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Tolleranz (Working title)

Project Thumbnail

Tolleranz is a point and click game. Player acts as an employee in the immigration office and faces different people during work. To avoid misunderstanding of NPC's characteristics, player needs to dig deep enough into NPS's own personal story. The game will teach player to treat each person fairly as an individual but not a part of stereotype.

Target Users

The target audience of this game will be mostly American teenagers. This choice was made because America has a great diversity of races, religions, and cultures.

Delivery Platform and Justification

Tolleranz will be released as a native game for Windows, Mac and Linux. This decision is due to the game's interface, which as a point 'n click/simulator makes a lot more sense when using a mouse-and-keyboard input.

Even though smartphones and tablets support the game's interface, the games market in those platforms is more focused in casual games. That being said, the game will be ported to tablets upon commercial success and cultural impact.

The distribution will be done through Steam and also on the game's website.

Learning Objectives

- How to separate and individual from a misleading defined stereotype.

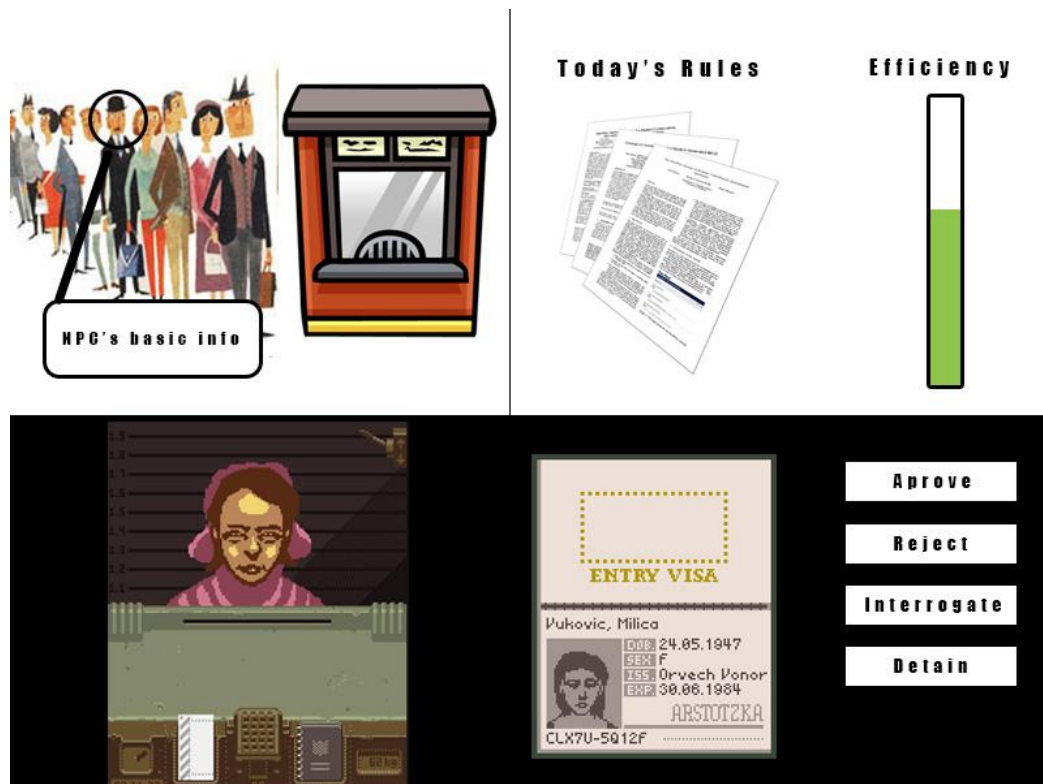
In game, player will meet different NPC's with a diversity of characteristics. Player will find that judge one's personality only by his/her appearance/religion/nationality is partial and unfair.

- how to act when you witness discrimination or how to act when you being discriminated

There will be scenarios in game that player witness discrimination or being discriminated. By several given choices, player supposes to understand the right reaction to those scenarios, and maybe realize that some action they saw or did in real life were not just.

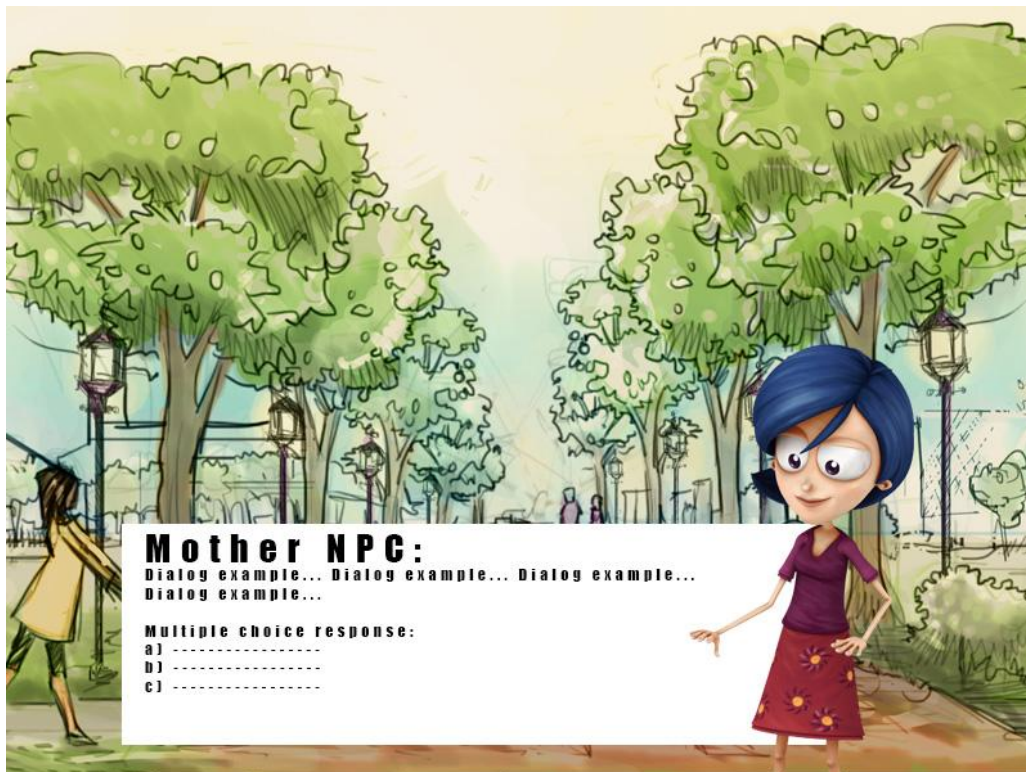
User Interface / Environment

Tolleranz is split in 2 parts, and each of them has a different User Interface and Environment.



In the first part of the game, the player sees the screen split in 4 parts:

- a. The Queue - Here the user can see basic superficial information about each of the people waiting to be interviewed
- b. The Information - The rules regarding how the player should make their judgments' on each day of work and a gauge bar showing the efficiency of the player (based upon their correct choices)
- c. The Booth - First person view of the main character, where he has dialogues with the NPCs and finds out more about their personal choices. Meaningful choices can be done in this dialogue screen
- d. The Documents - Here the user can see more objective informations about the user, decide to make a "random scan", approve or reject a person's entrance in the country, and also detain them if something is considered illegal



In the second part of the game, the main character travels to another country and needs to accomplish a mini quest. The player has a point 'n click interface that lets them collect items and talk to NPCs around. This is especially useful for the user to develop more empathy for people of other nationality/culture/religion. The dialogues give the user multiple options of response, and giving correct/respectful answers to NPCs is required to proceed in their quest.



The main inspiration for Tolleranz's User Interface is Papers Please: a game that simulates an immigration booth in a very sarcastic way. The visual completely fits our purposes and had to be adapted to be more focused in the individuals' stories.

Interactivity/Gameplay

Interactions during the "Judging" phase

- *Largely resembles the game *Papers Please*
- *During the "Judging" phase, the player can talk to NPCs selected for searching
- *Players learn details about the NPC by asking them where they are going and where they are from
- *Players can also learn about NPCs by looking at their record and passport information

By talking to NPCs, the player learns information about them that humanizes them. The player learns that they are individuals with goals and desires. The goal of the dialogue is to teach the player that people are not so easily categorized into groups and that people should be judged on their own personal merit rather than their culture or background. As the player progresses through the "Judging" phase, they are exposed more and more to people.

Interactions during the "Judged" phase

*Resembles a point-and-click adventure game

*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.

Gameplay during the "Judged" phase involves the player experiencing discrimination in a country that has a negative opinion of the country the player is from. As a result, the player is meant to feel powerless, which is a huge contrast to the first half of the game. NPCs are generally insensitive, and will assume things about the player based on their given ethnicity and culture. This lets the player know how it feels to be judged by others and will be pivotal in influencing a behavioral change in the player.

Gameflow/Narrative Synopsis

The game flow is pretty simple. The player plays as a customs official in training and of the game will be getting the player used to the world and gameplay mechanics. The player will have people come through customs and a NPC instructor will tell them relevant information

about the world and gameplay as they play. The first person will show up and the NPC instructing you on how to check documents. While the player is inspecting the documents, the NPC trying to enter through customs will start talking about his or her life. A couple more people will come by Intel someone with one of the stereotypes comes along. Your instructor will force you to treat this person differently and to ask more questions and to perform a body scan. This NPC will also tell the player about their lives trying to appear as an individual as opposed to a part of their group with a stereotype.

After this phase the player will then go to another country. The player will have simple objectives to do in order for the player to interact with NPCs and experience prejudice towards themselves.

Example Dialog:

NPC: How are you doing?

Player: I am doing well, you?

NPC: I am good thanks for asking.

P: So what's your business coming to (country name)?

N: I am just coming here for my job. I got fired from my last one but luckily I had a friend who had a position for me in his company.

P: Sorry to hear that but at least you were able to find a new job so soon.

N: Ya, I was a little worried when I got fired but it seems like things worked out.

P: That's good to hear. Well it looks like all your papers are in order. Hope you have a nice stay here and I hope everything goes smoothly with your move.

N: Thank you very much, have a good one.

Gameplay versus Instructional Design

The player plays as a customs official in training and of the game will be getting the player used to the world and gameplay mechanics. We use fake countries and fake "stereotypes"

in the game to prevent from insulting people. There will be 2 rounds of the player playing as a customs official where 4 or 5 people will come through and the player will have to hear their story and see their credentials. The focus is more on the people entering the country and their story as opposed to the NPCs credentials. We want to individualize each and every person to drill in that everyone has their own story and that stereotypes are unfair and unnecessary. At the same time however, the player will be forced to treat people differently based on stereotypes. We do this to reinforce this idea of how it's unfair and even to make the players feel a little bad about how these people are being treated differently based on stereotypes.

After the player has played a couple rounds as a customs official, the player will then be sent on a vacation to a different country. The game play will change to a point and click exploration game. Here we will have the player be treated differently because of stereotypes. The player will explore and do everyday things such as go to the store and the player will see someone be treated without prejudice and soon after experience prejudice toward themselves. Overall we want the players to be a part of prejudice as well as be the target of prejudice to let them see both sides of the equation.

We want the stereotypes in the game to be ambiguous in the sense that people associate stereotype X with a culture but not all people with stereotype X are a part of that culture. One example of stereotypes in the game is shaved heads. Culture A in the game have the males shave their heads and keep them shaved once they come of age. We believe that showing people who are not a part of culture A but who have a shaved head will help discourage the idea of stereotypes.

The character that the player controls also has one of these ambiguous stereotypes. This will once again drill in the idea that treating people based on stereotypes is stupid and unfair.

Overall, we want players to understand and experience prejudice as well as realize how silly and unfair it is to treat people based on stereotypes and generalizations.

Assessment

In-game Pre/Post Questionnaires (one before the game starts, one after the first part, one after the second part)

Use non-obvious-to-answer questions.

All we can hope for realistically is that there is some change in the answers given to us by our players. These prejudices from people are engraved in ones upbringing and its very hard to change it. So as long as we get people to understand that its wrong and unfair then this game is a success.

Examples of some questions

What is (in your opinion) the most effective criteria for catching potential terrorists at airports?

- Randomly search every 1/3 of all passengers
- Search people who are ethnically from countries with higher rates of terrorism
- Only search people who "look like" they could be terrorists, ignore old women and kids
- Search people with suspicious luggage
- Hope the metal detector is enough and do not search any passengers

Do you think some cultures are more naturally inclined to commit terrorist acts than others?

- Yes
- No
- Depends on the culture

Would you mind being judged based on your religion, ethnicity, political views appearance for National Security?

- Yes
- No

- Only if given a good reason or excuse

Do you think random searches in the name of National Security are a reasonable thing to do?

- Yes
- No