

SCENE 1

TEENAGER'S SUICIDE

Teenager commits suicide. The investigation showed that his social life depended on superficial contacts on the Internet. He was also a fan of videos published on Youtube, which are weakly controlled by adults. Is it possible that malicious content influenced his dramatic decision?

Information for gamers (YouTubers):

In this scene, you are on the backstage of a corporate event for creators like you. Show the Audience the relationship that prevails between you. Play how you treat each other and what character your relationship has. Interact with someone from the Audience who will play the role of a journalist. Present your attitude towards the problem that will ask you.

Information for facilitator:

You need a volunteer from the Audience who will play the role of a journalist. The scene should have a maximum of 30 minutes. Make sure the scene does not end until the "journalist" talks to each YouTuber.

Journalist (Non-Player Character):

Come between YouTubers, inform them that you are from the media and ask everyone for a comment on the suicide of their ordinary viewer.