**Educational Relevancy | NON-VERBAL COMMUNICATION**

**JOURNEY: PARENT IMPACT GUIDE**

AGE 10+  |  1-2 Hours

“The goal was to create a game where people felt they are connected with each other, to show the positive side of humanity in them.”

--Jenovah Chen, Creative Director, ThatGameCompany

**ABOUT JOURNEY**

Journey is an indie game created by ThatGameCompany. This game is very unique in the way that the user is not given a story of the game, or who the character is, the user would have to discover it as they play the game. They only thing the player is aware at the beginning of the game are that he or she needs to travel towards a mountain with a glowing top in the distance. For more information, visit: http://bit.ly/1omCzj6

**THEME FOR THIS GUIDE: NON-VERBAL COMMUNICATION**

In Journey, you are immersed in a vast world where they can play with others journeys, by chance, communicating only by singing. While it is possible to play the game alone, the experience is much more meaningful when playing with another person…and it allows you to move faster and fly higher by singing to each other. Journey is an exploration of the value of language for communication, and provides a wonderful meditation on the value and beauty of simplified communication. Now, challenge yourself to learn to communicate in new innovative ways, and reflect on the meaning.

**HOW TO USE THIS GUIDE**

Challenge your child to play Journey and understand its message of communication. As they play, have them reflect on their experience. Then discuss how is communication important in Journey? How is it important in life? What kind of impact does it have on understanding of how the world works? Use this guide and the Player Impact Guide to become familiar with Journey.

**DISCUSS THE GAME**

… the gameplay

• How can you communicate in Journey? [+2]
• How do you talk with others? Can you understand one another? [+2]
• How is the story in Journey explained without verbal narration? [+2]
• How was Journey different then other games that do use verbal communication? [+3]

… the game's impact

• How is the singing communication different then how we communicate already? Why? [+1]
• Can playing Journey help you in learning to understand other forms of communication? If so, how? [+3]

**INTERACT WITH THE GAME**

• 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]

**SHARE THE GAME**

• 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 through Journey together, communicate with other players. How did the experience evolve without communicating with verbal commands. Then discuss them together and create a video of your experience. Post it to YouTube, and share the link on the Center for Games & Impact Facebook page at http://facebook.com/gamesandimpact.