

The image features two black silhouettes of men facing each other in conversation. The man on the left has a beard and is pointing his right index finger towards the man on the right. The man on the right has a mustache and is gesturing with his right hand. In the background, several birds are flying in a grey sky. The overall style is minimalist and graphic.

Morally

A game of right and wrong

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QA by Tom Tucek

The image features a high-contrast, black and white illustration. In the foreground, two human silhouettes are shown in profile, facing each other as if in conversation. The person on the left is pointing their right index finger towards the person on the right. The person on the right has their hand raised near their face, possibly gesturing or listening intently. In the background, several birds are depicted in flight, scattered across the white space. The overall style is minimalist and graphic.

Concept

- Morally is a game-based learning workshop that strengthens moral competence
- Moral competence is the ability to translate moral intuition into action
- This skill can be trained by systematic discussion of and reflection on moral dilemmas based on Lind's KMDD

The image features two black silhouettes of people's heads and shoulders in profile, facing each other. The person on the left has their right hand raised, pointing their index finger towards the person on the right. The person on the right has their left hand raised, with fingers slightly spread. In the background, between the two silhouettes, there are several black silhouettes of birds in flight, scattered across the white space. The entire scene is set against a white background with a dark border on the left and right sides.

Concept

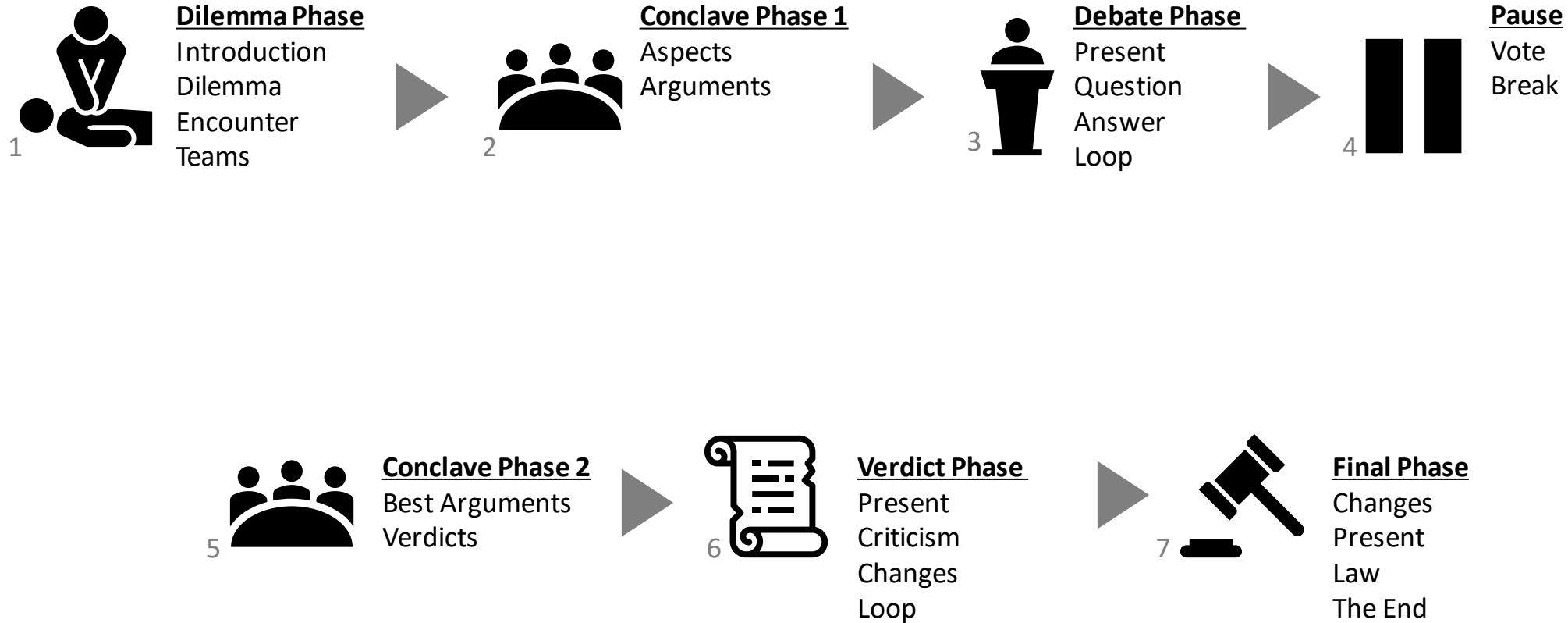
- Morally merges Lind's KMDD workshop with interactive fiction and game show elements
- In Morally two teams of players compete as ancient gods for authority on moral law
- By playing through an interactive moral dilemma and debating in subsequent levels on its moral dimensions the goal of the game is to reach a consensus at the end



Can we together agree on what is right and wrong?

...regardless of the result of the discussion, studies indicate that the active engagement in moral discussion and reflection alone can increase moral competence...

Game Structure: Phases





Dilemma Phase (20min)

1. Welcome: Players are briefly introduced to the games concept

2. Core Dilemma: Players play a twine story that exposes them to a dilemma which will be at the core of the game's discussion

3. First Encounter: Gamemaster kickstarts first discussion to see if all players understand the dilemma

4. Teams: Players will be randomly assigned into two teams representing opposing positions on the dilemma



Conclave Phase 1 (15min)

5. Aspects: Teams retreat into their private chambers and receive 3 aspects that the team must include in their arguments

6. Arguments: Each player needs to prepare one argument based on one aspect representing the teams position



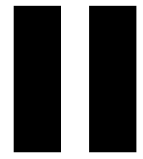
Debate Phase (25min)

7. Present: A Player has 2 minutes to present their argument and position

8. Question: A player from the opposing team can ask one short question

9. Answer: The previous player has 1 minute to give an answer

10. Loop: This cycle repeats until all players have presented their arguments. The sequence of players is randomized



Pause
(10min)

11. Vote: Players cast an anonymous vote for the best argument in their team and that of the opposing team

12. Break: Even Gods gotta rest...



Conclave Phase 2 (15min)

13. Best Arguments: The two best arguments of both teams are revealed for the final round

14. Verdicts: Each team retreats to their private chambers to draft a written moral verdict on basis of the best argument of the opposing team



Verdict Phase (15min)

15. Present: A team presents their verdict and has 2 minutes to explain it

16. Criticism: The opposing team has 2 minutes to criticize the verdict and suggest changes (or accept it as it is)

17. Changes: The presenting team has 1 minute to address the criticism and to agree or reject changes

18. Loop: The other team goes through the same process. The first team to start is chosen randomly



Final Phase (10min)

19. Changes: Teams retreat for 5 minutes to apply changes (or not)

20. Present: The final (changed) verdicts are presented and each team's member who had the least votes in the earlier cast has to explain the changes in one minute

21. Law: The final vote for the ultimate moral law is casted and revealed.

22. The End: The moral law is cast into stone

Accessibility Requirements

Required:

- PC/Laptop, Mac, Tablet (not recommended)
- Camera
- Headset (or functioning audio output & input source)
- Discord
- Stable internet connection

Optional:

- Notepad (recommended)

Credits

Benjamin Hanussek - Research, Game Design & Experimental Design, Story

Prof. Dr. René Schalleger – Theoretical Advisor

Dr. Joey Lee – Game-Based Learning Advisor

Nick Markozov – Visual concept & illustrations

Tom Tucek – QA

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