

Mistaken: A Video Game about Deception

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Proposed work

- Creating a video game about misinformation, disinformation and fake news
 - People are at the mercy of consumed information
- Player manually filtering posts(Social Media Moderator)
 - Management of resources
 - credibility, public perception, funding
- Created in the Unity Engine
 - Using Programming Language C #
 - 2D visual art style
 - Genre: simulation/management



Proposed work Continued

- Player engages with various pieces of media
- Difficult choices based off of previous choices
 - Affects how game progresses
- Winning Condition: Being a successful moderator
 - Having high public perception, high funding, high credibility
- Losing Condition: Unsuccessfully managing social media posts
 - Having low public perception, low funding, low credibility



Evaluation of Proposed Work

- To be evaluated using the pre-post test evaluation method
 - Testing before playing the video game and after playing
- Definitive way to gauge where individuals stand in terms of understanding
 - To be administered in multiple choice format
- Way to measure successfulness of product on audience
 - Audience is college aged students



Why

- Information landscape is changing
 - People are more inclined to do their own research
- Many aspects of life revolve around Information consumption
 - Ex. Travel, News, Communication, Finance
- Information is tailored to affirm our biases and beliefs
- Help people clarify what is happening to information
 - How info is being used



Feasibility

- 2D video games are simpler in terms of technical demand
- Time constraints are set
 - Coding of game from early December through early February



Justification

- This project offers a commentary about how our lives revolve around information
 - Integrative Informatics = harnessing the power of information
- Critical thinking about ethics of information
 - What actions result from exposure to certain information?
 - Who benefits/Who is hindered



Plan

Week-By-Week Timeline

Task	Begin Date:	End Date:
Proposal defense preparation	Mid Oct.	Early Nov.
Thesis outline	Early Nov.	Mid Nov.
Thesis intro/related works	Mid Nov.	Late Nov.
Coding of game	Early Dec.	Mid Jan. - Early Feb.
Writing of Thesis	Late Jan.	Early Mar. - Late Mar.
Overall Testing	Late Feb.	Mid Feb.
Thesis defense preparation	Early Apr.	Mid Apr.