



WORDS LIKE DAGGERS



OFFLINE GAME Design Doc

A detailed Game Design Document intended to introduce you to the Social City Game Words Like Daggers.

This document will introduce the game's story, goals/objectives and provide detailed information needed to better understand, prepare and implement Words Like Daggers. Additionally, this document contains the necessary physical and print materials needed to implement this game.

Created by ExploreIT on behalf of the Game Changer Project

GAME DESIGN DOCUMENT

VERSION 1.0

WORDS LIKE DAGGERS

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 connects on-line with off-line

 game mechanics

 important information

1 Game overview

Words Like Daggers is a freeform actor game with player actors and an active audience whose choices affect the gameplay. The purpose of the script is to simulate an on-line environment centred around the creators of the YouTube site. The characters of YouTubers are confronted with a tragic event, which affects how they perceive themselves, their films and the world of fans.

The central game premise is to show the radicalization roots of online communities and convey to the participants their collective responsibility for the wellbeing of every user of social media.

There are seven players in the game and an active audience. Players take on the role of creators of YouTube videos (YouTubers). The Audience will be a group of their fans, commenting on movies on the web, and will play the role of non-player characters from the second plan, needed in some scenes realized as part of the story.

The game consists of four scenes that provide a rigid framework for the story. In all of them, every YouTuber character takes part. Immediately after the scene, Streamers will be given some time to prepare their "response video". Those will take the form of short scenes acted by the Streamers solo or in groups.

2 Goals

The abovementioned idea translates into the following goals:

PRIMARY GOAL

Work with skills and abilities > Autoanalysis > Constructive assessment of one's behavior

DEFINITION

Constructive assessment of one's behavior defined as the ability to reflect upon it and derive conclusions.



SPECIFIC GOAL

Participants take responsibility for radical and toxic behaviors online.

SECONDARY GOALS

Work with skills and abilities > Knowledge > Humanistic

DEFINITION

Humanistic defined as referring to activities and inner workings of humankind in all its shapes and forms.



SPECIFIC GOAL

Participants understand how anonymity instigates the process of cyberbullying and associated radical behaviors.

Work with skills and abilities > Mental endurance and stamina > Accepting criticism

DEFINITION

Gaining ability and fortitude to deal with criticism defined as a social (peer, domestic, etc.) pressure hindering the ability to proceed with one's agenda.



SPECIFIC GOAL

Improve participant's mental fortitude against cyberbullying.

3 Implementation requirements

LOCATION

The room should be divided into two spaces: **stage** and **place with seats for the Audience**. Preferably it should be an auditory room, or a different area that is spacious (30-40 square meters) and with excellent acoustics. The location should have stable access to a fast internet connection through wi-fi.

It is paramount that the entire game is played in an area allowing participants for privacy. No person that is not associated with the game should be able to enter the area, and none should be able to observe playing participants.

STAFF

Facilitator

Preferably this position should be appointed to a young adult (22–26 years of age) who have not only highly developed social skills, knowledge and pedagogical practice but also understand new technologies and knows how they function. Such a person should be relatable to the participants. It must be someone who at least partly understands the online world in which modern children live. It should also be a person quickly and intuitively dealing with technical equipment, so as not to create an additional problem during the game.

Counselor

Preferably this position should be appointed to a person possessing qualities of a mentor and equipped with attributes of an authority (suit, glasses, etc.). This person has to be excellent at observing minuscule shifts in the body language of participants. Has to be also versed in procedures necessary to take care of mental shock and trauma. Psychological background with a well-documented record of working with late adolescence and young adults is advised. The main task of Counselor is to make sure that the emotions of participants put under the most considerable emotional strain are properly debriefed, and fortified by this experience

TARGET GROUP

The game is designed for late adolescence and young adults. **The youngest participants should not be less than 13 years old.** The game does not have an upper age limit. For young people, it can serve as a way to discourage the use of hate speech or other negative socio-linguistic behaviors on the Internet. For adults, it can be informative and illustrate the possible scope of the problem and visualize the need for wise control of content visited on the Internet by children.

PLAYERS COMPOSITION

All the participants need to know how to use social media sites (which most likely they do). Preferably Facebook will be a tool to simulate the comment section below *videos* – the scenes acted by Streamers.

Participants will be divided into two categories:

1. **Streamers.** The game is designed for 4-7 players who will play the role of YouTubers. Those participants should be chosen carefully by the Counselor from ones that volunteer for the position. They will be put under significant pressure, and so it is of utmost importance that the Counselor observes their capability in advance during the workshop before the game.
2. **The Audience.** Majority of the participants will become YouTubers' viewers on the Internet. They act as an environment for the actions of Streamers. They may be their fans, critics or *trolls*, filling comment sections underneath every *video*. Moreover, some may be selected by the Counselor during the game to take part in a particular scene as one of the side characters. The Audience should consist of no less than 15 and no more than 30 people.

BUDGET

The minimum budget for playing this game in Poland is 800 PLN (approx. 200 EURO), excluding staff wages and location rent cost. Equipment like a laptop and a backup router are also not included.

The time expenditure of the staff varies between the roles. Game organizer (facilitator) is needed for 9 to 11 hours of work. The Counselor is required for seven work-hours.

4 Social inclusion method

The game "breaks the barrier of the screen" and by using the shocking experience allows participants to witness the origin and inner workings of online bullying. By eliminating anonymity and distance between participants in social interaction fashioned to mimic online activity, the game allows for immersion, but also to feel the backlash of players' toxic behavior. The most crucial factor is the capability to uncover how every human is prone to dehumanize others. Players are faced with the situation of being deprived of stimuli that we evolutionarily associated with social interactions. The method here also heavily relies on the debriefing, which helps to cope with difficult emotions and explain what had occurred during the game.

5 Story

SETTING

Modern

The setting assumes that all the occurrences in the game take place in our contemporary world with all its cultural and social framework left recognizably without a change.

NARRATIVE

It tells the story of YouTubers, who were connected by the media outlets with the teenager's suicide. You are presented as his highest authorities and filmmakers, with whose content he spent the most significant part of his free time.

During the main scenes, the story presents the next stages of the media scandal surrounding a tragic death. The framework of this story is the creators dealing with image problems and their attempt to reconcile their motivations with a problematic, unusual situation to which they respond. Characters have to handle remorse and the thought that they can be responsible for the tragedy.

The game goal isn't trying to answer the question of whether the teenager committed suicide because of the content that he hit on the web. The main storyline of the game is an excuse to simulate the situation in which tension grows; opinions get radicalized, and interaction transits into hate.

6 Gameplay (actions)

OVERVIEW

Words Like Daggers is a freeform acting game whose goal is to simulate an online environment centered around the creators of Youtube, confronted with a tragic event affecting how they perceive themselves, their films and the world of fans.

Players take a role of **YouTubers** (creators of video content for YouTube), of **an active audience** or few **special characters**. The Audience will be a group of YouTubers' fans, commenting on movies on the web. Special characters are players who will voluntarily play specific roles in some of the scenes realized as a part of the story.

The game consists of four scenes played by all YouTubers. They provide the framework for the story being played. Between them, YouTubers play sequentially movies created between the events shown in the scenes.

The videos are not recorded in any way. These are scenes played live by one player, in front of the Audience. The Audience can respond through a particular group set up for the duration of the game on Facebook.

The scenes played as a story frame, complementing them with scenes pretending to be Youtube videos and conversations of the Audience in the network, and their reactions to the material played by YouTubers constitute the whole story.

RULES

The entire game will consist of interchangeably occurring scenes that represent events in a broader world, and videos that are reactions of Players to those events.

Online activity

Participants will interact through a secret and closed group on Facebook, created by the organizer for this occasion. When taken out of the context, a lot of the content created during the game may be embarrassing or dangerous to the mental wellbeing of participants. The group will be terminated immediately after the game's end.

DISCLAIMER

Remind everyone that no content is allowed to leave this group, to provide safety for all of the participants.

A group created on Facebook as a game tool should be a private and secret group. Players (YouTubers and Audience) should get a link to this group, and the facilitator should manually accept their joining requests just before the game.

DISCLAIMER

Make sure that everyone added to the group is present in the room and is a player. Instruct players that taking content out from the group may be harmful and the group will be removed as soon as the game ends.

Teach all players that the Facebook group is a tool for them, and they can post there. YouTubers can photograph themselves during real-time scenes and publish these selfies to fans. Fans can provoke discussion and ask their idols for specific content.

When is time to enact videos, create a post for each of the played scenes, that follows the format below:

[NUMBER OF A CURRENT SERIES] - [NAME OF THE CHANNEL OF A CURRENT PLAYER] - [TITLE OF A FILM (TAKE IT FROM PLAYER)]

Example:

2 - BamLiveCake - The Grim Fandango

Under this post, the audience can react in a positive way (*like, super, wow*) or negative (*sad, wrr*). After the film-scene finishes, inform the player about the response of his movie (more than half of the positive reactions – positive, less – negative, more or less proportionate – the film was controversial). The Audience should also comment on this post as if it was a real film. They will hate, make fun of it, play pranks on themselves and YouTuber. It should be like that; this is a simulation. The discussion, where will be explained the character and evil of this behavior, will take place after the game. Do not moderate this beforehand, if nothing unforeseen happens, that should not affect player safety.

Remember to inform the player leaving the stage what the reception of his video was. This, combined with reading the comments, is his barometer of audience moods and feedback on his perception by fans.



MECHANICS USED

acting, discussion

Scenes

Scene 1: Teenager's Suicide

In the first scene, the characters get information about the tragedy. The journalist (person taken from the Audience), asks Youtubers to comment on the possible connection between their media channels and the deceased teenager. Since these channels appeared favourite sources of online content, Youtubers become worried about their potential influence. The scene should allow introducing everyone; it shouldn't last longer than 30 minutes. The scene ends when the journalist talks at least for a moment with each of the YouTubers.



MECHANICS USED

acting, discussion

Scene 2: Weird Funeral

The second scene is the funeral of a teenager. YouTubers' sponsors and partner networks said they should appear at this sad event. Players should have time to interact with each other in the cemetery. The scene should last about 15 minutes and end at

the moment when the last YouTuber expresses his/her condolences to the parents of the deceased (in which two volunteers from the Audience should play).



MECHANICS USED

acting, discussion

Scene 3: Influencers under the siege

The third scene is a press conference. The Audience plays media and gives questions to YouTubers. The facilitator should be a conference moderator, and YouTubers answer questions that can be directed to specific ones, by name, or to the whole group. The stage should not last longer than 20 minutes.



MECHANICS USED

acting, discussion

Scene 4: One Year Later

The last scene is an epilogue during which players show their creative career a year later and how, after a year, they relate to all the strange and tragic events that took place.



MECHANICS USED

acting, discussion

Streamers

Part of the players will be playing as Streamers. They will be the *characters of the game*, and will respond to the activity of the Audience.

Types of Youtube channels and content are described below. You need to create your program name and character name.

Choose one relationship from the list, and find another gamer to play it. Personalities of the Streamers, their relationships, motivations are explained in brief for the respective Streamer.



DISCLAIMER

References below are designed to be used for Polish edition of the game; henceforth, Game Organiser may have to find relevant examples in their language, or participants may propose the subtitles.

1. **Commentary.** You like to comment on the movies of other authors. You try to be essential; don't use hate speech and rhetorical grips. Lairy words make a point of your jokes, your sense of humour is crazy and full of memes, but you know how to use it with good taste and style.

For reference see: <https://www.youtube.com/watch?v=dO9TrPogTKk>

2. **Vlogger.** You show your daily life. Your breakfasts, dinners, hobby, travels, a day with a girlfriend or boyfriend, quality family time, whatever. You are the protagonist of your films, and your whole life is your channel's only topic.
For reference see: <https://www.youtube.com/watch?v=8CSz1Uh7DJo>

3. **Reviewer.** You know books, movies, board games; music albums, or any culture text you like. And, yes, your films are reviews. You talk about culture and creation. You can be funny and essential, but sometimes also dull. Your decision is whether your films are for amateurs or hobbyists.
For reference see: <https://www.youtube.com/watch?v=tEeUqeUoyoY>

4. **Gamer.** You play computer games, make a stream from that, and comment in real-time. Sometimes, you still play, but you want to talk about your life, political problems, or about something you want, instead of computer games.
For reference see: https://www.youtube.com/watch?v=eVK7L_IYoMQ

5. **Coach.** Your movies are your motivational speeches. You are a personal trainer, and you talk in your films about success in business and your own life. You don't need to be a rich guy, and you don't need to be a winner. You just talk about recipes for success.
For reference see: https://www.youtube.com/watch?v=dp89suL_KUQ&t

6. **DIY (do-it-yourself) Maker.** You have a manual or some artistic skills. Maybe you are a painter? Or sculptor? Perhaps you are playing the guitar? Choose something. Your films are tutorials. You make manuals for amateurs about your art discipline when you show how to "do it yourself".
For reference see: <https://www.youtube.com/watch?v=dO9TrPogTKk>

7. **Patostreamer.** You are an average, but a little bit of... Okay. Forget it. You are just a waste. You don't have a job; you drink a lot, you fight with your family members. Salt of the earth. And, yeah, you show your life in your films. And people like it because when they see your life, they can feel better with their own. Pathetic? Maybe, but you are famous, and at last, you have money.
For reference see: <https://www.youtube.com/watch?v=dO9TrPogTKk>

Audience

Most of the players will play the Audience. Despite the name, their part will be essential to drive the game forward. The Audience activity on the Facebook group (comments, memes) will create the main content and point of reference used to instigate reactions of Streamers. In some scenes, there will be a need for more participants to take part as actors. In such situations, additional actors will be selected from the Audience.

Videos

Videos will be short acts put up by Streamers. They should not last more than 5 minutes, and Streamers may collaborate on a scene. The Streamer has full control over the content of the videos. They must, however, fit into one of 3 broad categories:

1. Commentary concerning up to date occurrences in the game.
2. Part of the typical content of the channel .
3. *Drama video* which is a response content concerning activity on another channel or channels, offline activity of another streamer or streamers. The tone of that *drama video* needs not to be offensive, but it can.



DISCLAIMER

Scenes should retain a form of YouTube videos. Streamers should be talking to the mute Audience, which can comment and interact with them and each other via the group on FB. They can; if they so choose; comment on the current situation in the media (the tragedy of a family, attack of the news outlets), then bear in mind that those videos are their primary source of revenue. Also, they have been elected to the position of prominence due to their regular content, and the Audience may require from them the care-free escapism from grim reality.

First Video

The streamers can showcase their channel and their personality as an influencer.



MECHANICS USED

acting, discussion

Second Video

Will consist of acts put up in a reaction to *Scene 1*.



MECHANICS USED

acting, discussion

Third Video

Will consist of actions put up in response to *Scene 2*.



MECHANICS USED

acting, discussion

Fourth Video

Will consist of acts put up in a reaction to *Scene 3* and also occurrences that take place amongst the Audience during Interlude. It is assumed that some time has passed during the Interlude and that the last series of acts should allow Streamers to summarize everything that happened up until this point and make some closing statements.



MECHANICS USED

acting, discussion

Interlude

After the third scene, there should be a break during which the Audience can write on the Facebook group set up to play the headline and comment appearing in the media as a commentary to the press conference.



MECHANICS USED

acting, discussion

7 Characters

This game has no specific characters that would be played by the staff. The person running the game will be enacting the events occurring in the world and take on the role of moderator and information source. Although it is necessary to have at least two people running the game.

ACTOR/FACILITATOR

This will be a person responsible for running the entirety of the game.

Minimum required amount of staff assigned: 1

Potential for additional staff: 1

Specification of tasks:

- Prepare technical aspects of the game.
- Convey information to the participants.
- Reenact characters necessary for a given scene.

OBSERVER/COUNSELOR

This will be a person responsible for running the debriefing after the game, as he will have the opportunity to monitor the activity on the Facebook group as well as view the participants' behavior in real life.

Minimum required amount of staff assigned: 1

Potential for additional staff: 1

Specification of tasks:

- Conduct acting workshops in the beginning.
- Observe participants.
- Chose people from the Audience to take part in the scenes, where the script requires it.
- Brief and prepare participants from the Audience for their role in a given scene.

8 Evaluation methods

GOAL	SUCCESS INDICATOR	SUCCESS CONDITION	EVALUATION TOOL
Participants take responsibility for radical and toxic behaviors online.	Share of participants that state their responsibility for online behaviors.	> 50%	Discussion
Participants understand how anonymity instigates the process of cyberbullying and associated radical behaviors.	Share of participants able to correctly indicate effects of anonymity: dehumanization, sense of impunity and biological distancing, as prerequisites of cyberbullying.	> 50%	Questionnaire
	Participants discuss their generated content and comments during the game.	Participants give examples of their negative behavior leading to bullying	Discussion
Improve participant's mental fortitude against cyberbullying.	Reactions of participants during the game.	> 50% of participants show behaviors protecting from cyberbullying like psychological distancing, open communication, assuming <i>online persona</i> , empathy towards <i>user unknown</i> .	Observation, discussion

QUESTIONNAIRE

1. On the scale from 1 to 7 gage your experience with this game
2. On the scale from 1 to 7 gage your understanding of the rules of this game
3. On the scale from 1 to 7 gage the difficulty level of this game
4. On the scale from 1 to 7 gage your contingency to the outcome of this game
5. Would you take part in another activity like this game?

6. Do you have any personal comments that would help us improve?
7. Describe in your own words the effect that social media and cyberbullying might have on society.
8. Describe with your own words the most devastating effects of cyberbullying.
9. Describe with your own words the emotions you felt during the game.
10. List out in your own words the elements of cyber interactions that lead to cyberbullying.

DISCUSSION SUMMARY

1. Subjects that are crucial to discuss:

- The current emotional state of participants.
- Their emotions during the game.
- Step by step deconstruction of the unfolded events.
- Concepts of dehumanization of individual, impunity of participation and biological distancing.
- Bonding exercise that would alleviate the stress from participants with exceptional care taken for those that were tasked with enacting the streamers.

2. Expectations towards the counselor:

- Sufficient psychological training and experience in conducting debriefings after psychodramas.
- Empathy and keen observational skills are necessary to assess the mental state of participants on a non-verbal level, as to notice people that experience psychological trauma.

3. Effects to achieve:

- Explanation of the occurrences the participants witnessed and took part in.
- Provide sufficient mental backup for every participant, necessary to process the experience and received information.

DEBRIEFING ADVICE

After the game, you should take YouTubers with you to another room and ask the Audience to wait in the location.

It is worth doing a few exercises that would allow YouTubers to dump their negative emotions. For example, let them pretend that their characters are wearing invisible overalls, which they now unbutton and pull off.

The purpose of this part is to isolate the YouTubers from the Audience so they can stop performing. The act of leaving a room is essential and psychologically significant, so it cannot be omitted.

Then return to the Audience and let the Audience greet their stars with applause. Let YouTubers sit down with the rest of the players. Lead the discussion about the events of the game.

Supporting questions for discussion:

- How did you feel about writing harmful content about people who are now sitting among you?
- How do you think, do we often forget that there is a human on the other side of the screen?
- What do you feel sitting next to each other, knowing that some of you have just been an objectified source of content?

9 Game database and advice

SUGGESTIONS FOR ORGANIZER

Content Organization Advice

- pay attention to the mental state of YouTubers;
- arrange a place where players can take a break from the game, in case of a breakdown, or being triggered by in-game actions;
- let the Audience be themselves. They have to be like on the Internet: aggressive, vulgar, cruel, funny in a primitive way;
- remove Facebook's group just after the game; do not wait with that!

CHECKLIST

Necessary equipment

- Printed materials from the *Printed materials* section of this document.
- One laptop computer for the staff in the HQ with a charger and internet connection.
- Backup wi-fi router.
- USB cables:
 - USB micro,
 - USB type C,
 - USB *Lightning* cable (for iPhones).
- Microphone (very useful in the *Third Scene*).
- Water for YouTubers.
- Fake Press ID for a journalist from the *First Scene*.
- Photo Camera for a journalist from the opening scene.
- Black formal suits for parents from the *Second Scene*.
- Paper and pens (useful for YouTubers, and Audience in the *Third Scene*).
- Badges with paper for players to write the name of the character and name of the channel.
- Whiteboard or flipchart to write info about reactions on film (how much positive and negative).
- Markers for whiteboard or flipchart.

10 Printed materials

LIST OF MATERIALS

- **Schedule**
- **Commentary channel** (*brief*)
- **Vlogger channel** (*brief*)
- **Reviewer channel** (*brief*)
- **Gamer channel** (*brief*)
- **Coach channel** (*brief*)
- **DIY channel** (*brief*)
- **Patostreamer channel** (*brief*)
- **Scene 1**
- **Scene 2**
- **Scene 3**
- **Scene 4**

SCHEDULE

- 0:00–0:30** Briefing about Youtube, Internet, anonymity and web's society.
- 0:30–1:45** Presentation for the players and the Audience about tools –group on Facebook and how it works, how to use it.
- 1:45–2:15** The First Scene.
- 2:15–2:20** First films series.
- 2:20–2:35** The Second Scene.
- 2:35–3:10** Second films series.
- 3:10–3:30** The Third Scene.
- 3:30–3:40** Break.
- 3:40–4:15** Third films series.
- 4:15–4:30** The Fourth Scene.
- 4:30–5:30** Game finish. Debriefing and evaluation.

COMMENTARY

CHANNEL

You like to comment on the movies of other authors. You try to be essential, and you don't use hate speech and rhetorical grips. Lairy words make a point of your jokes, your sense of humour is crazy and full of memes, but you know how to use it with good taste and style.

For reference see: <https://www.youtube.com/watch?v=dO9TrP0gTKk>

Treat this film as a reference. Do not copy this content while playing your film. Get inspired by this style and type of presented material. Remember that your videos must be creative, accessible and relate to the in-game events.

Motivation:

You believe your films make the world a better place.

Possible relationships with other streamers:

- Master and disciple
- Conflict (*drama*)
- Romantic relationship

VLOGGER

CHANNEL

You show your daily life. Your breakfasts, dinners, hobby, travels, a day with a girlfriend or boyfriend, quality family time, whatever. You are the protagonist of your films, and your whole life is your channel's only topic.

For reference see: <https://www.youtube.com/watch?v=8CSz1Uh7DJo>

Treat this film as a reference. Do not copy this content while playing your film. Get inspired by this style and type of presented material. Remember that your videos must be creative, accessible and relate to the in-game events.

Motivation:

You have low self-esteem, and when you see positive reactions to your films, you can feel better with yourself.

Possible relationships with other streamers:

- Friendship
- Romantic relationship
- Sibling

REVIEWER

CHANNEL

You know books, or movies, or board games or music albums, or any culture text you like. And, yes, your films are reviews. You talk about culture and creation. You can be funny, essential, but also dull. Your decision is whether your films are for amateurs or hobbyists.

For reference see: <https://www.youtube.com/watch?v=tEeUqeU0y0Y>

Treat this film as a reference. Do not copy this content while playing your film. Get inspired by this style and type of presented material. Remember that your videos must be creative, accessible and relate to the in-game events.

Motivation:

You are a critic because you are an unfulfilled author.

Possible relationships with other streamers:

- Collaboration in filmmaking
- Master and disciple
- Ex-girlfriend / ex-boyfriend

GAMER

CHANNEL

You play computer games, create a stream from that, and comment in real-time. Sometimes, you still play, but you want to talk about your life, political problems, or about something you want, instead of computer games.

For reference see: https://www.youtube.com/watch?v=eVK7L_IYoMQ

Treat this film as a reference. Do not copy this content while playing your film. Get inspired by this style and type of presented material. Remember that your videos must be creative, accessible and relate to the in-game events.

Motivation:

It's your hobby and you like it.

Possible relationships with other streamers:

- Conflict (*drama*)
- Friendship and occasionally collaboration
- Sibling

COACH

CHANNEL

Your movies are your motivational speeches. You are a personal trainer, and you talk in your films about success in business and personal life. You don't need to be a rich guy, and you don't need to be a winner. You just talk about recipes for success.

For reference see: https://www.youtube.com/watch?v=dp89suL_KUQ&t

Treat this film as a reference. Do not copy this content while playing your film. Get inspired by this style and type of presented material. Remember that your videos must be creative, accessible and relate to the in-game events.

Motivation:

You can't do anything else. You are good for nothing.

Possible relationships with other streamers:

- Conflict (*drama*)
- Master and disciple
- Business conflict (nothing personal)

DIY (DO-IT-YOURSELF) MAKER

CHANNEL

You have a manual or some artistic skills. Maybe you are a painter? Or a sculptor? Maybe you play the guitar? Choose something. Your films are tutorials. You make manuals for amateurs about your art discipline when you show how to "do it yourself".

For reference see: <https://www.youtube.com/watch?v=dO9TrP0gTKk>

Treat this film as a reference. Do not copy this content while playing your film. Get inspired by this style and type of presented material. Remember that your videos must be creative, accessible and relate to the in-game events.

Motivation:

You are introvert and your fanbase is your social anchor.

Possible relationships with other streamers:

- Ex-girlfriend / ex-boyfriend
- Romantic relationship
- Collaboration in filmmaking

PATOSTREAMER

CHANNEL

You are an average guy but a little bit of... Okay. Forget it. You are just a waste. You don't have a job, drink a lot, fight with your family members. Salt of the earth. And, yeah, you show your life in your films. And people like it because when they see your life, they can feel better with their own. Pathetic? Maybe, but you are popular, and at last, you have money.

For reference see: <https://www.youtube.com/watch?v=dO9TrP0gTKk>

Treat this film as a reference. Do not copy this content while playing your film. Get inspired by this style and type of presented material. Remember that your videos must be creative, accessible and relate to the in-game events.

Motivation:

Money, of course.

Possible relationships with other streamers:

- Only conflicts

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.

SCENE 2

WEIRD FUNERAL

The creators of his favourite films posted on the Internet came to the funeral of the tragically deceased teenager. Their behavior was not entirely adequate to the seriousness of the situation. Did the parents want to receive such strange condolences? Was it a mature step?

Information for gamers (YouTubers):

In this scene, you are at the funeral of a teenager whose suicide is related to the game's main plot. First, show how you behave in the cemetery, how you react, and how you behave in the face of this tragedy. Also, explain how relations with other creators look today. When you do all this, condole to someone from the Audience, who played the deceased's parents.

Information for facilitator:

You need volunteers from the Audience who will play the parents of the deceased. The scene should last a maximum of 15 minutes.

Parents (Non-Player Characters):

Stand and accept condolences from all YouTubers. React if their behavior is weird. You can be sad and accusatory.

SCENE 3

INFLUENCERS UNDER THE SIEGE

Yesterday, at the press conference, the teenager's favourite influencers were interviewed by a journalist. The subject of the statements was web safety and the authors' responsibility for the content appearing on the Internet. Journalists often asked difficult questions, revealing the most significant disadvantages of the film business.

Information for gamers (YouTubers):

In this scene, you are at a press conference on recent events and the tragedy that is the axis of the game. Answer the questions asked by the media audience. Try not to shout over, although you may differ in your opinion. Keep the character of your characters! The patostreamer will not talk culturally with journalists.

Information for facilitator:

Moderate the press conference. Give the voice. Watch the passage of time. The scene should last up to 20 minutes. After the scene ends, announce the break and inform the Audience that they have time to post on the Facebook group with headlines and fragments of comments after the press conference.

Audience as a journalist (Non-Player Characters):

Ask questions about current game events. Before each question, think of what media you can be from and give their name to YouTubers.

SCENE 4

ONE YEAR LATER

A year after the events related to the teenager's suicide, influencers whose work was strongly associated with them met again at a meeting of Internet creators. Everybody? What conversations took place on the backstage?

Information for gamers (YouTubers):

In this scene, you are on the backstage of a corporate event, a year after the events played. Use it to finish your story, show how the tragedy changed your characters and where you are now. Not taking part in this scene is also a message about the change that has taken place in your characters.

Information for facilitator:

Let players finish their threads. Ask them supporting questions before they start playing. Let them think about whether everyone should be here.

Game Changer project utilizes innovative technology and cutting-edge research to help promote tolerance and understanding among youth across Europe. We hope through the Game Changer Project, we can encourage young people to be the change in helping to build a more inclusive, open-minded, diverse, and peaceful Europe.



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