Stranded

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OneShot Studio

Problem Statement

- How do we create a serious game in which people are safe to explore and recognize their own **implicit biases**?

  a. How do we know what a biased response is?
  b. How do we elicit biased responses?
  c. How do we give a moment to reflect on biased responses?

Critical Mass

Develops experiences to make people reflect on their own perspectives in different social dilemmas

Research

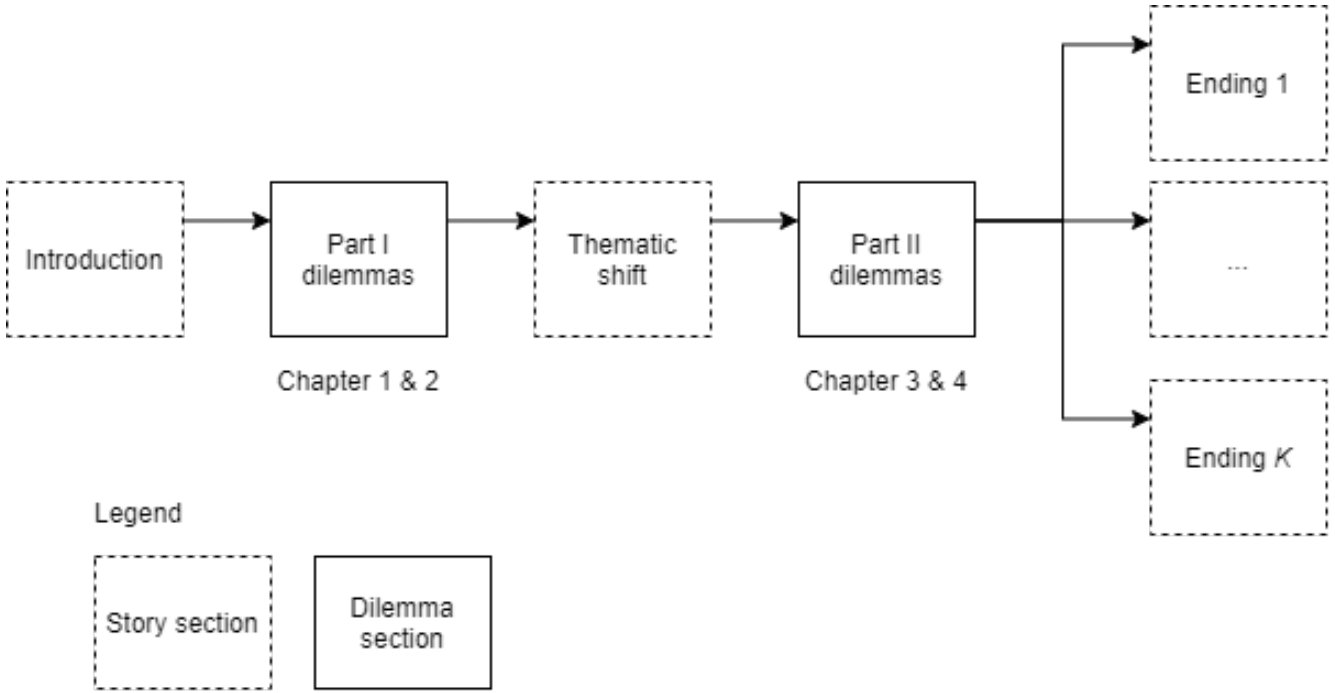
- Challenges
  - Player relatability to a virtual world
  - Fairly representing bias
  - Match with target audience (MBO students)

Game Premise

- Game Setting: Six characters are stuck on a deserted island and need to escape

Players' Goal	Our Goal
Make the characters escape the island.	Show implicit social bias of the player.

Game Design


Introduction
Part I dilemmas
Thematic shift
Part II dilemmas
Ending 1
...
Ending *K*
Chapter 1 & 2
Chapter 3 & 4
Legend
Story section
Dilemma section

Game Design (1/4)

- Quick decision making based on limited information
  - Time constraint
- Mainly on appearance biases: racial, gender, etc.

Game Design (2/4): Stories

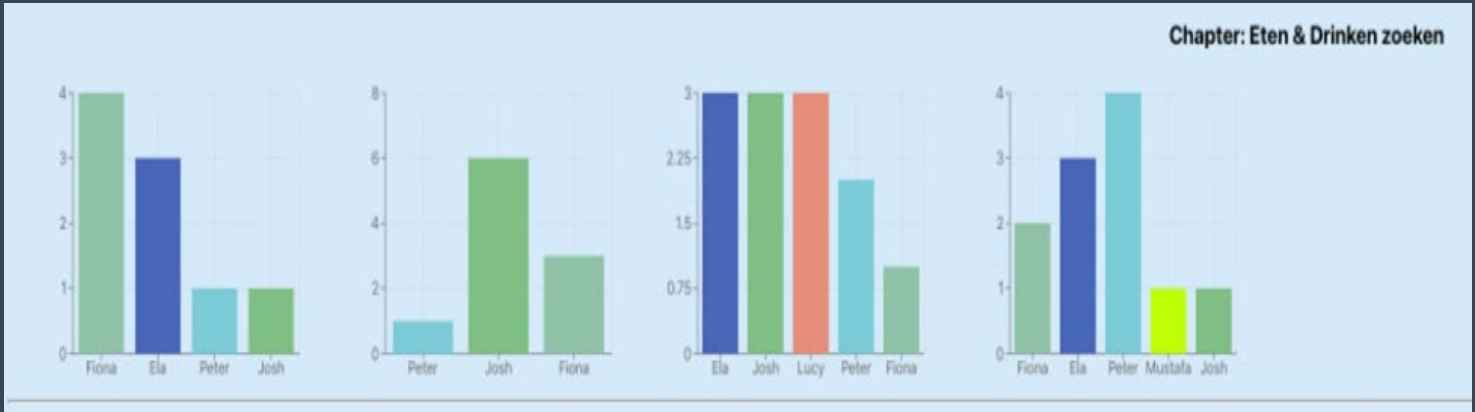
- Counter-stereotypical characters.
- Assign characters to tasks.
- Feedback is given through character dialogue.
- Different stories may reveal same implicit bias.

Game Design (3/4): Feedback

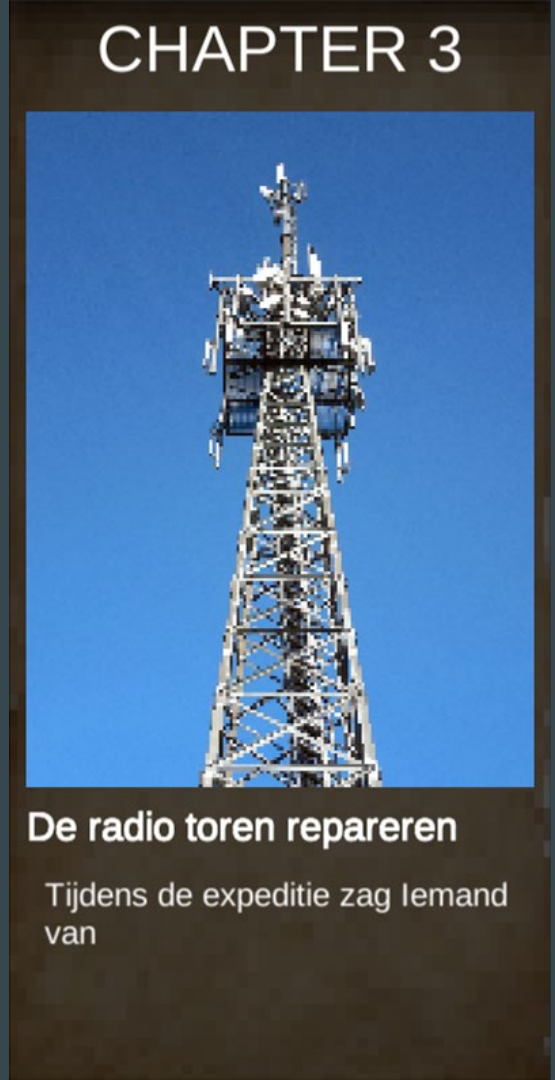
- For each job, and the overall success of the chapter.
- Hints on what the characters are good at in the first two chapters.
- Give players chances to think about their implicit biases

Game Design (4/4): Post-game discussion

- Picked characters are aggregated
- Goal: Indicate what the bias of a group might be
- To lead the discussion of why they were picked



Demo


CHAPTER 3
De radio toren repareren
Tijdens de expeditie zag Iemand
van

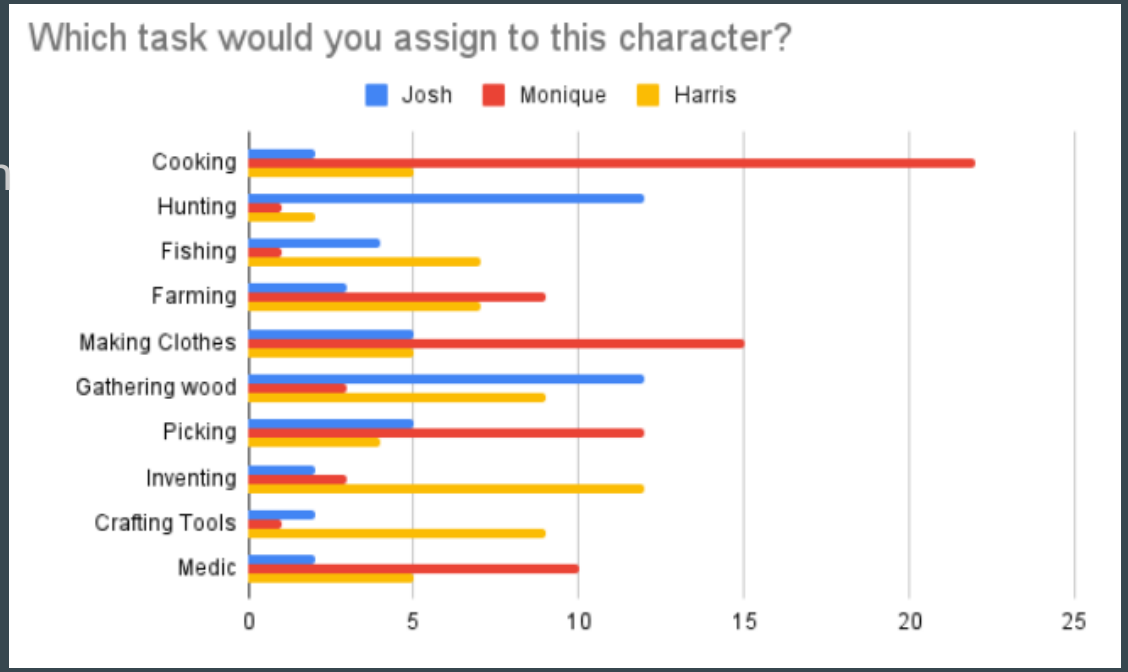
Evaluation

- Phase 1 (Survey):
  - Characters description with portraits + select max. 3 jobs

- Phase 2 (Gameplay):
  - Characters description with portraits + 1 job matches with 1 character

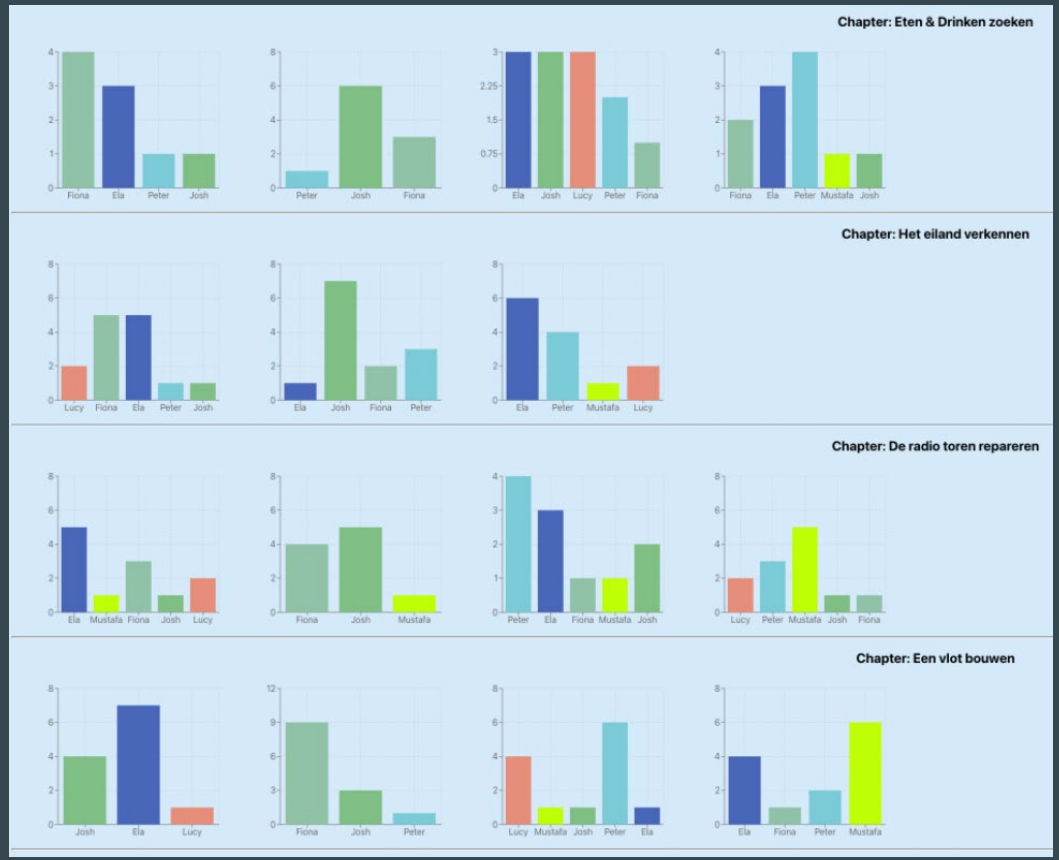
Phase 1: Survey Result (34 responses)

- **Josh** young black man
- **Monique**: elderly black woman
- **Harris**: elderly white man

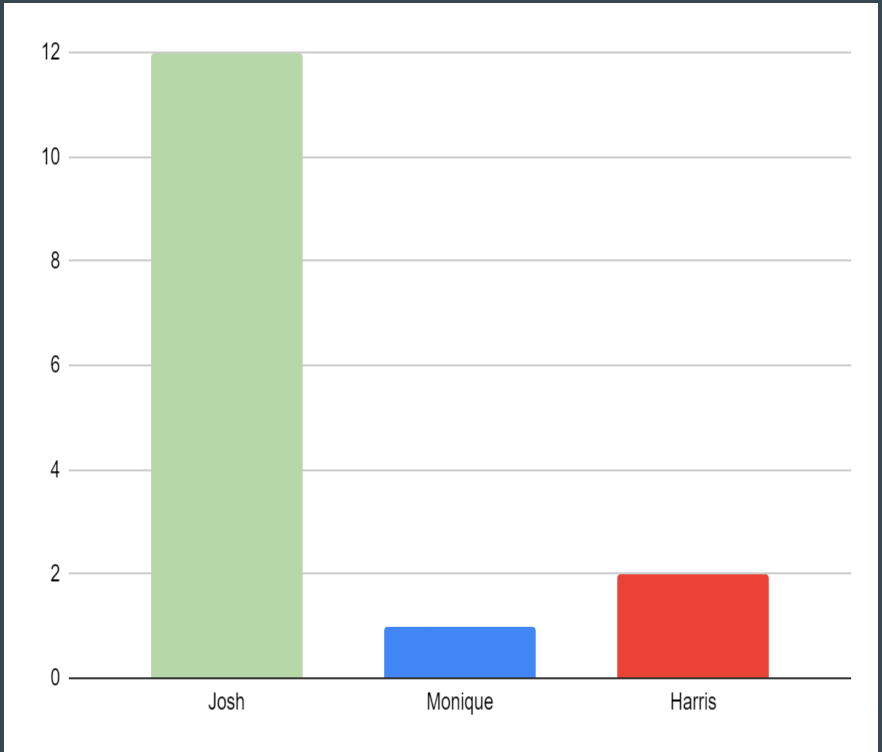


Phase 2: Playtest

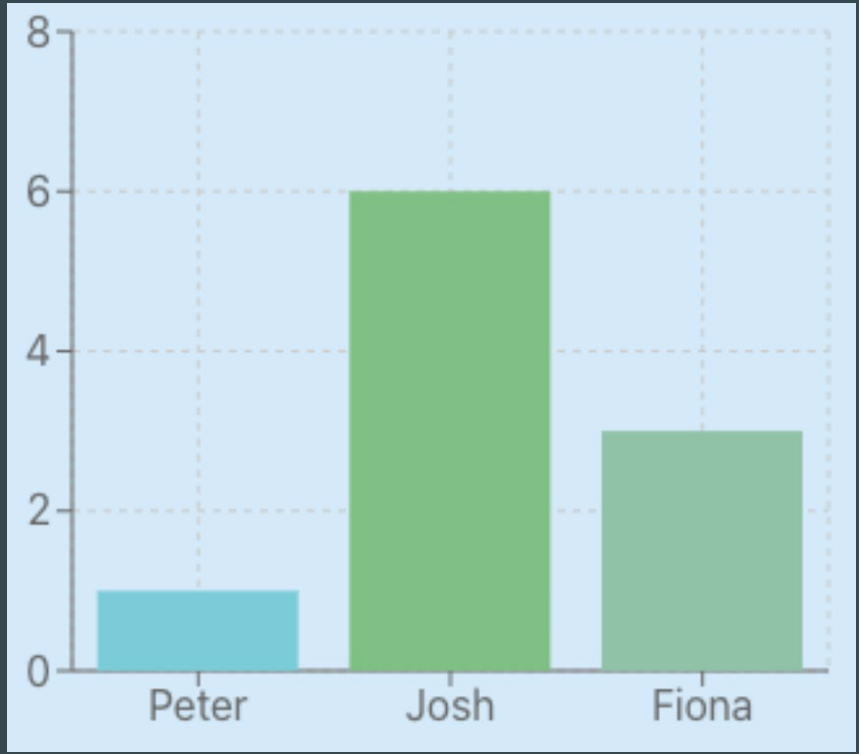
- Playtest at a MBO class of 15 students in Tilburg
- Playing data are collected on how students made choices
- Elicited probable implicit biases



Who should be hunting?

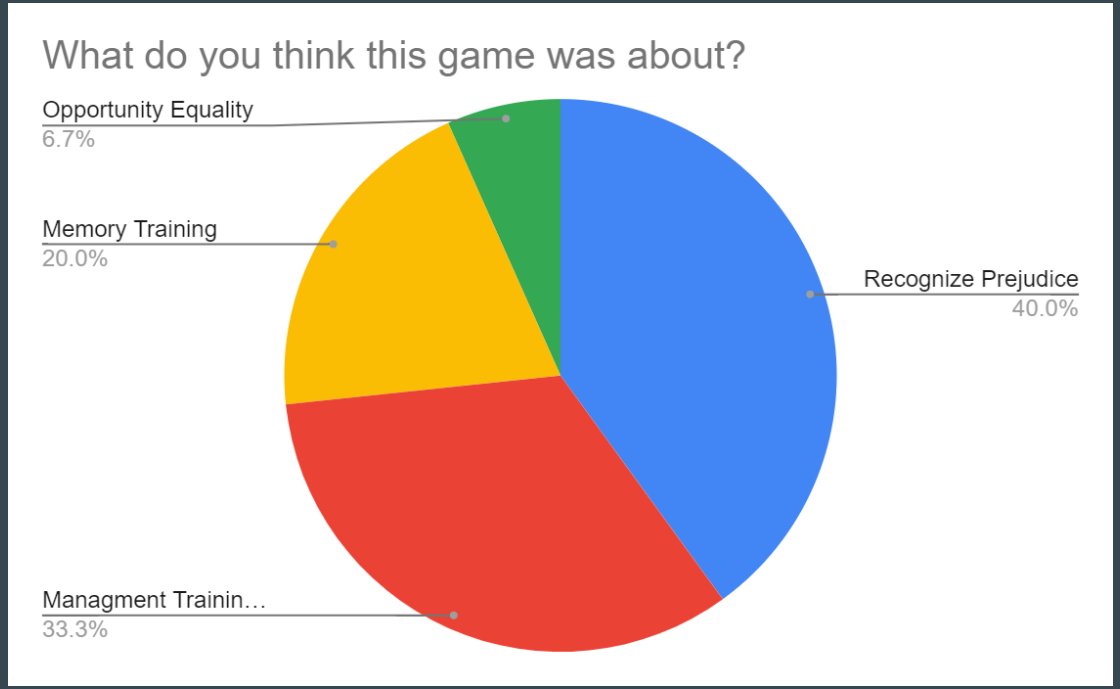


Phase 1



Phase 2

Phase 2: Survey Result (15 responses)



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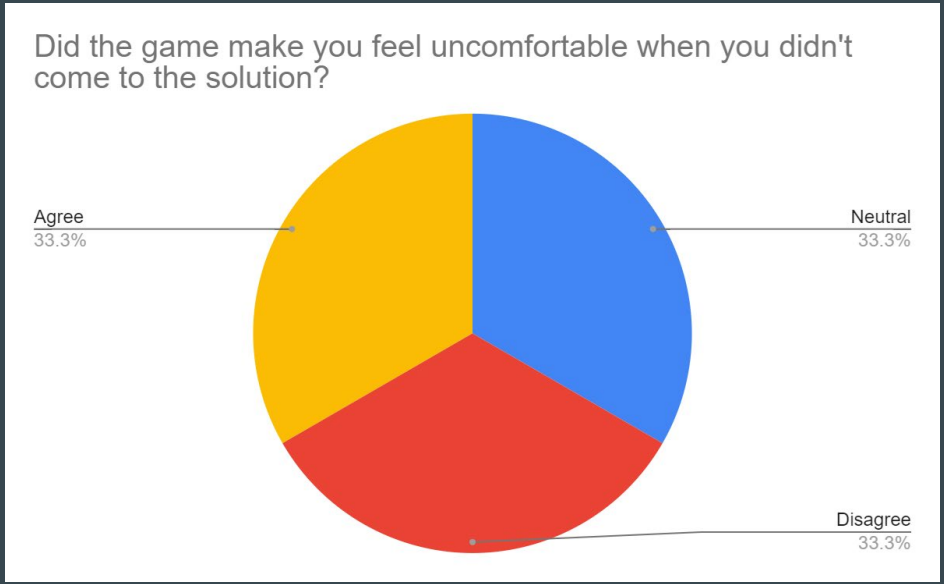

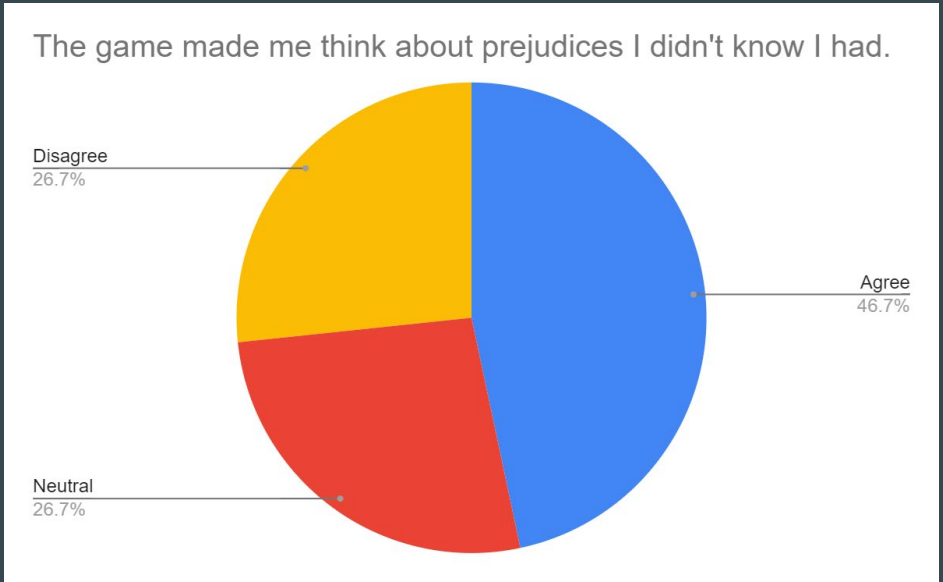

Limitations

- Only one full-scale playtest
- Could not have a full post-game discussion about biases
- Could not perform a playtest on the intended platform

Future work

- More playtesting and evaluation
- Make the game look nicer and more engaging
  - More visual and audio content, less text
- More dilemmas, more endings
- Give a more in-depth interpretation to the data

Conclusion

- How do we create a serious game in which people are safe to explore and recognize their own **implicit biases**?
    - How do we know what a biased response is?
    - Preliminary research + Survey 1 responses
    - How do we elicit biased responses?
    - Character assignment with limited information + time limit + player unaware
    - How do we give a moment to reflect on biased responses?
    - Character feedback phase + Post-Game discussion*

Q & A