

Some notes from the GRAPE proposal that we may need to consider in Statement of Work

RESEARCH

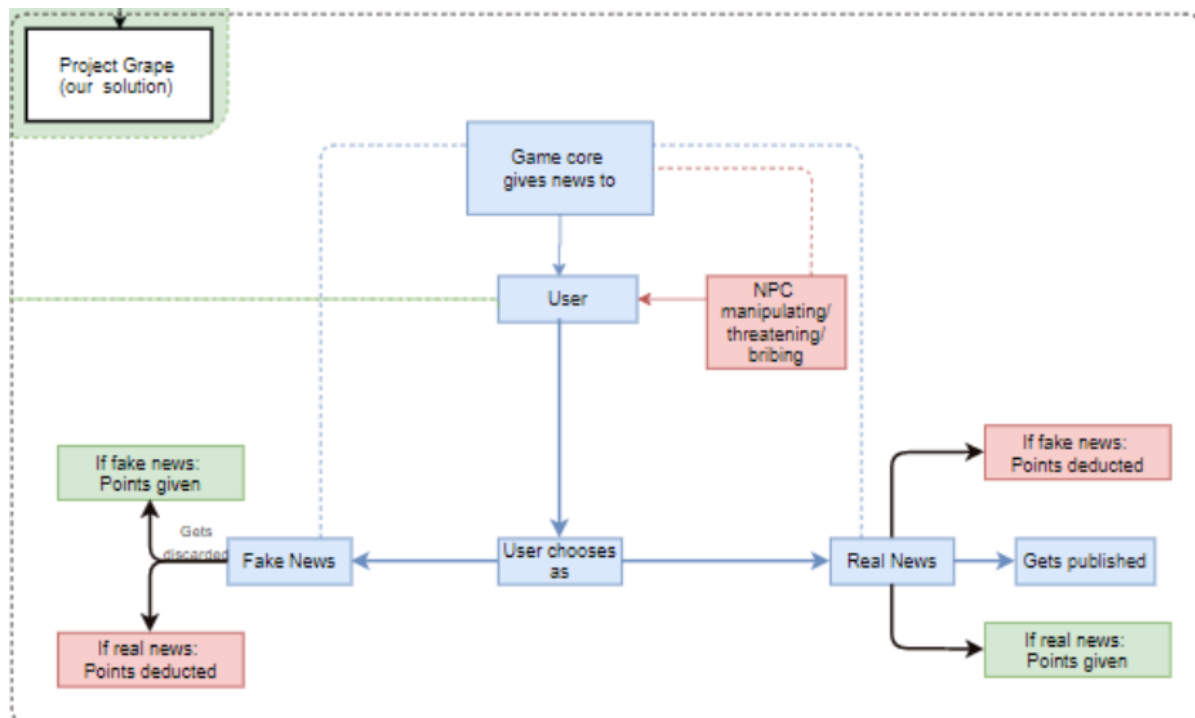
Recommended steps for tackling fake news:

- Publisher and author credibility
- Quality and professionalism
- Verifying sources and citation
- Diversifying sources and consulting experts

SPEC FOCUS

- narrowed problem scope to social-media misinformation only
- demographic is primarily young adults (18-34)
- game-based solution
- fantasy world means potential to be free of bias
- education is more effective than pre/post debunking

CONCEPTUAL DESIGN



High level description

1. User to read through information statements in a fictional world (written on scrolls) to filter information for their in-game 'empire'.
2. The player is given the option to approve or reject the scroll as a piece of information the empire should act upon.
 - Initially, the piece of information should be neutral.
 - They have access to these opinions through in game abilities (from the people of the empire, lieutenant, or council)
3. Their progress of the game will be judged by the user via a level-based system.

Interaction Paradigm

- Desktop or laptop computers
- Consoles
- Mobile devices
- Digital Interface

Interaction Mode

- Learning
- Engagement
- Habit development

Interface Metaphors

- A playful story similar to a fantasy game/movie/book to keep users engaged.
- A communication system for players to receive new articles to judge
- True, false, vague, and incomplete information, being provided from various sources
- A progress bar with "Empire Health"

TASKS FOR BUILD TEAM

Define the dynamic features of the game

- o Determine whether the solution will be 2d/3d.
- o Determine the players view of the solution, top down, first person etc.
- o Determine the means in which information and the story is delivered to the player. (i.e. UI prompts or native to game experience)

Determine the story the player is placed in

- o Create the story the player is placed in.
- o Create the key characters the player will interact with.

Determine game elements that will encourage engagement

- o Create the gameplay elements that will promote engagement for the player.
 - How do these promote engagement?
 - What does it do better than the basic gameplay? I.e.:
 - Strong graphic visuals
 - Story evolving in engaging way over time as player progresses
 - Player rewards

Design key gameplay features

- o Design the key gameplay features that will form some of the game loop. I.e.:
 - Does the player face enemies they need to deal with or just continuously interact with game objects?

• Create game visuals

- o Create the game visuals of the 2d/3d based game to be used
 - Character visuals (the player and story characters)
 - Environment visuals (the background environment)

- Asset visuals (environment objects)

- Design the UI system for the game

- o Design the UI system for the game (could reference existing parts of UI designs) i.e.:
 - Design the UI system for the question prompt and player abilities.

- Create in game UI visuals

- o Create the UI visuals for each UI sub-system designed in the "Design UI system for the game" card. i.e.:

- Create the UI visuals for the player abilities
 - Create the UI visuals for the question prompts the player will experience

- Create the level and experience progression system for the game

- o Create the player progression system. i.e.:
- o How much experience should be gained when and why?
- o How many levels are there?

- Create a tutorial for the game

- o Create the tutorial the player will experience when they first play the game.
 - How does this set up a learning focus for the game?
 - What information should this portray?
 - What knowledge gaps might exist on first play? (user testing results could be used, see final report)