

Educational Relevancy | PLAYER COOPERATION

DESTINY: PLAYER IMPACT GUIDE

Age 10+ | 1-2 hours

“It’s so important to remember that what we’re doing is making a game, and a game is just a rule-based system that allows people to have fun and challenge themselves, share victory and social connections, I think we’re celebrating that with *Destiny*.”

-- Eric Osborne, Community Manager, Bungie



ABOUT DESTINY

Destiny is a massive multiplayer online game for the Xbox 360, Xbox One, Playstation 3, and Playstation 4. It was released in 2014 and is the first really popular MMOG (massively multiplayer online game) for consoles. *Destiny* can be played and completed solo, but the main focus is based around playing online with other players. To get the highest-level gear after completing the campaign, you have to join what is called a “strike” (two other players) or a “raid” (five other players) in order to defeat difficult bosses. *Destiny* has a total of three classes; each class has two different subclasses that offer the player different spells and abilities that help him/her succeed in their adventure. For more information, visit: <http://www.destinythegame.com/>

THEME FOR THIS GUIDE: Player Cooperation

In this guide, we invite you to think about *Destiny* and the player cooperation that is present in the game. *Destiny* is very focused on having the player interact and work as a team with other players over the Internet, and in many cases makes it a requirement to do so. It offers many challenges for the player and their teammates in a “Fireteam” to complete. *Destiny* forces them to be strategic as they work together and use each other’s class abilities to defeat bosses and other missions.

<p>WHY USE THIS GUIDE?</p>	<p>As you adventure into <i>Destiny</i> we encourage you to play this game with other people online. Playing online with others helps players succeed in their missions and develop cooperative and social skills. As you play, reflect on how different the outcomes were when you play solo and when you play with others. How did playing online differ from playing cooperatively?</p> <p><i>Answer the questions below and record your answers on a separate sheet of paper.</i></p>
<p>GAME BASICS</p>	<ul style="list-style-type: none"> • Create a character; which character did you choose and why? • Complete a campaign mission by yourself; and then complete another one with another player. Was it more difficult to complete by yourself? • Complete a “strike” close to your level with two other players. How did your experience playing with other players compare to playing alone? • As you play with other players, how did you see each class having an impact on each other as you strategized to complete a challenging mission?
<p>THEME INSIGHTS</p>	<ul style="list-style-type: none"> • What are the benefits and challenges for playing cooperatively with others? • Was there a noticeable difference in completing a mission alone versus completing a mission with other players? • Did you see your social skills being used or stretched as you played with other people? If so how? • How did you see the combination of different player classes/abilities impacting and or contributing to the cusses of the missions?
<p>WORLD CONNECTIONS</p>	<ul style="list-style-type: none"> • How do you think you could take the cooperative skills you used in playing <i>Destiny</i> into the real world? • Do you think that being a part of a team can be more effective in completing tasks than doing it by yourself? • Do you feel like honing or improving your social and cooperative skills can be beneficial for you in real life? If so, in what ways? • Do you think that, within a team, each member’s own unique qualities/attributes can be combined to effectively solve tasks and or challenges in real life situations? Why or why not?

Bonus Challenge: Lead a team in real life (professionally or personally) and complete a task or challenge. Create a video or write a reflection on how working cooperatively helped to complete the task. Post it to YouTube, and share the link or your writing on the Center for Games & Impact Facebook page at <http://facebook.com/gamesandimpact>.