



March 20-24, 2023
San Francisco, CA

Advocacy Microtalks: Cultivate Your Karass!

Mark DeLoura, moderator
Sophie Artemigi
Steven Dupon
Paul Fischer
Nicholas Fortugno

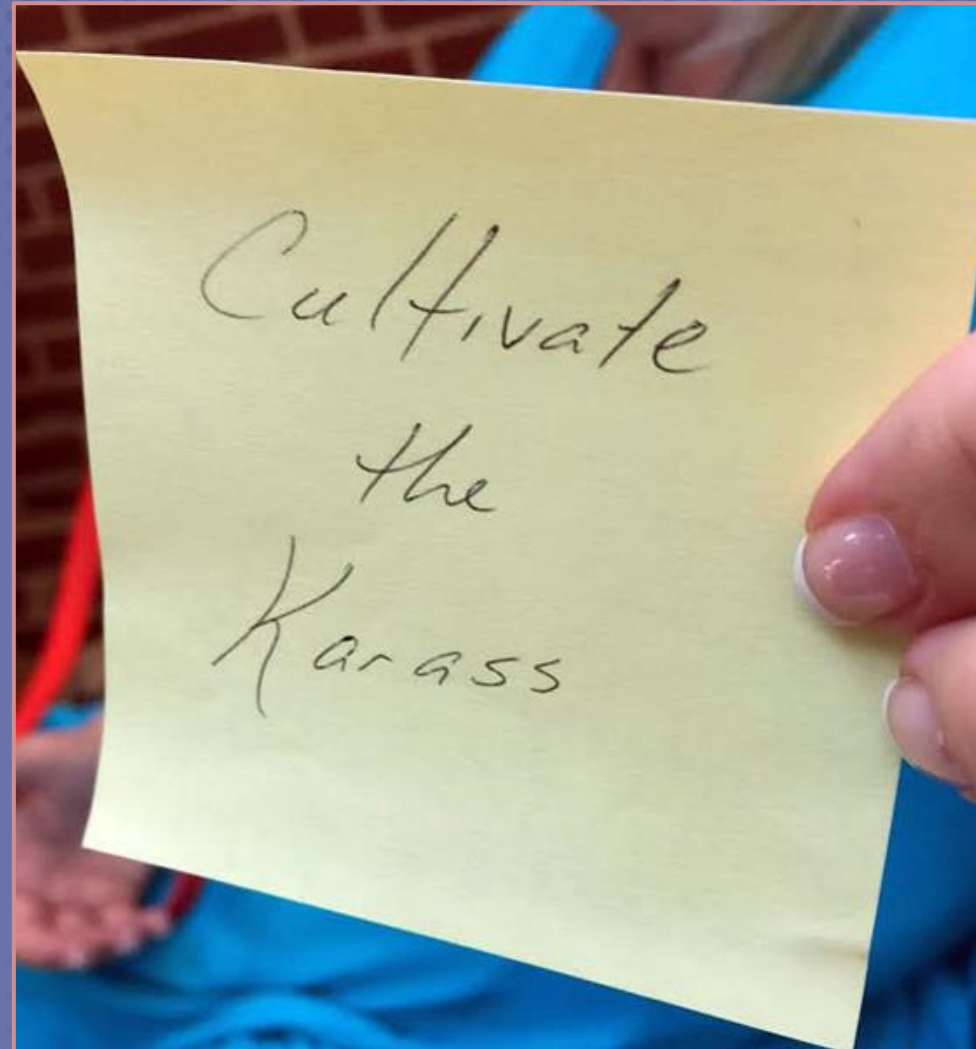
Fong (Waabishkii-Miigwan) Hermes
Anangookwe L. Hermes-Roach
Mattia Romeo
Danijela Steinfeld
Patricia Watts

#GDC23

Advocacy Microtalks: Cultivate Your Karass

**Jake Brewer**

January 1981 – September 2015

**Karass**

A group of individuals who are unwittingly linked, in cosmically significant ways, all committed to doing work for the common good. (*Adapted from Kurt Vonnegut by Lori Brewer Collins*)

<https://www.cultivatethekarass.org/>



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Cat Park

Patricia Watts
Paul Fischer



Reclaim

Fong (Waabishkii-Miigwan) Hermes
Anangookwe L. Hermes-Roach



VOXPOP

Mattia Romeo



Way Out

Danijela Steinfeld
Nicholas Fortugno



How to Make Game Design Disability Inclusive

Sophie Artemigi



Streets of My Town

Steven Dupon

#GDC23



The Success of Cat Park: Sending Disinformation to the Litter Box

Patricia Watts

Director, Technology Engagements at Department of State

Paul Fischer

Senior Technology Advisor @ State / Accenture





Global Engagement Center

U.S. DEPARTMENT *of* STATE

The Mission: "To direct, lead, synchronize, integrate, and coordinate efforts of the Federal Government to recognize, understand, expose, and counter foreign state and foreign non-state propaganda and disinformation efforts aimed at undermining or influencing the policies, security, or stability of the United States, and United States allies, and partner nations."

- 2017 National Defense Authorization Act



Global Engagement Center

U.S. DEPARTMENT of STATE

Technology Engagements Division: Mission

- To defend against foreign propaganda and disinformation by transitioning technologies from concept to application at scale and in support of smart policies and operations.
- TET has developed a dedicated effort for the U.S. Government to identify, assess, test, and implement technologies against the problems of foreign propaganda and disinformation in cooperation with foreign partners, private industry and academia.





Global Engagement Center

U.S. DEPARTMENT of STATE

Technology Engagements Division: Gaming



HarmonySquare.Game



CatPark.Game



FEBRUARY 3, 2020

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PEER REVIEWED

Prebunking interventions based on “inoculation” theory can reduce susceptibility to misinformation across cultures

This study finds that the online “fake news” game, Bad News, can confer psychological resistance against common online misinformation strategies across different cultures. The intervention draws on the theory of psychological inoculation: Analogous to the process of medical immunization, we find that “prebunking,” or preemptively warning and exposing people to weakened doses of misinformation, can help cultivate “mental antibodies” against fake news. We conclude that social impact games rooted in basic insights from social psychology can boost immunity against misinformation across a variety of cultural, linguistic, and political settings.



Global Engagement Center

U.S. DEPARTMENT *of* STATE

Technology Engagements Division: Harmony Square

TECHNIQUE MASTERED!




TROLLING

By acting like you're taking a side in a debate and expressing extreme or polarizing opinions, it's easy to evoke a highly emotional response.

Got it

TECHNIQUE MASTERED!




EMOTION

By putting out large volumes of emotionally charged content, you can't always influence what people think, but you can certainly help decide what they think about.

Got it

TECHNIQUE MASTERED!



AMPLIFICATION

You artificially boosted the reach of your content, and tricked people into thinking you have more support than you really do.

Got it

TECHNIQUE MASTERED!



ESCALATION

You divided Harmony Square into two camps and pitted them against each other. Great job!

Got it



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Technology Engagements Division: Harmony Square

Language

[ENGLISH](#)

[FRANÇAIS](#)

[NEDERLANDS](#)

[BAHASA INDONESIA](#)

[ČEŠTINA](#)

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LESSON PLAN

HARMONY SQUARE

OBJECTIVES

- 1 Understand the dangers around mis- and disinformation
- 2 How to identify mis- and disinformation techniques and prevent the spread of false information
- 3 Understand the importance of media literacy

60 MINS

WHAT IS MEDIA LITERACY?

10 MINS

The ability to understand and filter information from different sources and viewpoints. Those who are media literate are able to:

- 1 Understand the difference between fact and opinion.
- 2 Understand that authors, creators and commentators may be biased, and may be presenting information in a way that advances their own particular agenda.
- 3 Recognise at least some of the manipulation techniques that are used to influence readers, listeners & viewers.

WHAT IS MIS AND DIS INFORMATION

10 MINS

Misinformation Misinformation is misleading, inaccurate or completely false information that is communicated without the explicit intent to deceive

Disinformation Disinformation is false information that is shared with the intention of misleading people

WHY IS IT IMPORTANT TO KNOW HOW TO IDENTIFY MIS AND DIS INFORMATION?

10 MINS

Today we are exposed to so much information from a variety of sources: from traditional sources such as television, radio and newspapers, to newer sources such as social media (Instagram, Tik Tok, Facebook).

With so much information from so many sources, it can be difficult to know what is true, and how easily you can spread false information.

LESSON PLAN

QUESTIONS

- Do you think you have ever been exposed to false information? Where?
- Can you identify it? How?
- Do you ever think it has an agenda beyond what it is saying?

PLAY THE GAME

15 MINS

The idea of the game is that we can become more resilient to mis- and disinformation if we are exposed to it in small doses.

If we practise the sorts of manipulative techniques that are used to spread false information within the controlled environment of the game, we are more likely to recognise and be resistant to those techniques in our daily lives.

[harmonysquare.game](#)

DISCUSSION ABOUT THE GAME WITH THE PUPILS

15 MINS

- What did you think about the game?
- What did you learn or spot?
- What resonated the most about the characters?
- What tactics did they use?
- Have you seen examples of this in real life?

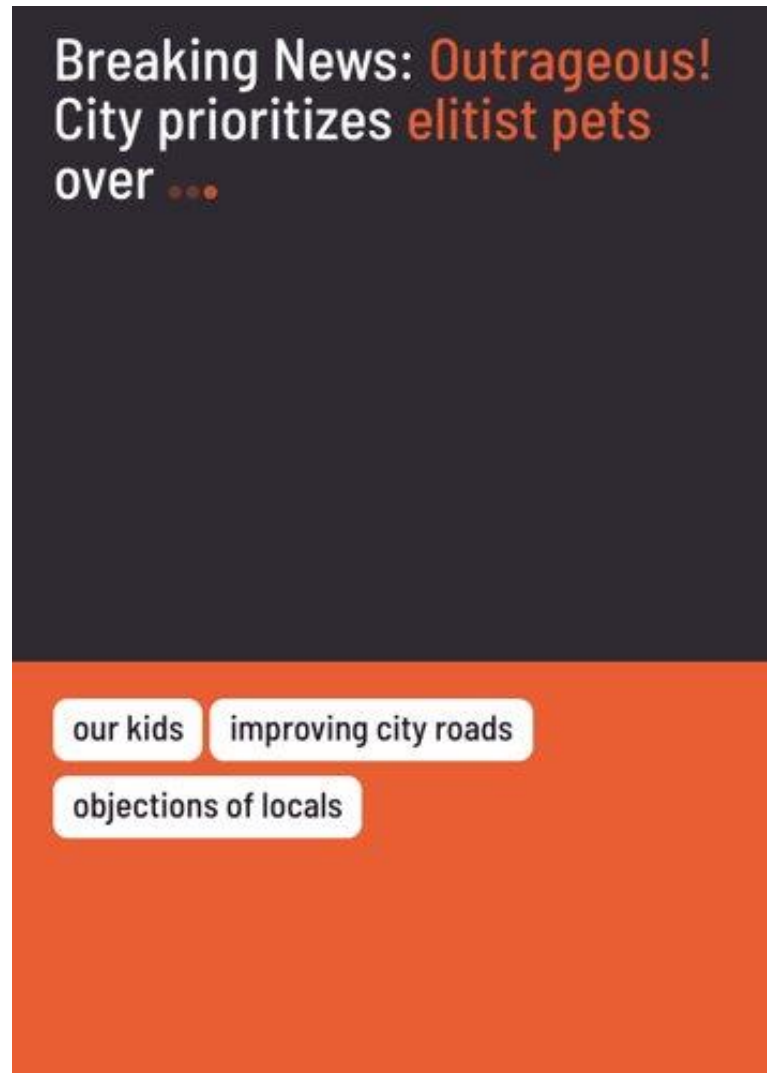
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Technology Engagements Division: Cat Park





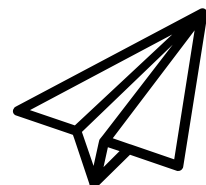
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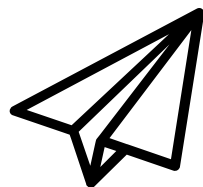
Thank You!



@TheGEC



FischerPJ2@State.gov



GECTech@State.gov





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VOXPOP

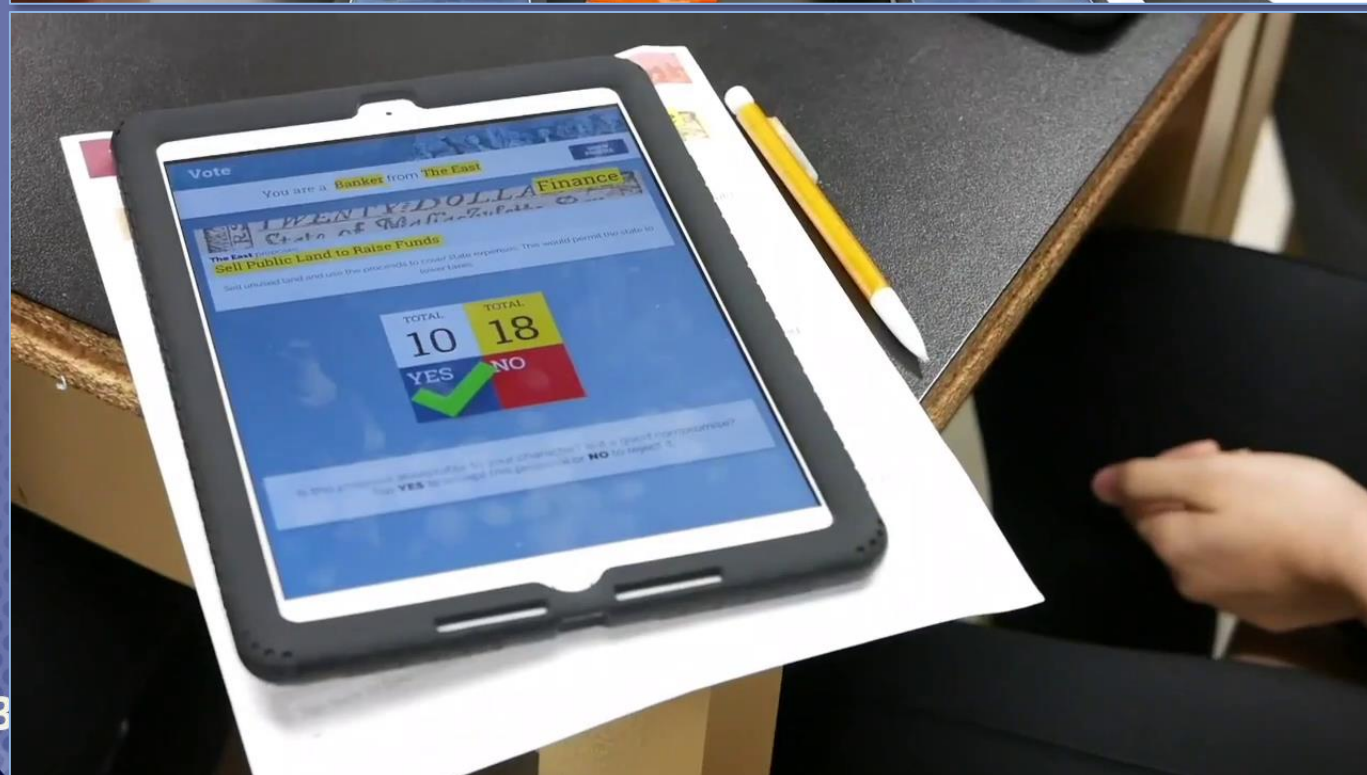
A platform for collaborative live-action role-plays

Mattia Romeo

Co-Founder, Gigantic Mechanic

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VOX
POP

FAULT LINES





IDEOLOGICAL SPECTRUM

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HEADS ON PIKES



BOILING THE FROG



BACK TO THE FUTURE™

EAT YOUR OWN DOG FOOD





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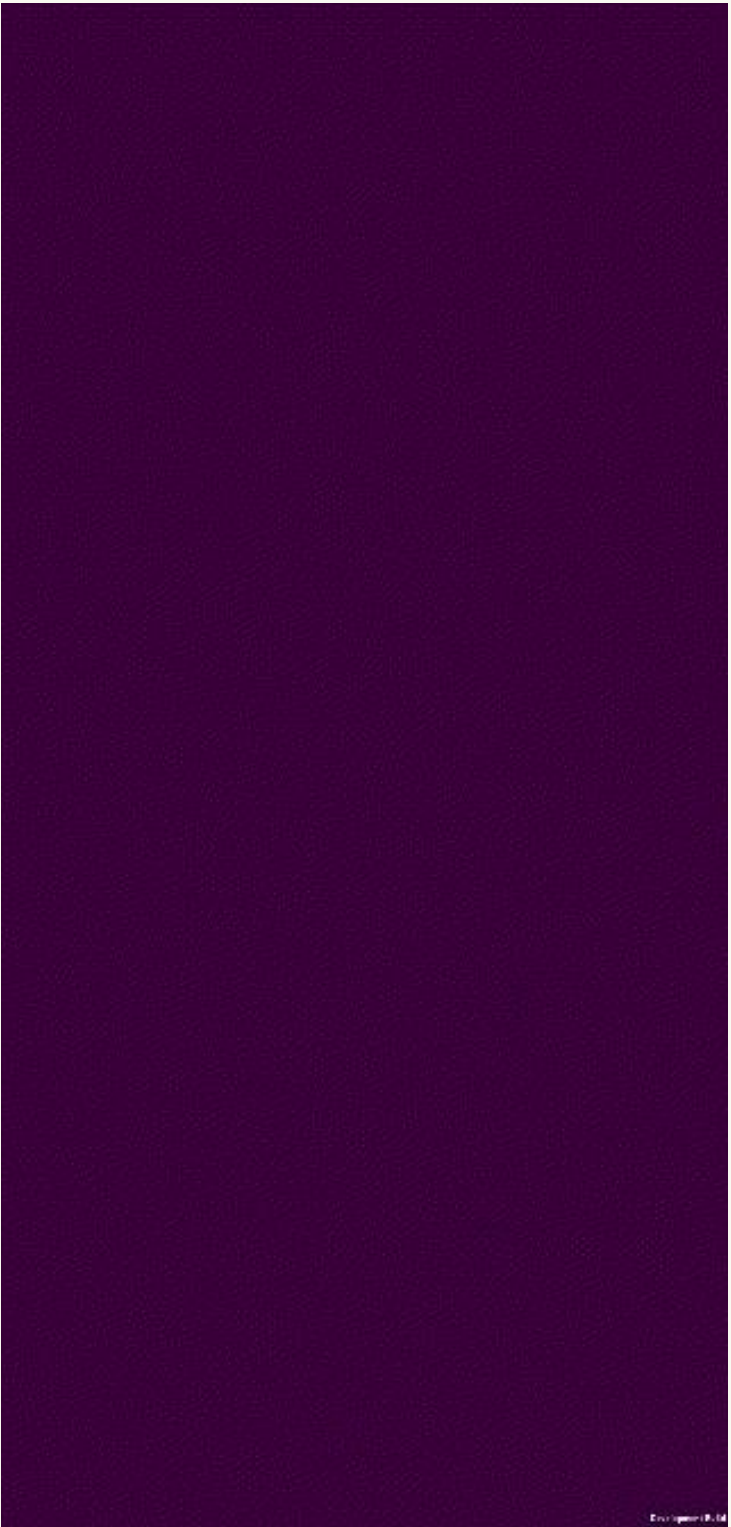
How to Make Game Design Disability Inclusive

Sophie Artemigi
Game Designer

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Top Charts

Free Apps

Paid Apps



1 Hook Up: The Game
Role-Playing



2 Stardew Valley
ConcernedApe's hit farm RPG



3 Coffee Inc 2
Business Tycoon Game



4 Overboard!
Can you get away with murder?



5 Slay the Spire



Companies that are inclusive of disabled workers had 28% higher revenue, double the net income, and 30% higher profit margins.

“Getting to Equal: The Disability Inclusion Advantage.”

-Accenture

Worker-centric Games Design

We design games around platform, monetisation strategy, and audiences. Why not around our devs?

Breaking the Cycle of Distrust

Some factors of distrust:

- Crunch
- Communication
- Societal insecurity

Main sources

<https://projectinclude.org/assets/pdf/Project Include Disabled Workers Report 1121 R3.pdf>

https://www.accenture.com/_acnmedia/pdf-89/accenture-disability-inclusion-research-report.pdf

<https://safeinourworld.org/podcasts/autism-and-game-development-with-jj-fox/>



Reclaim! Land + Ojibwe Language

Fong (Waabishkii-Miigwan) Hermes
Lead Writer & Ojibwe Language Expert

Anangookwe L. Hermes-Roach
Lead Developer & Designer





Fong (Waabishkii-Miigwan) Hermes

- Lead Writer & Ojibwe Language Expert

Anangookwe L Hermes-Roach

- Lead Developer & Designer

VIRTUAL



What is Reclaim?



Our Team

Indigenous Creators



Allen Turner
Game Elder



Renee Nejo
Art Director and Lead
Artist



Mary Hermes
Lead Writer and
Narrative Design



Josh Herron
Character Artist



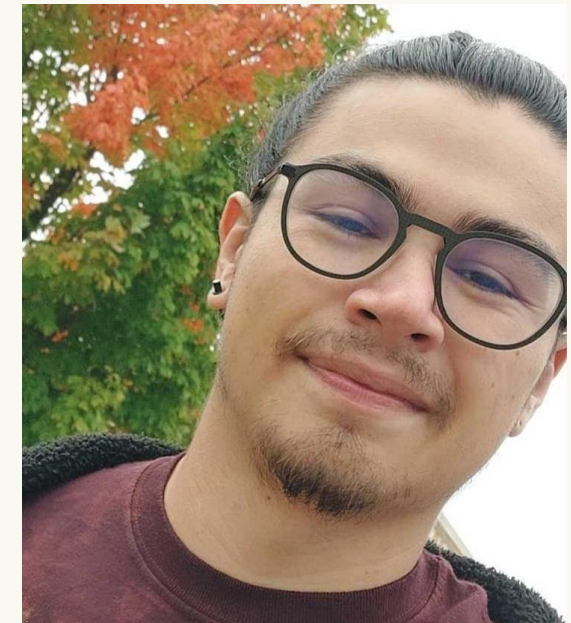
**Anangookwe
Hermes Roach**
Lead Dev and Designer



**Aandeg
Muldrew**
Writer



Jordyn Flaada
Writer



Esiban Parent
Artist

Ojibwe

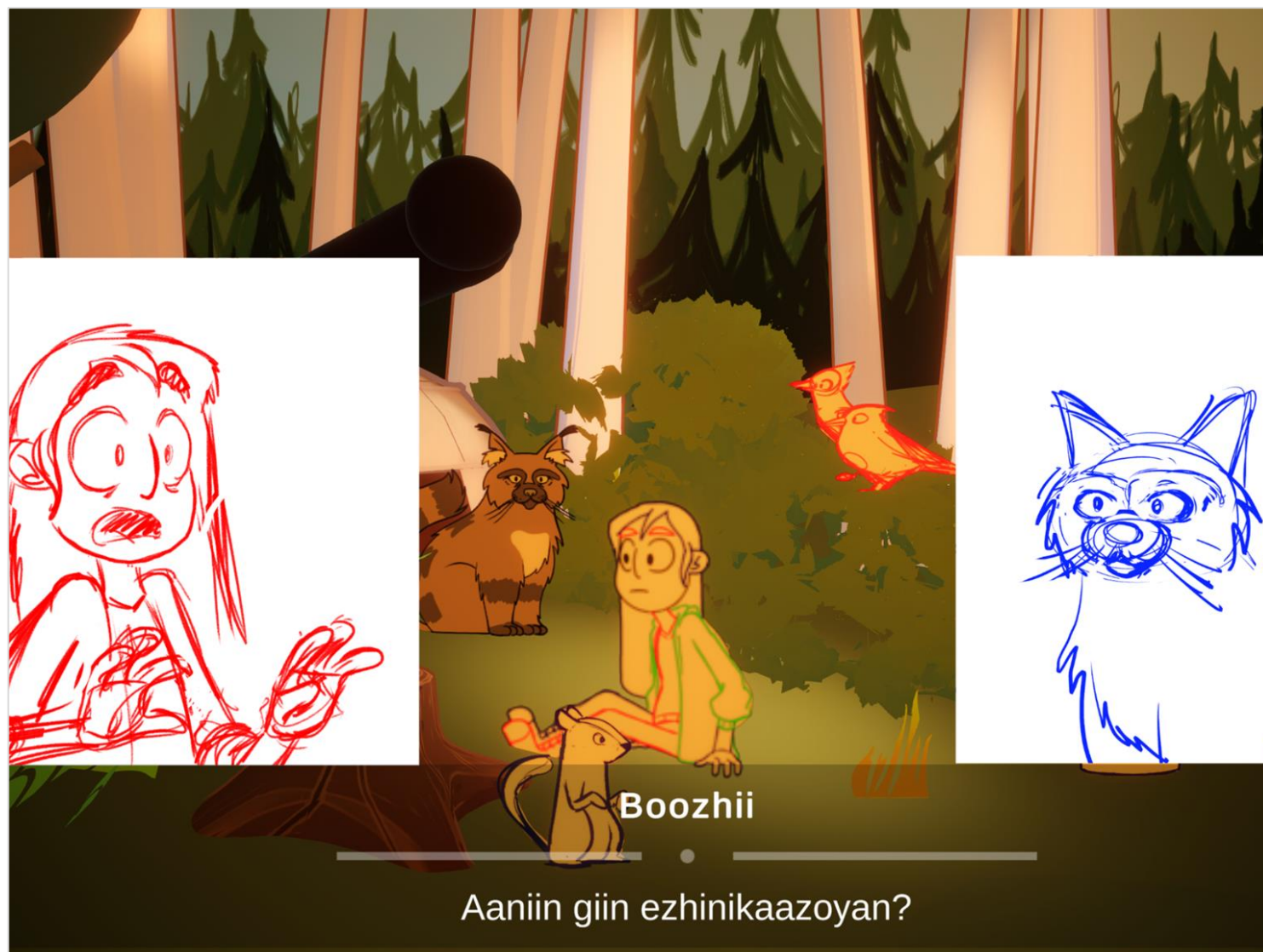
Largest language family in
North America

Over 300,000 tribal
members



Ojibwe Language Reclamation





Transparent Language®

Mobile Access Learning Portal

Ojibwe • Multiple Choice 0 % Complete Reference

Shortcuts (Ctrl)

I'm not any good at it either.

Use emphasis

Choices		Native Speaker	
	Gibiibaagimaa.		
	Ninitaawichige.		
	Gaawiin go gaye niin ninitaawichigesii.		
	Nitaawichige a'aw.		

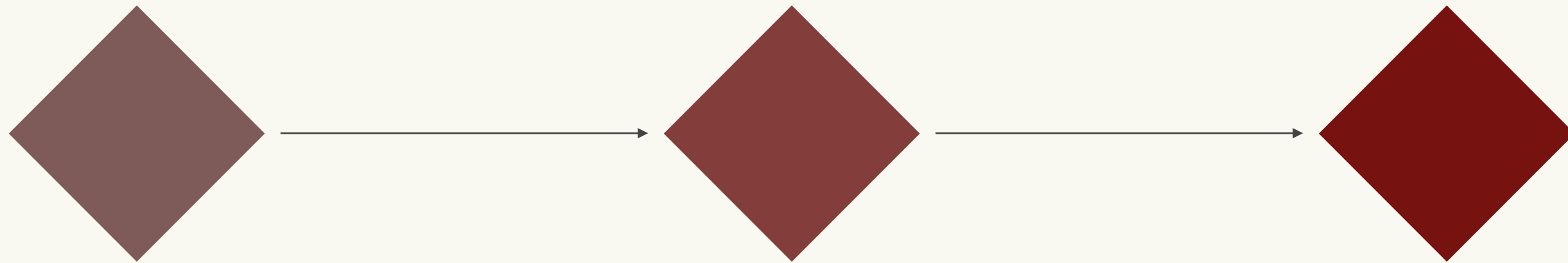
You

Record Your Choice

RECORD

Use Microphone

Community Supported Development Phases:



Pre-Production

- Community codesign
- Exploring emerging technologies
- Video game crash course

Production

- Refining community ideas into game design
- Development begins

Testing

- Testing with immersion students and instructors
- Promote game and learning software
- February 2025 release date



Imagine, if we all Reclaimed.....all of Turtle Island



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Thank you!

Fong (Waabishkii-Miigwan) Hermes
mhermes@umn.edu

Anangookwe L Hermes-Roach
waabhermes@gmail.com



<https://gim-ojibwe.org/>



SPENCER



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WAY OUT

A Game to End Rape Culture

Danijela Steinfeld

Award-winning Filmmaker, Activist, Creator of Way Out game

Nicholas Fortugno

Co-Founder/CCO, Playmatics; Game Designer, Teacher, Artist

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The background of the image is a stylized, painterly landscape from the game Way Out. It features a hazy, orange and purple sky at sunset or sunrise. In the distance, jagged mountains are visible, with one peak showing a bright orange glow, possibly from a fire or lava. The foreground is a dark, rocky terrain with several palm trees and other tropical vegetation. The overall mood is mysterious and atmospheric.

WAY OUT

Getting Gamers to Compete on Compassion

Gameplay and Behavior Change

Way Out aims to use games to address one of the biggest health crises facing us today.

Way Out partnered up with behavioral scientists from Yale and UNESCO MGIEP to develop a groundbreaking measurement assessment tool for compassion and social emotional competency, meaning gameplay can be used to measure these competencies.

Gamers and Harassment

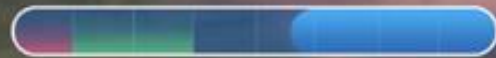
- **1 in 7 men** say they have no friends
- **76% of women** are hiding their identity when playing online.
a whopping 93% experience sexual harassment from fellow gamers.
- **81% of women** reported sexually harassment

Way Out

A base-builder/tower defense mobile game to break prejudices & increase compassion

- *Fight fires and build base to reclaim a devastated landscape*
- *Support your team as they drop into hotspots and battle the blaze*
- *Unlearn harmful behavior and play through emotional support for teammate to create lasting behavioral change*





A woman with dark skin and long dark hair in two braids, wearing a white flight suit with yellow and grey stripes and goggles on her head, stands in a tropical landscape. In the background, there are jagged mountains, palm trees, and a bright orange sun or moon. Lava is visible flowing in the foreground and around the base of the mountains.

Ana

It's hard for me to talk about it. It happened many times, and I didn't know how to avoid these constant... I felt like a toy to him. I reached out to higher ups, and nothing. That's why I got transferred.



Trust



A

*Tell me everything.
Tell me what exactly
happened.*

B

*When did this happen? Is
it still going on?*

C

What do you need?

D

*Ana, that sounds
horrible. I'm so sorry.
Was it rape?*

Way Out

Way Out is a single-player base builder in which the players leads a team of firefighters to put out a set of devastating fires across a populated and vulnerable island.

It's 2044 and you're racing against the clock as a mysterious fire engulfs your island home. You need to find a way out with your team before it's too late. But the road ahead has many dangers: the physical threat of the burning landscape, and the social issues that emerge during your missions, specifically a teammate sharing that she was a victim of sexual harassment and needs your help to reclaim her power.

To survive, you need to support your team completely, strategizing, collaborating, earning trust, and becoming a leader.

- *Unity for Android & iOS*
- *Game Mechanics Scientifically Backed*
- *Tower Defense/Base Builder*
- *Target Audience 17 - 24 year old males*
- *Support Role*

Way Out

A scientifically-backed game that builds a safer world.

Danijela Steinfeld | DanijelaSteinfeld@gmail.com | +1 6466327772

Nicholas Fortugno | nick@playmatics.com | +1 3477310894



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Streets of My Town

Steven Dupon

Director, Institute of Games

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STREETS OF MY TOWN

A PLATFORM FOR CONNECTING YOUNG PEOPLE
TO LOCAL, REAL-LIFE SUPPORT SERVICES

STEVEN DUPON
INSTITUTE OF GAMES
2023

PROBLEM 1

YOUNG PEOPLE HESITATE TO SEEK HELP

- They may not know help is available
- They may not understand how services can help
- Stigma and fear of judgement holds them back



PROBLEM 2

MAKING GAMES IS CRAZY EXPENSIVE

- Cost prohibitive for small to mid sized Not For Profit organisations.





DESIGN

- Low budget & sustainable
- Local & unique
 - stories,
 - characters,
 - services.
- Easy to customise
- Co-designed
- Narrative based



CASE STUDIES

Biik Bilik is a collection of Aboriginal and Torres Strait Islander stories.



Centre for Multicultural Youth created a story for South Sudanese youth.



GET IN TOUCH



STEVEN DUPON

steven@instituteofgames.com

+61 400 882 378

streetsofmytown.com





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Thank you!

Q&A: South Hall alcove 305

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