Bombs Away!

A Serious Game by

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Goal

- To teach players the pseudo-processes and consequences of drone strikes against foreign nations.

- To do the above without shoving it in the player's face.

Target Users

- United States Citizens

- Aged 16 and older

Delivery Platforms

- HTML5

- For Browser

- Computer, not Mobile

Learning Objectives

- The pseudo-decision making process behind drone strikes.

- The costs and consequences, both positive and negative, resulting from drone strikes.

- Current and relevant statistics and facts pertaining to drone strikes.

User Interface and Environment

- Dossier

- Clock

- Map

- Buttons

Interactivity

- Point and click

- Dossier

- Buttons

- Map

Gameflow / Narrative

- Player is given the dossier on the target.

- Player loops through gathering intelligence through a myriad of sources or waiting until some intelligence becomes available.

- Player decides where and when to strike.

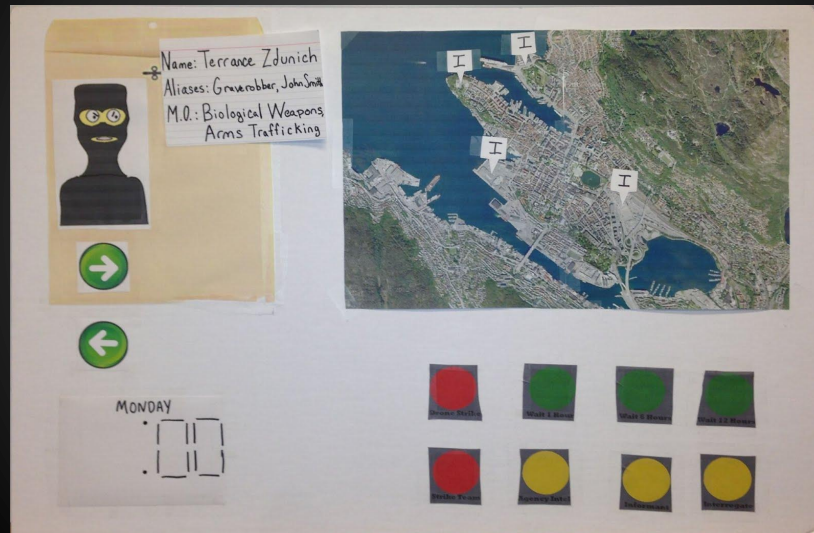- Player receives consequences based on his or her actions.

Assessment

- True / False questionnaire regarding current statistics regarding drone strikes and their casualties.

- Likert scale regarding player's current feelings on the implications and consequences of drone strikes.

Concept Art

Actual Art

Questions?