

Atlantis Remixed – The Doctor’s Cure: Impact Guide

For Parents

The Atlantis Remixed (ARX) Project is an international learning and teaching project that uses 3D multi-user environments to immerse children, ages 9-16, in educational tasks. Students enter roles as “Remixers” who are sent into different worlds and tasked with the responsibility of making impactful decisions. They experience the importance and outcomes of applying what they learn in their adventures. Through interactions with in-game mentors, Remixers are supplied with the tools necessary to make influential decisions within their world.



ARX’s *The Doctor’s Cure*, a unit inspired by Mark Shelley’s *Frankenstein*, was designed to help young people understand the role that ethics play in science and technology. As Remixers, students become responsible for driving the fate of a town, called Ingolstadt, suffering from a devastating plague. In this world the player becomes invested by experiencing first hand the stress that the plague has placed on the town. The plot will center on controversy about whether or not Dr. Frank, the only person working on a cure, and his research methods can be trusted. The player is recruited by the local newspaper to investigate the issue and eventually is tasked with writing a persuasive article that will decide the fate of the town.

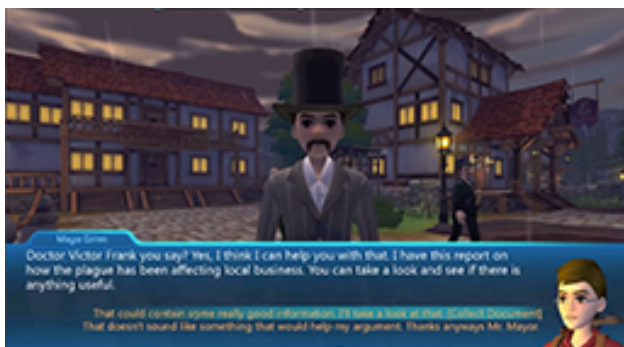
To learn more, including videos and impact stories, check out: gamesandimpact.org/games/atlantis-remixed.



Player gets sick from coming in contact from the plague



Player collects evidence for their THESIS



Persuasive Argument Tool



Mayor offers a source to the player

How to use this guide: Parents – We’ve identified several interesting or important themes in the game. As your child plays through, have them reflect on their play. How have they experienced these themes? Are there other important ones present in the game? What kind of impact does their play allow in the larger world? Have them answer the questions we’ve provided – but feel free to add more at www.gamesandimpact.org.

Warning: Questions contain some spoilers about the games.

Theme: Ethics and Decision Making

The Doctor’s Cure places the player in a powerful position that ultimately decides the fate of Ingolstadt. As a part of the mission, the player is required to interact with a lot of characters to help them build their argument. They are asked to make difficult decisions and are able to explore the effects of those decisions. In the end the player will have made a sacrifice; neither outcome of the article they write will make everyone happy.

By introducing your child to difficult decisions, they are being prepared for the reality that there isn’t always a right or wrong answer for the decisions we make in the world. All we can do is our best to collect the knowledge available in order to make our best judgments. While there isn’t a completely happy ending in Doctor’s cure, your children will be empowered to make a decision and take responsibility for it. Although the outcome isn’t ideal, the aim is for them to believe in the difference they made, and to build their conviction through this argument they constructed.

Questions you can discuss with your children are:

- *Did this game make you feel powerful? Do you believe you can make a difference in the real world? Do you have any idea how you would like to do that?*
- *Do you think it is important for everyone to be happy when doing what you feel is the right thing? Why or why not?*
- *How much did personal experiences affect the decisions you made in the game? Do you think personal experiences should always be considered when making an opinion? Why or why not?*

Theme: Science and Technology

The player is supplied with a lot of tools that make carrying out their mission easier. Different people provide them with these tools in order to serve different purposes. The ultimate “tool” created in the game to help the town is Tim. As the mission progresses, the player is asked to evaluate the limits science should have in order to help society.

Science and technology is becoming increasingly necessary to keep up with progress in the world. As we discover more, we enter new moral territories that challenge our views of what science can and should do. With this unit we want children to be exposed to that reality, and practice evaluating how these issues should be approached. They will be participating in this world bursting with innovations in science and technology, and will be part of the directions they go within their society. It is important to equip them with useful skills they will need in order to influence what they think is important.

Questions you can discuss with your children are:

- *What would you do if a cure for cancer was found, but it went against your beliefs? Do you think you’d have power to influence whether or not it should be made?*
- *What do you think are the boundaries of science and medicine? Should there be any?*
- *What if in the game most of the townspeople disagreed with your decision? Would that affect whether or not you thought you made the right choice? What should be done if you believed a scientific or medical invention was important, but the majority of society disagreed and fought against it?*

Theme: Persuasive Argumentation

In mission 4 and 5 the player is charged with defending their thesis to the best of their ability, in order to persuade the town that they should or shouldn’t allow the doctor to continue with his research for the cure. Through advice from Scoop and Gracie, as well as the PAT tool, the player is guided on what makes a good persuasive argument.

With the development of Internet culture, information is being produced in abundance. However, not all information is credible, and not all conclusions are being logically founded. By introducing children to differentiating between strong and weak sources, they can start

building the skill of filtering all the information they are exposed to. Knowing what information to use and where to find it is an important skill we can encourage them to learn; they can use it to build their own opinions and convictions about what they want from the world they live in.

Questions you can discuss with your children are:

- *Did you learn something about how to convince others of your opinions? If you want to convince us of something, how would you do it?*
- *Are you frustrated when others disagree with you? How do you handle it? Did this game make you feel like you had the power to change opinions of others?*
- *What would it take for someone to change your mind? What would be the difference between a strong source and weak source when convincing you?*