

Public Health | BIOLOGY OF DISEASE

PANDEMIC II: PLAYER 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,



THEME FOR THIS GUIDE: Biology of 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!

For more information, visit: <http://bit.ly/1t6EVEI>

<p>WHY USE THIS GUIDE?</p>	<p>In this guide, we invite you to think about the biology of diseases and how they evolve over time. As you make your way through <i>Pandemic II</i>, reflect on your experience. How realistically do you think <i>Pandemic II</i> represents the evolution of a disease?</p> <p><i>Answer the questions below and add up your points when you are finished!</i></p>
<p>GAME BASICS</p>	<ul style="list-style-type: none"> Choose different types of symptoms to start the game. What type of symptom did you choose? Why?[+1] What are evolution points and how do you get them?[+1] How does your evolution help spread your disease?[+2] Read the breaking news on the left corner. What is happening in the world and how does it inform your strategy?[+2] Looking at the map, what countries are the hardest ones to infect and why?[+3]
<p>THEME INSIGHTS</p>	<ul style="list-style-type: none"> What kinds of traits did your disease begin the game with? How did those affect your strategy?[+1] How effective was your disease against humanity? Would you evolve in the future? Why?[+2] How do natural disasters in the world help your disease spread faster? [+2] For the countries that were not infected, why did the infection not spread?[+3]
<p>WORLD CONNECTIONS</p>	<ul style="list-style-type: none"> What is a pandemic? How is it different from an epidemic?[+1] Have any pandemics ever happened during your lifetime? What were they and how did they affect the world?[+2] How do nations work to prevent pandemics?[+3] If the disease you created in your game was unleashed against humanity in real life, how effective do you think it would be? Would humanity be able to stop it before it spreads out of control? Why?[+3] How can a game like <i>Pandemic II</i> be useful against actual pandemics? [+3]

Bonus Challenge: Research online about a famous pandemic from history, such as the Bubonic Plague or the Spanish Flu. Using the game, try to accurately re-enact the disease by replicating its symptoms, transmission methods, and resistances. How effective was the disease against humanity? Was it eradicated by a vaccine? What kinds of medical, social, or infrastructure advancements make it easier for humanity to deal with pandemics? Write about your experience in a personal journal or blog and share it with your friends and family!

Post it to YouTube, and share the link on the Center for Games & Impact Facebook page at <http://facebook.com/gamesandimpact>.