The Rising Tides
A Waterfront Safety Game

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Needs Analysis

▶ About 10 people die every day from unintentional drowning

▶ Reasons being most people:
  ▶ Do not understand how dangerous the ocean is
  ▶ Are not properly trained to swim in an ocean or open body of water

▶ Learning objectives:
  ▶ How open bodies of water differ from pools and other controlled aquatic areas
  ▶ Reasons for the frequency of drownings in open bodies of water
 ▶ How can swimmers prevent accidents in the water

Target Audience

▶ The Center for Disease Control and Prevention states "nearly 80% of those who die from drowning are male"

▶ Because of this, the game will be targeted towards men and young adults

Task Analysis

▶ Objectives:
  ▶ Impress upon the target audience how dangerous the ocean is
    ▶ Teach what dangers to look out for when entering bodies of water
    ▶ Teach how to handle life-threatening situations
    ▶ Teach what to do if others are in dangerous situations
▶ Steps to take
  ▶ Present information about ocean-related dangers
    ▶ Show that there is a problem (accidents, deaths, saves)
    ▶ Oceans pose different dangers than other bodies of water
   ▶ Rip currents, getting hit/pushed under a huger wave, debris on beach

Gameflow/Narrative
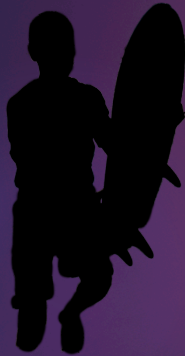
- Starts off with a calm beach with beach-goers enjoying themselves
  - Lifeguard instructor presents facts about ocean and its dangers

- Instructor spots a swimmer in a dangerous situation
  - Instructor demonstrates how to identify beach dangers and how to assist the imperiled beach-goer

Gameflow/Narrative (Continued)

- Game turns over control to the player
  - Player looks over the beach identifying the dangerous situations
    - Once player has spotted a beach-goer in danger, player must run down the beach avoiding debris
    - As the player is swimming towards the victim, they must time diving under the waves
- At this point, the perspective shifts to the victim
  - The player must now swim the victim out of the dangerous situation
    - This will be either a rip current or a jetty
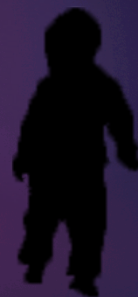
User Experience

- The Rising Tides consists of two distinct perspectives
  - The first being that of the lifeguard with the intent of identifying dangerous situations
  - The second being that of the victim with the intent of navigating the given dangerous situation
- The entire game is from a top-down style of view
  - Focusing on separate portions of the beach depending on the current mini-game
- This game relies heavily on Scaffolding
  - Early on, distressed swimmers will be highlighted to assist players
  - Also arrows will be used to indicate the direction the player should go to escape a rip current
 - Later on, these hints will gradually removed as the player becomes more experienced

Gameplay

- Beach lifeguarding level
  - Player identifies and clicks on distressed swimmers
- Beach navigation level
  - Player avoids debris on the beach to get to the water as quickly as possible
- Rip current level
  - Player is given a set amount of energy which drains as they attempt to escape the rip current.
  - Player succeeds if they correctly swim to the side out of the current

Demo
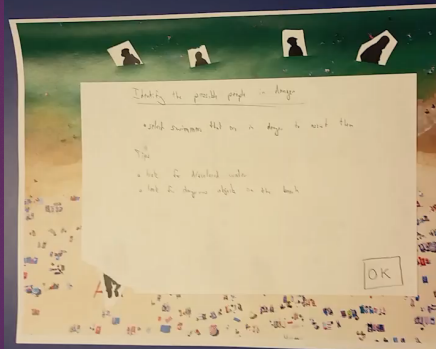
Demo
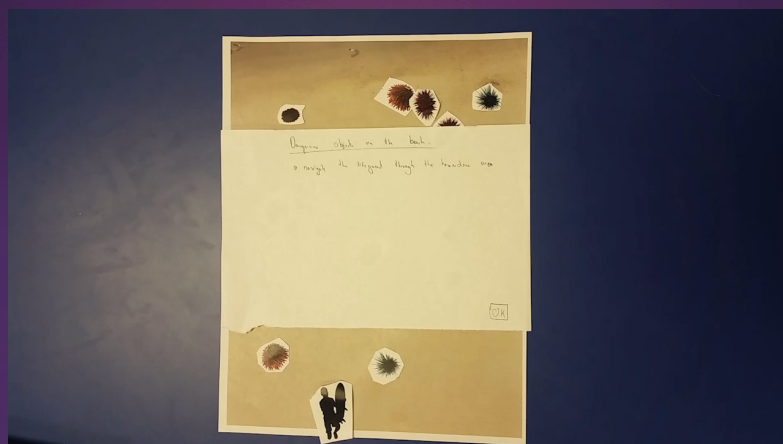
Assessment

▶ Pre-tests be administered in two parts
  ▶ First will be a survey to ascertain how much the user visits the beach and their usual activity while there
  ▶ The second will be a multiple choice questionnaire to quizzing the user's knowledge of waterfront safety
▶ Post-tests will consist of only the multiple choice questionnaire
  ▶ The results of the two will be compared to determine if any information had been retained

Post Mortem

▶ Text is too small to read in the video.
▶ Mechanics do not translate well into paper.
▶ Need to add info section to inform players about the ocean.
▶ Some of the tasks might not hold player's attention very well.
  ▶ Play tester complained about this.
▶ Will need more levels with different dangerous situations.
▶ Good potential to expand upon and make game goals more complex.
▶ Might be a possibility to transform game into a way to train lifeguards.

Conclusion

- It is our hope that The Rising Tides will at the very least lead to more informed decisions and preparedness of beach-goers

- We feel as though our play-tester walked away from the game with a deeper understanding of the danger of beaches
  - As well as how to navigate these dangerous situations

Questions?