

Public Health | BIOLOGY OF DISEASE
PANDEMIC II: PARENT IMPACT GUIDE

AGE 12+ | 1-2 Hours

“Any important disease whose causality is murky, and for which treatment is ineffectual, tends to be awash in significance.”

--Susan Sontag, American essayist,



ABOUT PANDEMIC II

Originally made as a boardgame, Pandemic was turned into an online game in 2008. In the boardgame, the player has the option to play as a scientist, researcher, Medic, Dispatcher, or as an Operative expert whereas in *Pandemic II*, the online game, the user plays as the disease. Eventhough the user's role is different in the board game and online game, the user will learn about the spread of viruses and the precautions that need to be taken to prevent diseases from becoming pandemics. For more information, visit: <http://bit.ly/1t6EVEI>

THEME FOR THIS GUIDE: Biology Disease

Inspired by real-life pandemics, such as SARS and H5N1 (Avian Flu), *Pandemic II* gives you control over an infectious disease with the goal to wiping out all of humanity as quickly as possible. As your disease spreads and infects more and more people, you are able to unlock new symptoms, resistances, and transmission methods, strengthening your force against quarantine measures and vaccine development. Strategize wisely and evolve your disease into the deadliest pandemic the world has ever known!

HOW TO USE THIS GUIDE	Challenge your child to play <i>Pandemic II</i> as a way to understand how viruses spread and how to prevent them. How can taking the role of the disease give you an understanding about viruses? Use this guide and the Player Impact Guide to become familiar with <i>Pandemic II</i> .
DISCUSS THE GAME	<p>... <i>the gameplay</i></p> <ul style="list-style-type: none"> • What can make your disease stronger? [+2] • What was your strategy for making your disease? [+2] • How do you know when your disease has reached a new country? [+2] • Why was it difficult for your disease to infect Madagascar? [+3] <p>... <i>the game's impact</i></p> <ul style="list-style-type: none"> • How does playing this game help you understand about the spread of diseases? [+1] • How can you protect yourself and others from getting sick? [+3]
INTERACT WITH THE GAME	<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]
SHARE THE GAME	<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 Pandemic II and find a way for your disease to contaminate the whole world. When your done, take a screenshot of it and write a brief summary of what you have learned from playing the game, and what precautions countries need to take in order to avoid a pandemic. Post it to YouTube, and share the link on the Center for Games & Impact Facebook page at <http://facebook.com/gamesandimpact>.