

Economic Prosperity | OVERCOMING DOUBT

FUTUREBOUND: PLAYER IMPACT GUIDE

Ages 10 - 13 | 1 – 2 hours

*“A game challenges you. It calls you out. It makes you experiment. It makes you earn every victory. By playing a game, you create the story of your journey. It’s **your** journey. Your journey is very different from everyone else’s journey.”*

-- Sean Bouchard, Lead Game Designer, FutureBound



ABOUT FUTUREBOUND

FutureBound is an adventure game designed to help middle school students build self-awareness and college / career awareness. Players enter middle school, explore the campus, make friends, and learn about the different interests and ambitions of these friends. As players interact with game characters, they increase their own interests that are collected as ambitions. These ambitions may eventually fill out into powers. Powers can be used to defeat personal fears and doubts that take the form of gremlins or monsters. These fears and insecurities appear as the player roams the school and may prevent players from accomplishing quests. As players interact with other students, nurture interests, and complete tasks they also increase power stats so they are able to combat and overcome the self-doubt gremlins. By defeating these insecurities, players become better able to accomplish quests. On their journey, players build identities and character so they may successfully transition through middle school. For information, visit: <http://www.futureboundgames.com/games/>

THEME FOR THIS GUIDE: Overcoming Doubt

In *FutureBound*, players explore ways to gain career interests. They also explore ways to overcome barriers to accomplishing ambitions and tasks. For more information, visit: <http://www.futureboundgames.com/game>.

<p>WHY USE THIS GUIDE?</p>	<p>In this guide, we invite you to think about <i>FutureBound</i> as a tool to explore career interests and as a tool to gain dispositions that may help you overcome doubt or insecurities.</p> <p><i>Answer the questions below and record your answers on a separate sheet of paper.</i></p>
<p>GAME BASICS</p>	<ul style="list-style-type: none"> • Create an avatar and begin seventh grade. Meet your cousin, Kevin. What does Kevin warn you about? [+1] • What does Kevin suggest causes the monsters to show up? Why do you think only you can see the monsters? [+2] • What advice does Kevin give you about how to defeat the monsters? [+2] • Talk to other students in the school. What are their interests? What can you gain by listening to them? [+3]
<p>THEME INSIGHTS</p>	<ul style="list-style-type: none"> • How do you get passion? Why is it important [+1] • What happens when the monsters appear? What do the monsters do? What can you do to deal with the monsters? [+2] • What was your greatest victory? How did you go about earning that victory? [+3]
<p>WORLD CONNECTIONS</p>	<ul style="list-style-type: none"> • What kind of interests did you gain in the game? Which of these interests match ambitions or interests you may have in the real world? [+1] • Pick an interest that is important to you in your real life. What kind of doubts might keep you from pursuing that interest? [+2] • How might you go about overcoming those doubts? What are 3 or 4 things you could say or do to overcome those doubts? [+3] • Talk with another <i>FutureBound</i> game-player. How was your game, or your journey, similar to and also different from the other player? Why was it different? [+3]

Bonus Challenge: A mentor, Kevin, appeared at the beginning of the game to give advice. Sometimes, a mentor, like Kevin, is crucial for inspiring learners to consider new interests, increase confidence, and pursue ambitions. Consider serving as a mentor. How could you use the game, *FutureBound*, and what you learned from playing the game, to guide a mentee to greater college and career awareness. What could you say or do to help the mentee succeed with the game and increase his or her confidence and commitment with real-life ambitions?