Encouraging self-expression and debate

in RecovR

Cultural context of research

Art Games, Serious Games, Games for Change, Persuasive Games, Indie Games, Expressive Games, Queer Games...

How Narrative Design can foster social interconnectedness ?

Research aim: a ludo-narrative model that enables a sustainable impact on cultural diversity and inclusivity.

Main game goal: encouraging the expression of different feelings and thoughts on multifactorial and sensitive issues such as gender or disability.

Working hypothesis

emphasize the role of the player in the construction of the game's meaning.

Method

- Research for creation
- Creation for research

Theoretical framework

- Post-classical narratology
- Play studies
- Narrative Design

What is RecovR ?

- A tool for professional training, used either alone as a self-examination experience or with other people as a shared experience
- A narrative game divided into several modules, each related to a social issue (sexism, ableism) and made up of several episodes.

Preliminary conclusions

- To create a deep and sustainable impact on social issues such as sexism and ableism, games need to be catalysts for human relations.
- For a game to foster exchange between diverse points of view, a solution seems to be to not try to impose a unique scope, but rather to create an experience based on tensions between diametrically opposed poles.
- Rather than focusing on designing harmony and consensus, we may seek to draft a chaotic structure and trust the player to take into their own hands the process to make sense of it.

Some ideas tested in RecovR module 1

- Consensus can emerge from dissensus
- Experience based on tensions between diametrically opposed poles, such as:
  - immersion and reflexivity
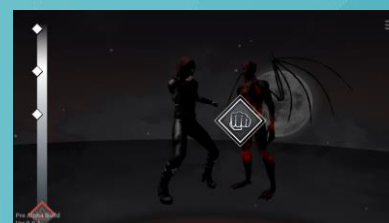 - empathy and self-expression

Exploration as expression of oneself: sense of wandering and discovery of rumours

Fictional events and narrative tension: facing a polyphony of voices

Fictional events and narrative tension: facing a polyphony of voices

UI diegetic text: understanding the avatar's point of view

Expressing one's emotions through autotelic play

Further research

- User tests on module 1 on identification and empathy.
- Other design ideas to create self-expression and debate in RecovR module 2 on ableism.
- Collaborative work: communicating provisional results and engaging conversations with professionals and researchers.