Diermocratie

An educational game by 01FAB1 Studios for Critical Mass

Designed and developed as a part of the IN4302TUBuilding Serious Games Course at Delft University of Technology

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Synopsis:

Dutch vocational college education includes a course on citizenship, where students learn about their role in society and confront societally sensitive issues. However, many teachers find it hard to start discussions with their students about these issues. Diermocratie helps teachers to start these discussions by putting students in the role of animals confronted with a big decision. The decision to be made in-game relates to the topic of the day in class, and students will have to discuss with other animals to find out what they know, and convince them to support their cause.

Game Advantages:

- Encourages open discussion and self-reflection
- Discourages polarization in thought while also discouraging groupthink
- Game content is easily adapted to professor lecture plan

Product Highlights:

- Multi-player - to be played with classmates.
- In-browser game for ease of use - no need for students to prepare before class starts

Research Highlights:

- Serious gaming in higher education
- Promotion of conversation around complex and sensitive topics via serious games