

Environmental Sustainability | NATURE IN URBAN LIFE

FLOWER: PARENT IMPACT GUIDE

AGE 13+ | 1-2 Hours

"I wanted to capture a sense of nature because it's so overwhelming – it's like someone who hasn't seen the ocean go to the beach for the first time."

--Jenova Chen, Creative Designer, Thatgamecompany



ABOUT FLOWER

Flower represents the tension between urban life and natural serenity of nature. Players gather flower petals within the world of *Flower* as they metaphorically renew the world. Like in the real world, everything we do can effect the world around us. For more information, visit: <http://bit.ly/1omCzj6>

THEME FOR THIS GUIDE: Nature in Urban Life

Starting with the image of a flowerpot sitting on the windowsill of a city apartment, *Flower* transports you to an expansive and natural landscape, where you will guide the direction of flower petals using the motion of the game controller. Whether you are soaring above the landscape carried by the breeze of a windmill, or dodging the debris of ruined structures, *Flower* is capable of evoking strong emotions as you unlock the beauty present in each environment. As the game progresses, technology and urban structures start to dominate the once empty landscape. How will this affect you? Will you still be able to grow and brighten the natural world around you?

<p>HOW TO USE THIS GUIDE</p>	<p>Challenge your child to play <i>Flower</i> and understand the relationship of nature in urban life as they make their way through <i>Flower</i>. As your child plays, have them reflect on their experience. Can this game help in thinking about the role of nature in everyday life? Use this guide and the Player Impact Guide to become familiar with <i>Flower</i>.</p>
<p>DISCUSS THE GAME</p>	<p>... <i>the gameplay</i></p> <ul style="list-style-type: none"> • How did you collect flower petals? What do they represent to you? [+2] • What did you do that changed the environment? How did it change? [+2] • How did urban and man made items impact the world of <i>Flower</i>? [+2] • How was the progression of nature in urban areas represented for each level? [+3] <p>... <i>the game's impact</i></p> <ul style="list-style-type: none"> • What was <i>Flower's</i> message? What did the game "say" about our relationship to nature? [+1] • Does <i>Flower</i> show how nature is represented in the real world? Did it change your perspective on nature? [+3]
<p>INTERACT WITH THE GAME</p>	<ul style="list-style-type: none"> • Have your child pick two game achievements and describe how they were earned and what they mean. [+1] • Have your child choose two challenges and support their play as they complete them. [+2] • Play the game yourself, and complete the "Game Basics" section of the player Impact Guide. [+2] • Solve one challenge that your child sets up for you to complete with their help. [+2]
<p>SHARE THE GAME</p>	<ul style="list-style-type: none"> • Post a positive reflection on the CGI Facebook page: http://facebook.com/gamesandimpact [+2] • Engage in conversations with other parents about your experience using the guide and playing the game. [+2] • Host a "Game Slam" event, using these and other challenge questions you create. [+3]

Family Challenge: Play *Flower* together, change the world of one level. Then discuss the visible changes and how you can see these changes in our world and how to achieve them. Create a video of your discuss. Post it to YouTube, and share the link on the Center for Games & Impact Facebook page at <http://facebook.com/gamesandimpact>.