

# CO GAME Videogame Research

## General Information about the Game

**Name of the game**

**Year of Creation**

2012

**Description of the game**

Developed by the Bologna Koala Games, "The Invisible Hand" is the first game in Italy focused on issues of fair trade and solidarity economy, Free downloading with a direct donation to the projects that will be supported. An action adventure that stretches from the settings of a western metropolis to the misery of the African areas, through puzzles and skill checks.

**Platform**

iPad, iPhone, MAC, PC

**Type of the game**

Seriuos game

**Website**

[http://www.adventuresplanet.it/scheda\\_recensione.php?game=invisiblehand](http://www.adventuresplanet.it/scheda_recensione.php?game=invisiblehand)

**Are there more institutions cooperating to the videogame development? Which profiles?**

RTM - Reggio Terzo Mondo, Asal, ProgettoMondo Mlal e Osvic

## BLOCK A. HERITAGE INTEREST

This part is for describing the heritage quality of the game.

**Is there any distinctive heritage element?**

No

**If yes, which are the different historical contexts (Who, when, where, why?) described.**

Contemporary.

**Which are the main historical elements described?**

The game takes place nowadays and talks about the relationship between the consumption of products of the multinationals, the exploitation of workers, of 'consumer attitude that dominates the global society.

is designed for boys, girls, students and students from ten years of age from around the world, but also for teachers and trainers and anyone who wants to know, playing, the so-called unjust logic "free" market and those , alternatives, fair trade.

**Are they rigorous or inspirational or simply scenarios for the development of the story?**

Rigorous

**Which are the most interesting elements regarding COGAME framework, and why?**

Indie videogame.

Critical consumption and fair-trade.

Human rights.

Independent producer.

Didactics.

## **BLOCK B. EDUCATIONAL PURPOSE**

This part is about collecting information about the educational sense f the game.

**Age addressed by the videogame**

11 - 14, 15 - 18, +18

**Is there any link with the national educational levels? (Is the game addressed specifically to any pedagogical level? To some pedagogical activity?)**

No.

**Which educational purpose has the game?**

Critical Consumption

**Target addressed by the project (List: community, classroom, subrepresented groups, disadvantageded, etc.)**

Boys, girls, students and students, but also for teachers and trainers

**Which are the main skills / knowledges / attitudes learned by using the videogame?**

## BLOCK C. VIDEO GAME DESIGN

This part is for collect information about video game design

### **Graphics (Which type of graphics are used by the video game?)**

3D

### **What is the storytelling of the video game? (Which are the main narrative elements?)**

Through the simulation of real situations the player will be located on fight against consumerist attitude that dominates the global society and the pounding advertising that leads us to turn us into inert and passive citizens

### **Is it future or past oriented? It is dystopian or utopian?**

It's present oriented. Both (distopian and utopian)

### **Main characters (How many characters the player can choose? Describe them.)**

Two. A man or a woman

### **Interactivity (What is the level of interactivity inside the game? Describe.)**

Medium.

Divided into several missions to play individually or in HISTORY mode, The Invisible Hand also includes lots of fact sheets and hundreds of quizzes that can be used in education as a collective or individual evaluation moments. Pedagogical guidelines of the game have been defined with the collaboration of the University of Bologna - Faculty of Education

### **Usability (Has the game a complex screen? Number of controls (keyboard, screen, Joystick...))**

Keyboard

### **Accessibility (Is the game prepared for people with mobility or control disadvantages?)**

Yes.

## BLOCK E. ASSESSMENT FOR CO-GAME

**Which are the elements you identify as relevans to be taken in mind for the development of the different IO for Co-Game?**

Educational issues.

Pedagogical issues.

**Which are the elements not to repeat while developing Co-Game?**

None

**Name of the organisation in charge of the questions (Write the name or your organisation (CEPS, LATERNA, MUNDANEUM, CIES; BFI)).**

CIES Onlus