoyable company culture at work!



Gallery & Contacts

