Engaged Citizenship | EFFECTIVE COLLABORATION
WORLD OF WARCRAFT: PLAYER IMPACT GUIDE
Ages 15+ | 2-3 hours

"The best aspect of designing games at Blizzard is that the entire company is passionate about the gameplay within each and every product. From the executive team to customer service to our global offices, every single person is a player and contributes to making the best possible games. It's for very good reason that the first credit on every Blizzard game is 'Game Design by Blizzard Entertainment."

--Rob Pardo, Former Chief Creative Officer, Blizzard Entertainment

THEME FOR THIS GUIDE: Effective Collaboration

World of Warcraft (WoW) is an online multiplayer game and while it is possible to play solo, many of the more exciting play challenges and story experiences require a group to succeed. When collaborating in a group, as in real life, players must often negotiate with each other on how to establish goals and priorities, work together to solve problems, and establish a "fair" distribution of responsibilities and rewards. *WoW* provides tools for organized long-term teams (guilds) as well as pick-up-groups to work through these issues. The game also positions players in a loose two-faction system (the Horde and the Alliance) who are in conflict with each other; belonging to one faction or the other creates a kind of group identity and players available choices are often determined by this allegiance. For more information, visit: http://bit.ly/1wsLek9

WHY USE THIS GUIDE?	In this guide, we invite you to think about *World of Warcraft* as a model of effective collaboration. Players must work together to successfully collaborate together to complete complex challenges. As you play, reflect on your experience: How is collabroation present in *World of Warcraft?* What type of collaboration skills are you using that can apply to your life? *Answer the questions below and add up your points when you are finished!*
GAME BASICS	• Create a character. What type did you decide to play, why? [+1] • Complete the starter area for your character. Do you work with other players, or complete the starter area alone? Does your choice make it easier, or more difficult to complete? [+2] • Find a group and complete a dungeon. How does this differ from playing alone? [+2] • Become a group leader. What additional responsibilities do you have? [+3]
THEME INSIGHTS	• What are the benefits of working collaboratively? What are the challenges? [+1] • Were there conflicts in your group? If so, how do you work to resolve them? [+2] • Do you feel collaboration is important in completing a dungeon? What happens when players do not collaborate to complete the task?[+2] • As a group leader, how do you determine the roles and responsibilities of group members? What do you struggle with most? What do you find useful in navigating challenges? [+3]
WORLD CONNECTIONS	• How can a player use collaboration skills learned through *World of Warcraft*, such as communication, empathy, and negotiation, in the real world? [+1] • Think about a situation in which collaboration is not used effectively. What is the result? Where in life do you think collaboration is most beneficial? [+2] • Did you ever encounter a situation where you collaborated with a player from the opposite faction? How do you see this happening in collaborative sitautions in the real world? How can you improve collaboration with others who have different points of view? [+3]

Bonus Challenge: Lead a group through a challenge (in real life or the game). Create a video and reflect on your group accomplishment. Post it to YouTube, and share the link on the Center for Games & Impact Facebook page at http://facebook.com/gamesandimpact.