















Quandary	
 Link to the Game	https://quandarygame.org
 Promoter	Panevezys District Education Center (Lithuania)
 Type of Game	Online game – Single player – Narrative game
 Target Age	8-14
 Language(s)	English, Spanish
 Prosocial Value(s)	Respect/tolerance/accept the differences Ethics Peace/democracy/citizenship Solidarity/help each other
 Prosocial Skill(s)	Communicating with others Respecting Others Perspective taking Identify social cues Self-control Cooperation Problem solving Set goals and plans Help the others
 Objectives	<ul style="list-style-type: none"> › <i>Direct</i>: to teach how to make better decisions › <i>Indirect</i>: to engage students in ethical decision-making; to take perspectives in decision making › <i>Psychological, sociological, prosocial</i>: to teach how to deal with challenging situations in community, to analyse ethical issues in decision making








 <p>Description of the games</p>	<p>Quandary is a free, <i>prosocialdisciplinary</i> game that engages students in ethical decision-making and develops skills that will help them recognize ethical issues and deal with challenging situations in their own lives.</p> <p>Players develop skills such as:</p> <ul style="list-style-type: none"> - critical thinking, - perspective-taking and - decision-making. <p>Quandary provides a framework for how to approach ethical decision-making without telling players what to think. Players must make difficult decisions in which there are no clear right or wrong answers but important consequences – to themselves, to others in the colony and to the planet Braxos. In their interactions with other settlers in the colony, players must consider facts, opinions and solutions, just like in real life.</p> <p>Quandary approaches the broad topic of ethics by helping students understand how to take a different perspective and learn how to empathize. In the game, Earth residents have colonized the far away planet of Braxos. The player is the captain of the mission and has to make important decisions about survival in the new world that will affect her crew and the residents of Braxos.</p> <p>The game consists out of episodes that are built out of 4 different gameplay stages:</p> <ul style="list-style-type: none"> - <u>Get your facts right</u> <p>In this stage, players need to distinguish facts from opinions and solutions.</p> <ul style="list-style-type: none"> - <u>Narrow it down</u> <p>The player needs to choose two solutions from the ones he correctly identified in the previous stage. He will further investigate these solutions in the next stage.</p> <ul style="list-style-type: none"> - Investigate Viewpoints <p>With the help of solution and fact cards, the player tries to get a deeper understanding of the opinions of the colonists. The better he understands the colonists, the more points he will receive.</p> <ul style="list-style-type: none"> - <u>Council</u> <p>In the last stage, the player needs to present the council two arguments for and two arguments against the chosen solution. The decision of the council thus depends on the players skills to differentiate facts from opinions.</p>
 <p>Equipment Needed</p>	<p>On the web Quandary will work on any web browser with the latest version of the Flash player plug-in.</p> <p>On tablet devices Quandary is available as a standalone app on Android tablet devices and Apple iOS devices.</p> <p>The tablet app and web versions of the game are the same, but the tablet app contains the exclusive Character Creator tool, where players can build their own colonists in response to a new set of challenges.</p>



 <p>Description of The Activity</p>	<p>For example:</p> <p>“As a veteran science teacher at the middle-school and high-school levels, I can see how Quandary could be very useful for practicing some general critical-thinking skills, which are in the Massachusetts science curriculum standards (and probably in other states' standards too):</p> <ul style="list-style-type: none"> - distinguishing between facts (observed data) and opinions - correlating facts with hypotheses (proposed solutions in the game) - evaluating the quantity and quality of evidence (facts) to decide which hypothesis (solution) to test <p>Students can also learn about the processes of research in biology: for instance, that biologists seek (and sometimes find) medicinal chemicals produced by other living things, which can be used in treating human illnesses.</p> <p>Furthermore, when Quandary is played in pairs/teams, it encourages scientific discourse that is also in the state curriculum standards, such as communicating and defending scientific arguments.”</p> <p>Quandary has immense potential in the language classroom. Each chapter provides ample opportunity for contextualized vocabulary acquisition, and the card sorting phase specifically, provides a great space to increase language awareness by examining the structure and tone of language used for stating opinions and language used for stating facts. As a result, this game can be a great starting point for increasing students’ digital literacy by aiding in their understanding of linguistic tone and pragmatics via reading the colonists statements.</p> <p>Additionally, the game lends itself well to a variety of ability levels (novice-advanced). Students with relatively low proficiency levels are able to engage in meaningful word-level examination, and the audio recordings of the colonists’ responses allow for multimodal exploration of content. For more advanced students, the game provides scaffolding for discussions about pragmatics, cultural morality, and implications in the real world. Since gameplay is short in comparison to other games there is room for creative and potentially lengthy extension activities. This allows the game to be tailored to even the most advanced students. Quandary’s greatest asset is its flexibility of use, making it a wonderfully engaging tool for any language class.</p>
 <p>Timing</p>	<p>There are four episodes (scenarios) in Quandary. Each takes about 20-30 minutes to complete, depending on the speed of the player and their depth of interaction.</p>



	<p>Quandary's registration system allows players to save their progress after each episode and return by logging-in at a different time. It's not necessary to register to play the game, but note that progress will not be saved.</p>
<p> Images or Other Documents</p>	<p>On the website you can find all the information you need to successfully implement Quandary as part of your teaching, including a handy teacher guide, classroom implementation video, lesson plan and worksheet.</p>  
<p> Tips and Tricks</p>	<p>There are teachers' forum where a lot of examples and experiences provided.</p>
<p> Source</p>	<p>Quandary was produced by the Learning Games Network. https://quandarygame.org The game is mapped to the Common Core standards.</p>



ProSocial Values
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