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Intro 6: Introduce primary factor of player success in game and primary factor that may lead to players partaking in exploitation. Emphasize that current wage level/working hours contribute to factory profit and overall player success. Regardless of choice in Scene 5, let the outcome be deficit. (i.e. player loses money either way to create game pressure and real life pressure of failing company)

Intro 5: Introduce human behavior/human concerns on working conditions. Premise: Worker complains that environment is unsafe (i.e. dirt/fumes) asks for a break. Player can choose to ignore/accept. Current balance of power being all workers and no robots/recollection of previous manager being fired for worker exploitation creates player incentive to choose to agree.

Intro 4: Introduce the concept that adoption of automation has become a social norm in corporations. Signal concerns of workers that presence of robots implies job replacement/lose of worker power.

Intro 3: Introduce one of the defining jobs as a manager. Introduce the need to satisfy labor demand and set the premise that non human sources of labor are available (i.e. robots). Also provide backstory for 3 workers reminiscing about someone who quit to simulate human companionship (creates contrast against future robot coworkers who don’t emphasize)

Intro 2: Introduce the 3 initial workers at the factory. Present a brief narrative of what the workers have experienced/why you are the new manager. Show that the previous manager chose to exploit traditionally but balance of power (i.e. necessity of workers due to necessity of labor got him fired)

Start Screen: Introduce the premise and purpose of the game. Introduce the purpose of the various counters in the UI and establish the win condition that may motivate exploitation (i.e. need to make money to survive)

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Shot No.

Scene No.

Shot No.

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C2.1: Continuation on C2 aka Scene 10. Emphasize human response to the robot. In particular, the uncanny valley effect where the capabilities of the robot to perform feats thought to only be accomplishable to humans is disturbing to those who perform those feats on a daily basis.(i.e. someone who solders everyday discovers that a robot can also solder on a similar skill) (i.e. discovery that robots can also perform like humans which ties into the concept of agency as human capability is no longer a means of determining agency)

C1.1: Continuation on C1 aka Scene 9. Emphasize human behavior of the new worker. (i.e. his/her fears of living up to factory expectations) Show responses of other workers to this emotional display. (Everything after this scene is not Implemented in Demo)

C2: Player chooses to purchase a robot. Emphasize shock/reactions of human workers to the robot. Breakage of local norms where it’s expected that a human would be hired as a worker. Note logical concerns of workers about being replaced as implied in Scene 4.

C1: Player chooses to hire a human worker. Emphasize human interaction between new worker and previously hired workers. Relate to “old worker who quit in Scene 3” as a way of emphasizing “nostalgia” that would only apply with human on human interaction. (To Consider: Does nostalgia also occur with human/machine or human/nonhuman interactions?)

Intro 8: Hire Mechanic, player choice here ultimately decides human worker reactions and resulting gameplay. Choosing to pick a robot will explore how the direct presence of a robot(s) impacts the balance of power human workers have and their ability to combat exploitation. Choosing to pick a human will explore how the indirect presence of a robot(s) impacts the manager’s decisions to exploit or adopt a robot.

Intro 7: Copy of Intro 6 due to game design. Introduce primary factor of player success in game and primary factor that may lead to players partaking in exploitation. Emphasize that current wage level/working hours contribute to factory profit and overall player success. Regardless of choice in Scene 5, let the outcome be deficit. (i.e. player loses money either way to create game pressure and real life pressure of failing company)

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Shot No.

Scene No.

Shot No.

Shot No.

Scene No.

Shot No.

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W1: World Effect due to Scene 4. Economic Effect of automation in manufacturing would be to lower costs and lower prices of manufactured goods. Creates pressure on player as they will make less money now. (if player was at -300 deficit and expected to make 200 from hiring human might be expected to 100 from human and face a -200 deficit per week) (if player was at -300 deficit and expected to make 500 from robot may now be 100 profit)

C2.2: Continuation on C2.1 aka Scene 12. Emphasize robotic behavior of learning and tendency of robot’s to make mistakes. Show that robots making mistakes brings up uncertainty behind the reliability of a robot and the “trust” that humans have in a robots performance. (i.e. David Danks)

C1.2: Continuation on C1.1 aka Scene 11. Emphasize human behavior of learning and tendency of human’s to make mistakes. Show the norm of mistakes being attributed to unfamiliarity and considered socially acceptable (i.e. just have to learn/need more experience)

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Scene No.

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W1C2.3: continuation on C2 aka Scene 14 and W1 effect. Scenario where an incident occurs involving a robot and a human (i.e. human and robot run into each, both are injured) (Might also be a scenario where one party is injured) Investigate the responsibility of both parties and who blame should ultimately be placed on. (i.e. EU Civil Rights for Robots Proposal)

W1C2: Continuation on C2.2 aka Scene 14 and W1 effect. Emphasize the response of workers to their gradual realization in the change in balance of power due to the change in supplying the demand for labor through robots. (i.e. talks of unionization/talks of protest against robots aka think taxi drivers against Uber or Luddites as an extreme) (Workers also question self esteem after being considered as replaceable by robots)

W1C1: Continuation on C1.2 aka Scene 13 and W1 effect. Emphasize the need for the player to make a choice. Must either hire another worker for no profit no loss per week, must cut wages, or must increase hours. Choices 2 and 3 result in a negative worker response and in later iterations union response or worker strike (which forces player to use robots?)\_

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W1C2.3.2: Continuation on C2.3.1 aka Scene 20

Decision to heal/replace be based on the number of robots the player has access too? (more robots = less attachment to one robot?) If robots are recognized as individuals (as possessing agency) will the player choose to repair rather than replace?

W1C2.3.1: Continuation on C2.3 aka Scene 18

If robot was damaged and it’s cheaper to replace rather than repair. Explore player decision to replace/repair and the similarities to making the same decision on human. (socially correct choice on human is to always heal rather than abandon so what differentiates that from a robot?) (i.e. agency)

W1C2.1: Continuation on W1C2 aka Scene 17

Situation where workers demand that they be paid higher wages or that more workers be employed. Realization that labor as bargaining chip is no longer available and that the balance of power has shifted towards the employer through robots. (Potential re-shift still possible through legislation/other form of legal social disruption, i.e. protest)

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