

# TOLLEZANZ

A GAME ABOUT TOLERANCE

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## NEEDS ANALYSIS

# PROBLEM STATEMENT

- It can be tough to know what religious intolerance is, since most of the time those things are brought up associated to moral concepts
- Media portrays them in a way that hides the truth
- It's hard to treat every individual as a different human being when you grow up in a society that culturally dehumanizes all diverse religious, racial and cultural groups

## NEEDS ANALYSIS

# LEARNING OBJECTIVES

- How to separate an individual from a misleading defined stereotype
- How to act when you witness discrimination **and** how to act when you being discriminated

## TARGET USERS

- Teenagers (12~17) from the USA
- America has a great diversity of races, religions, and cultures
- Teenagers are still building their concepts about diversity

## DELIVERY PLATFORM

- PC and Mac Systems - First Stage
- iOS and Android Tablets - Second Stage

## USER INTERFACE

- The game is split into 2 different parts
- First part: Simulation
- Second part: Point 'n Click

## USER INTERFACE

- Main inspirations: "Papers, Please" and "Carmen Sandiego"



### GAMEFLOW / NARRATIVE

## THE JUDGING PHASE

- The Main Character is a Customs Officer who is pushed into judging characters in an immigration line
- The player can talk to NPCs selected for searching
- Players can learn about NPCs by looking at their record and passport information
- By talking to the NPCs, the player learns information about them that humanizes them.

GAMEFLOW / NARRATIVE

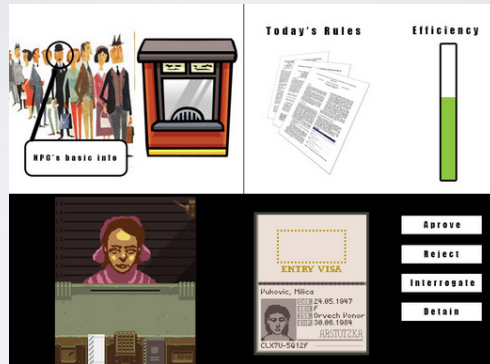
## THE JUDGED PHASE

- The Main Character moves to a neighbor country and needs to find a job and interact with people who are going to prejudge him/her
- The player interacts with the inhabitants of a foreign country while visiting and is subject to being treated poorly due to cultural misconceptions
- NPCs, such as a grocery-store clerk, will generalize and assume things about the player solely based on generalizations and prejudice

## ASSESSMENT

- In-game Pre/Post Questionnaires (one before the game starts, one after the first part, one after the second part)
- Use of non-obvious-to-answer and ethically ambiguous questions for the target audience
- The player should be able to learn and change opinions after realizing prejudgement is a wrong habit

# CONCEPT ART



# CONCEPT ART



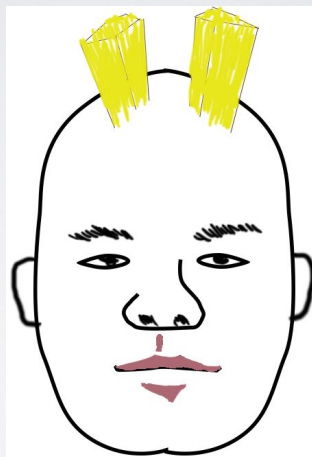
# PROTOTYPE

- Restaurant area
- Player needs to wait on customers to get paid



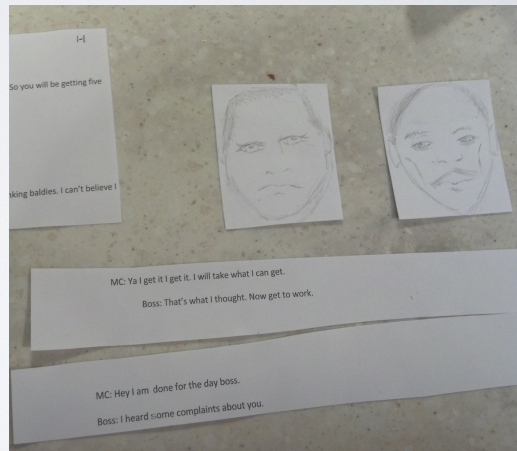
# PROTOTYPE ANALYSIS

- Good:
  - Voice overs
  - Conversations
  - Maneuverability



# PROTOTYPE ANALYSIS

- Cons
  - Thrown into the story
  - Slightly boring
  - Dialog trees



# QUESTIONS

