

A GAME FOR LEARNING HOW TO PREVENT
NEGLECT AND ABUSE IN EUROPE

KEEP ME SAFE



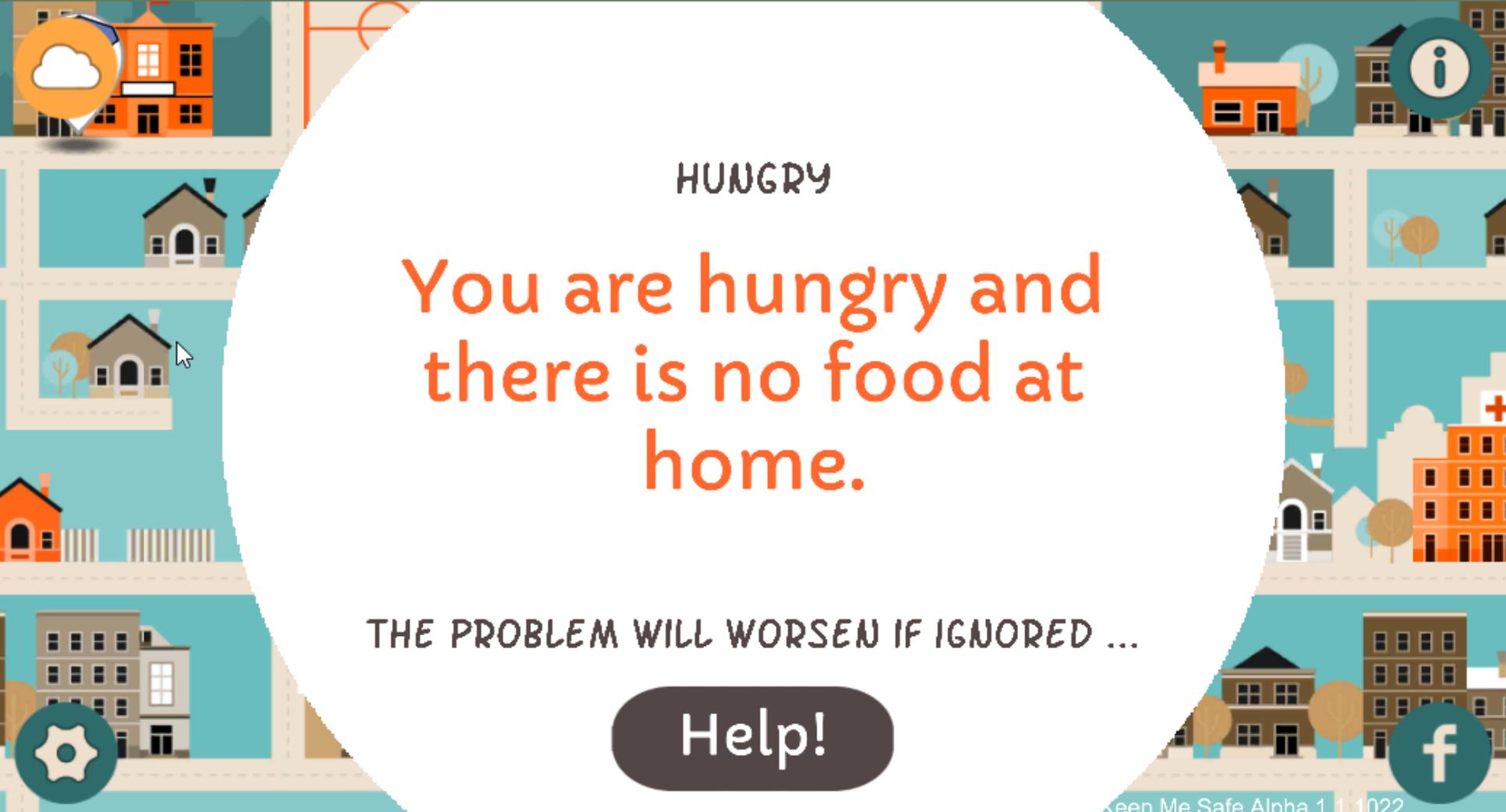
Designing, developing and playing
KEEP ME SAFE IN EUROPE

Concept

What is this game
about?



In this game player is “dropped” inside her / his current situation, in a town where she can move about, go to places and meet people.



HUNGRY

You are hungry and
there is no food at
home.

THE PROBLEM WILL WORSEN IF IGNORED ...

Help!

Keep Me Safe Alpha 1.1.1022

The game continually generates new life situations (generally, problematic) which the player has to respond to, by going places and meeting people.

1UP 220 HIGH SCORE 1000 2UP 290

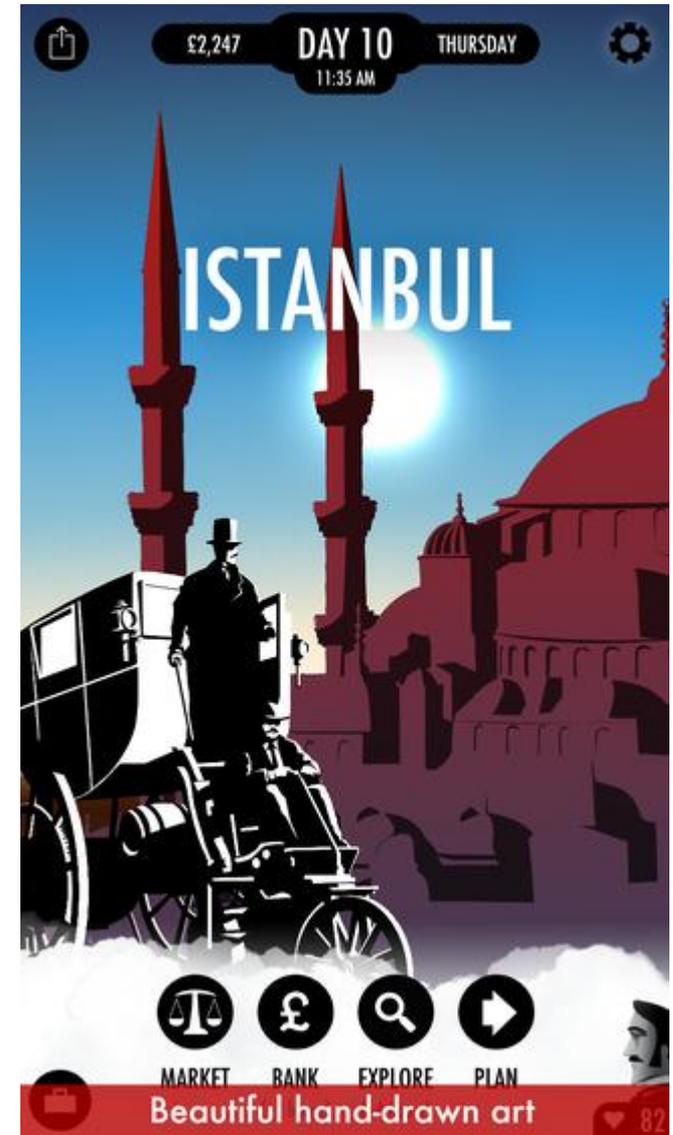


Game design

The story of
educational games
is a story of FAILURES

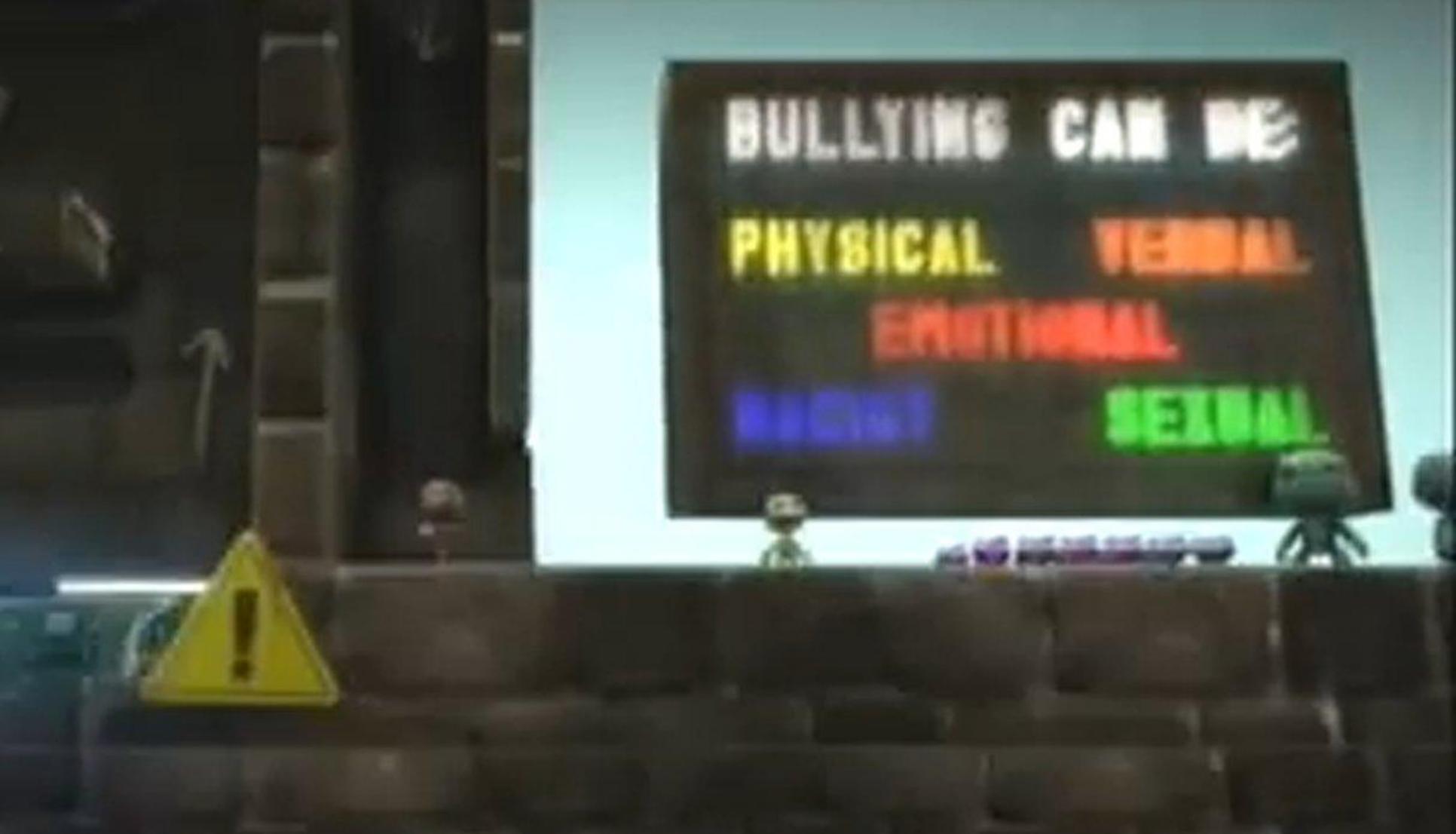
Two reasons:

1. Non designer design, e.g. videogame as “choose your own adventure”



Two reasons:

2. Education as add-on e.g.
education as secondary
narrative



Pick a mod, just change the labels ...

Collateral story gets **in the way**
of play.

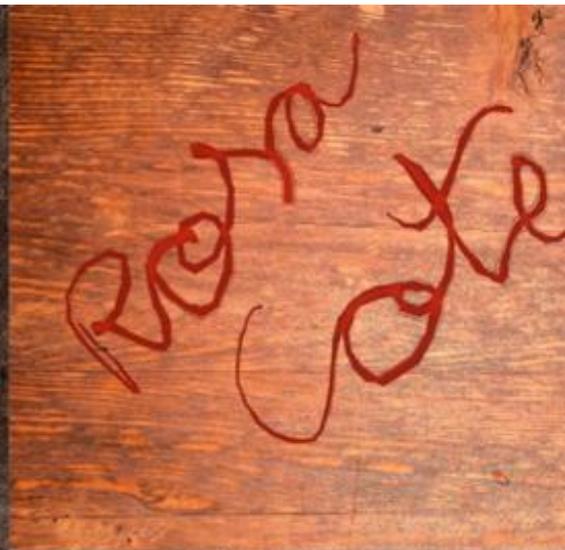
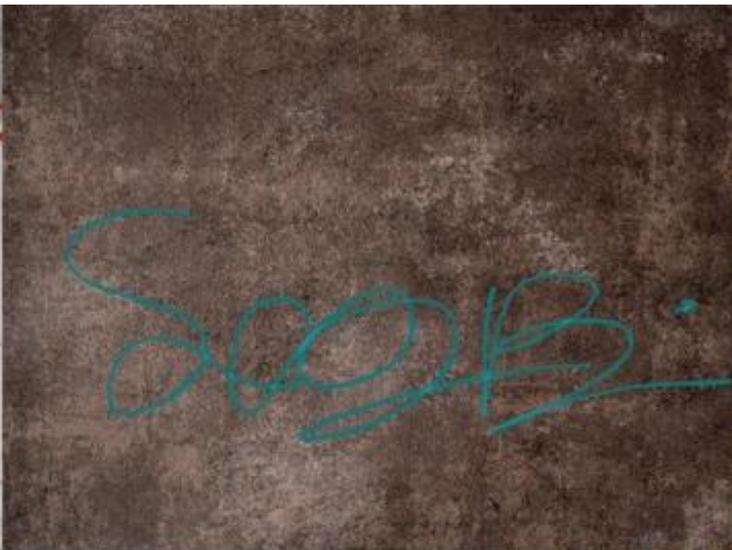
EUROPE | FLORENCE JOURNAL

Florence Tackles Duomo Defacement With a New Tool: Virtual Graffiti

By GAIA PIANIGIANI MARCH 16, 2016



Educational as an organic dimension.



Vive Florence!
♥ Romain et ♥
Magali 26/03/11

Beautiful
Heidi + Troy

This game is a **running experiment in applied game design**: it's a process that has several outcomes, and that does not end at the game release of the 1st of June:

Main outcome is an (experimental) game, that try to get attention even from casual and young players on the themes of neglect and abuse

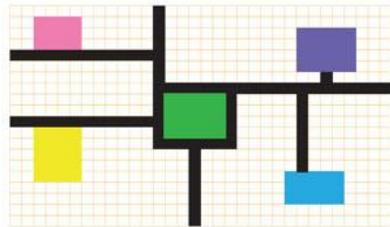
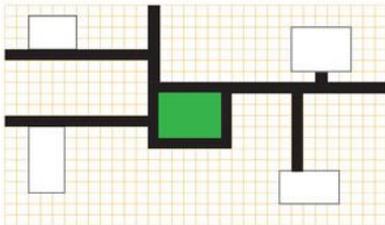
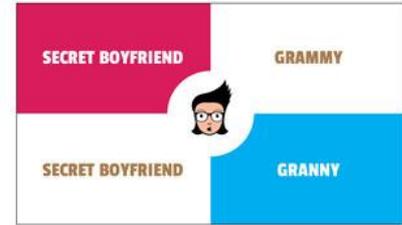
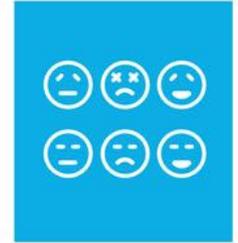
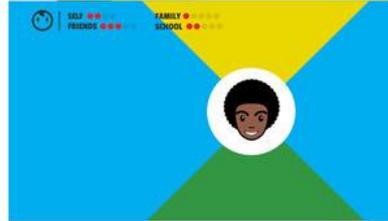
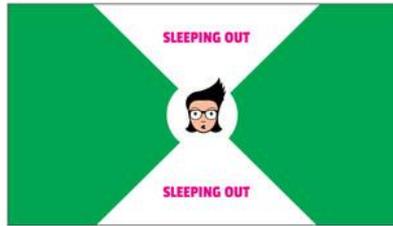
Second outcome is the game design and development process, in its novelty and cross field features is interesting in and by itself

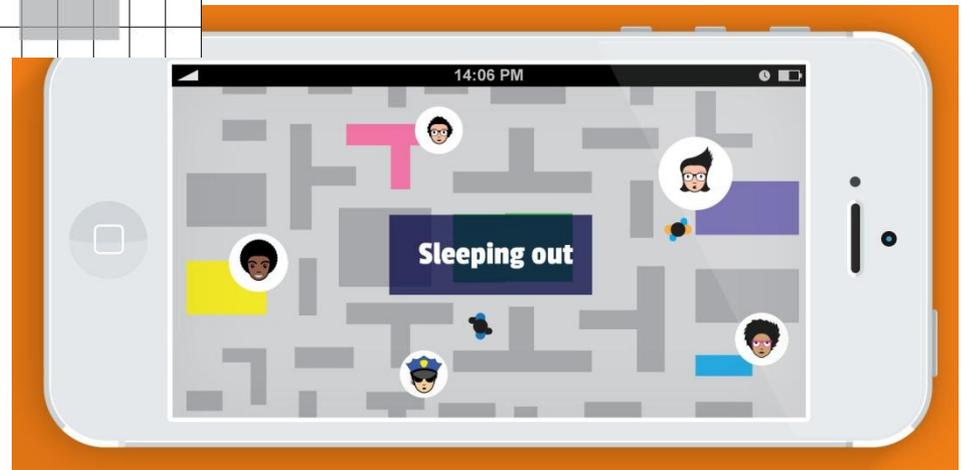
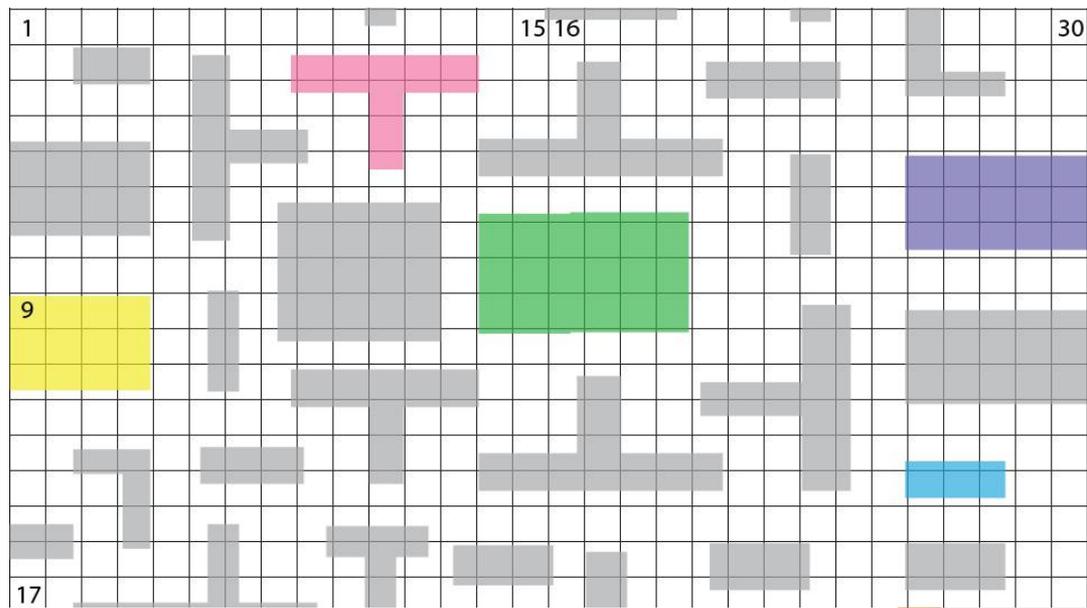
A third outcome is the gameplay statistical data collection (that will go on from the 1st of June for at least 6 months)

In the field of applied games this game tries to be noticeable for the quality of the game play experience (“game feel”) and in-game assets.

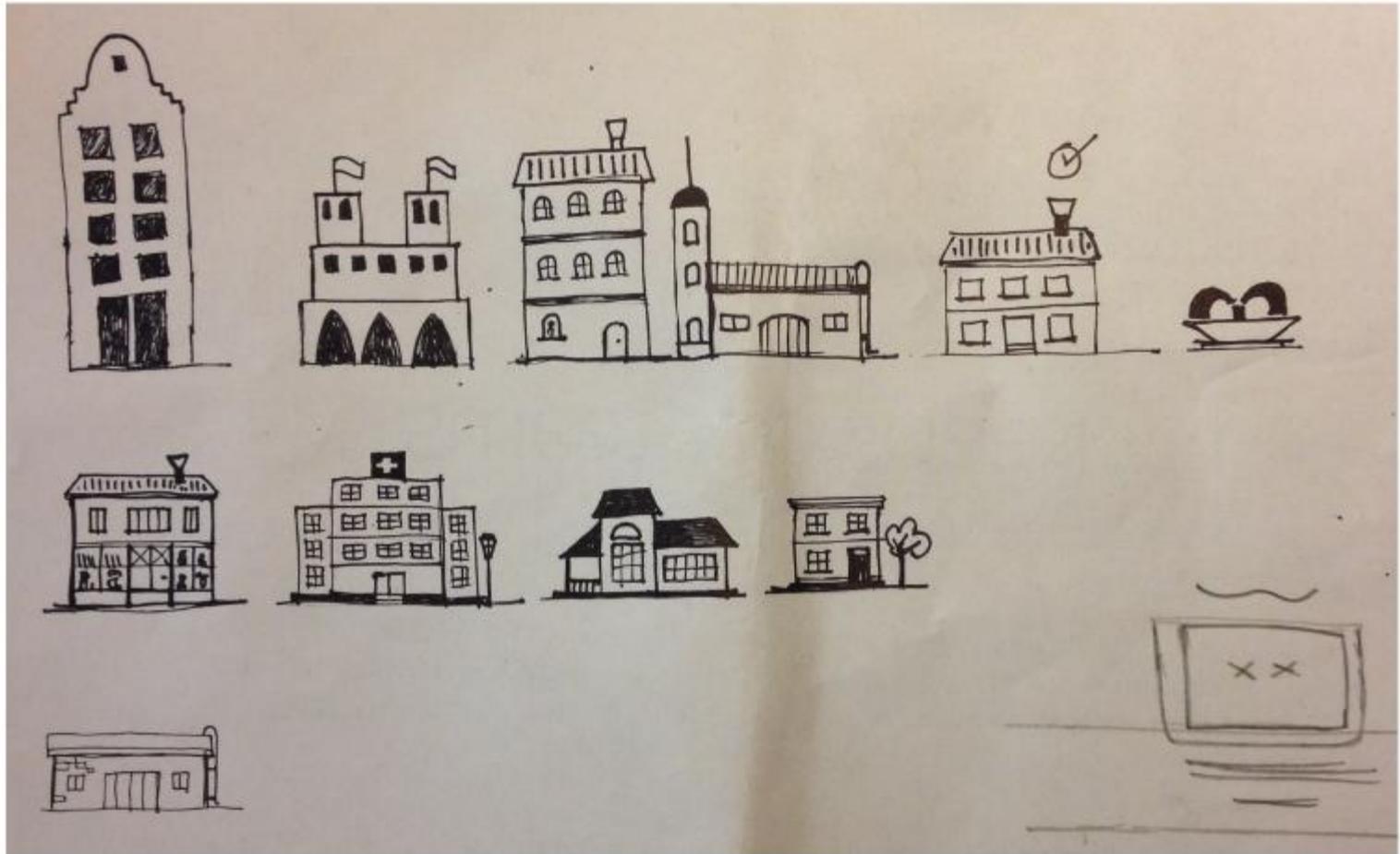
A game design experiment

Evolution of design

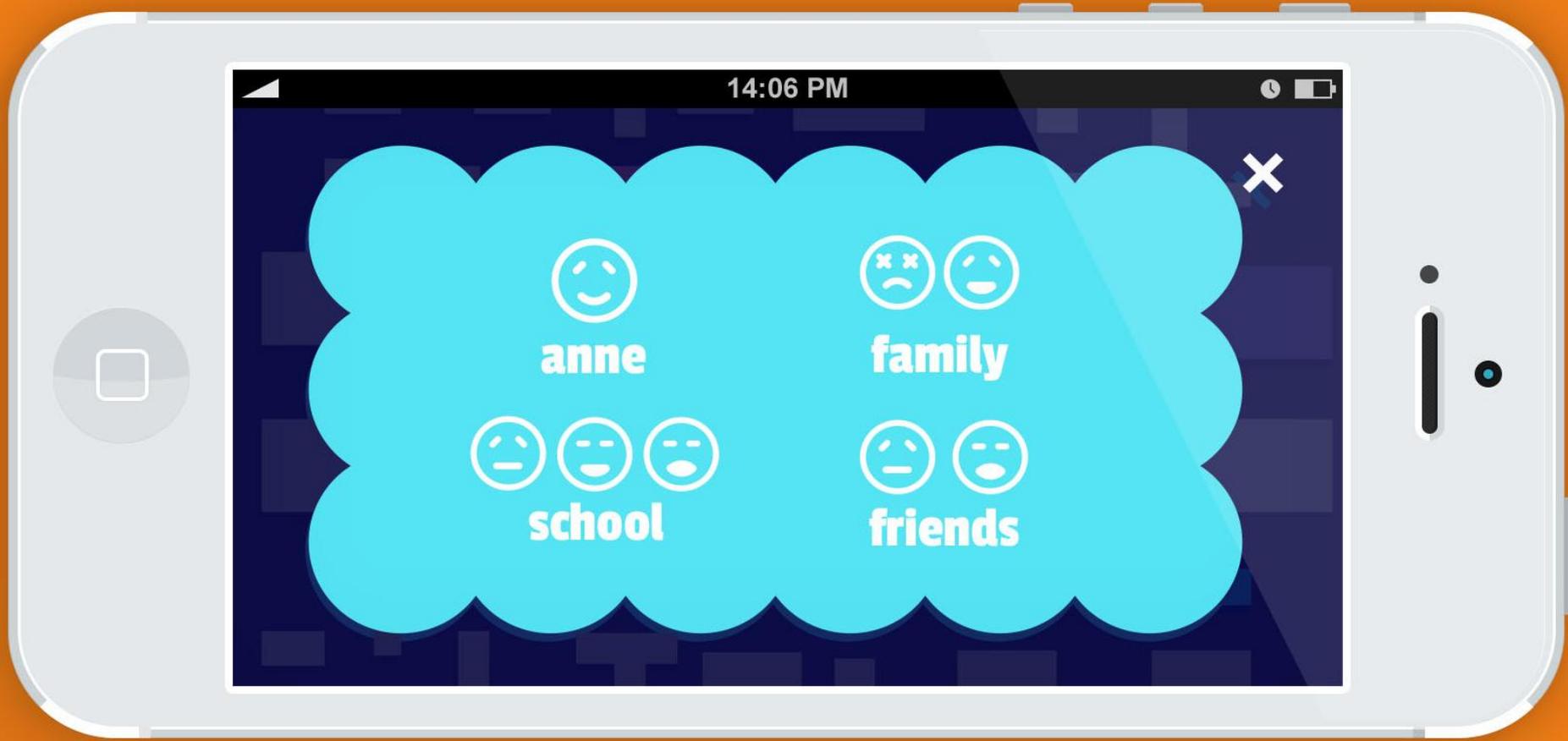




Map with A^* ...



Locations.



State of Mind

The initial game design was more oriented towards simply telling stories, but in the first prototypes that resulted in boring games.

We then added exploration, character meeting / avoiding (a bit like Pac Man), and the resulting game environment is way more “gameful” and stimulating.

The second hurdle has been in getting in game structured stories, and this is getting dealt with in steps.

How the game design has evolved

Play with a single kind of input:

just **tap**.

Playing

**Human driven
tutorial 😊**

<http://kmse.open-lab.com/play-the-game/>

Short Android URL:

<http://bit.ly/kmsea>

Where do I get the game?

Where does it run?

Actions:

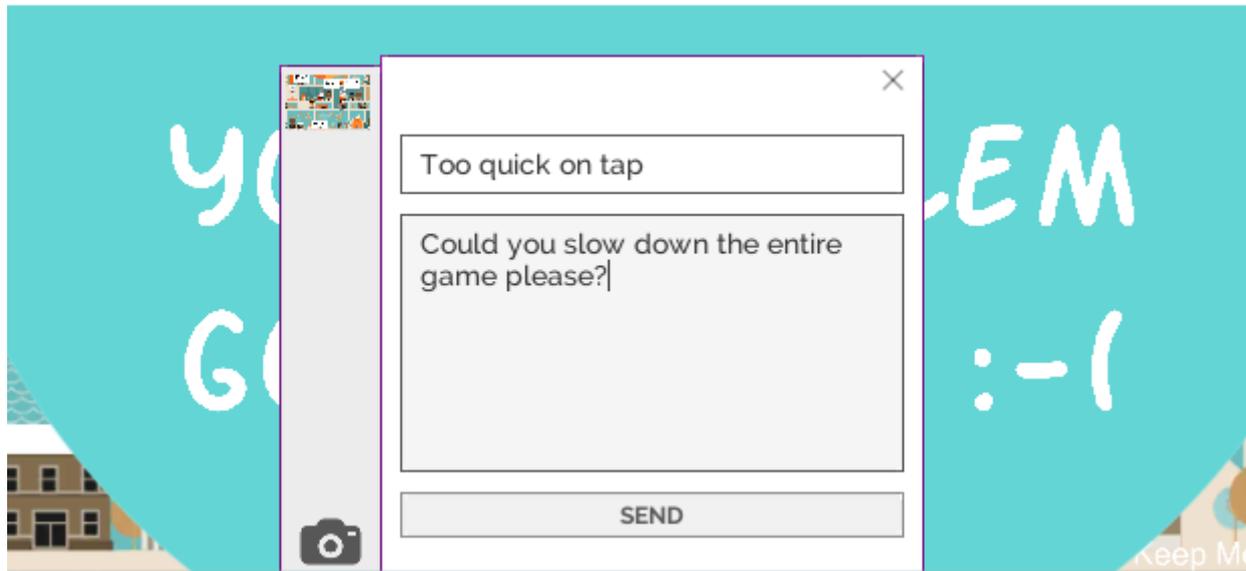
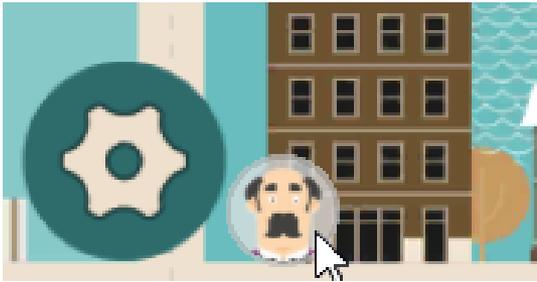
- Tap on locations
- Meeting people
- Personal actions
- State of Mind

Play!

The game alphas are playable on updated desktop browsers (using WebGL), as Windows executables, OSX executables and as Android APK downloads.

The game is being released through alphas and betas towards the June deadline. If you want to be notified of new alpha releases, just send an e-mail to ppolsinelli@gmail.com and we'll add you to the game' mailing list.

**Feedback /
balancing**



Gustave

Game balancing: is the game too easy? Too hard? Pace of events is too quick / slow?

During the meeting by watching game play we can start the “game balancing”
([https://en.wikipedia.org/wiki/Balance %28game design%29](https://en.wikipedia.org/wiki/Balance_%28game_design%29)).

From alpha
beta to final

Core problem is this:

Do write some structured educational episodic stories on neglect and abuse.

Use the Google form.

Just do it.

There are some features that the game alpha for the conference may not include but the final will do:

- The resulting full story: [this feature may end up being included in the alpha at the conference] the full story lived by your character
- Integrated links to instructional sources
- The mystery card: at game start, your character gets assigned a mystery card: something has happened. The card is linked to the solution of a story and will be revealed if the story step is solved [possible feature]
- Game save and continue
- Sending statistical data to web site
- Continuous actions in between problems.

Integrations in development