

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 title 'Morally' is centered between the two men, with a white horizontal line underneath it.

Morally

A game of right and wrong

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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. Above the silhouettes, several birds are depicted in flight, scattered across the white background. 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 a high-contrast, black and white illustration. In the foreground, two human silhouettes are shown in profile, facing each other. The silhouette on the left is pointing its right index finger towards the other person. The silhouette on the right has its hands raised in a gesturing motion. Above them, several stylized bird silhouettes are scattered across the white background, appearing to fly. The entire scene is framed by a dark border on the left and right sides. A semi-transparent dark grey rectangular area is overlaid on the bottom half of the image, containing text.

Concept

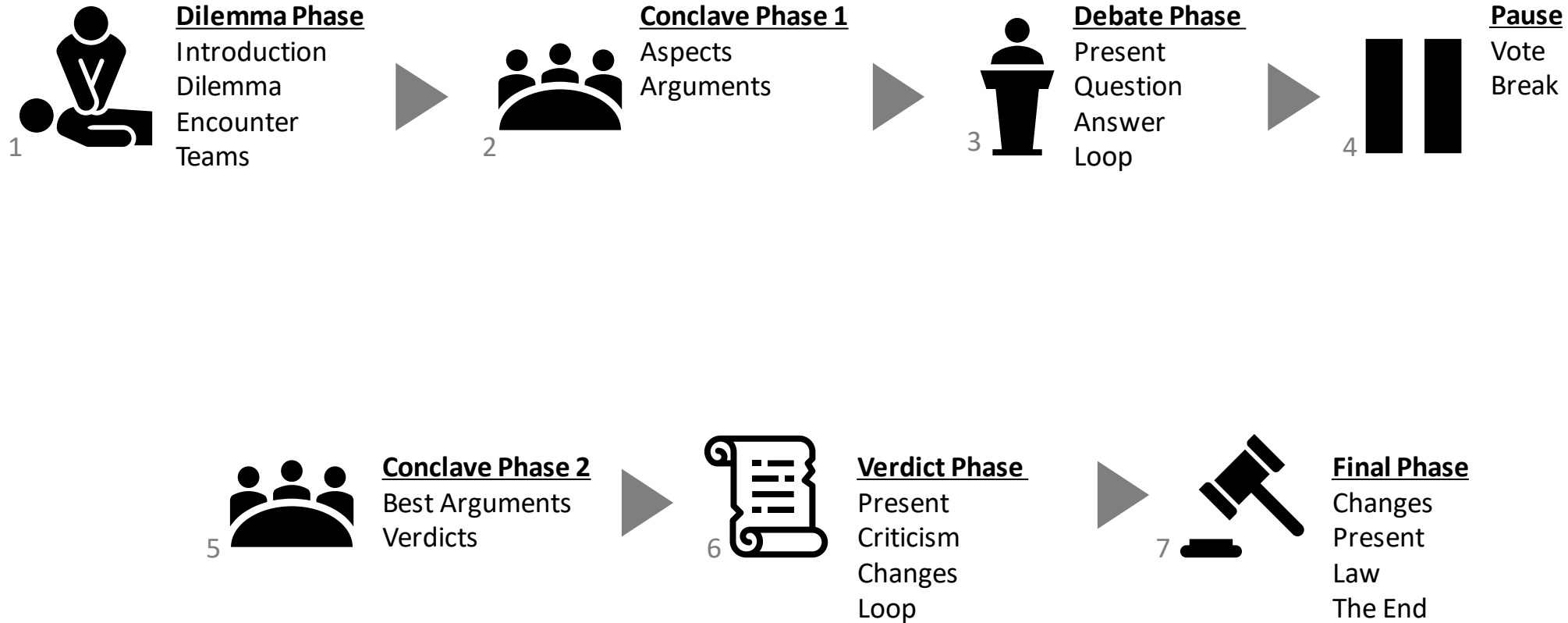
- Morally merges Lind's KMDD workshop with interactive fiction and game show elements
- In Morally two teams of players compete as ancient gods for authority on moral law
- By playing through an interactive moral dilemma and debating in subsequent levels on its moral dimensions the goal of the game is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

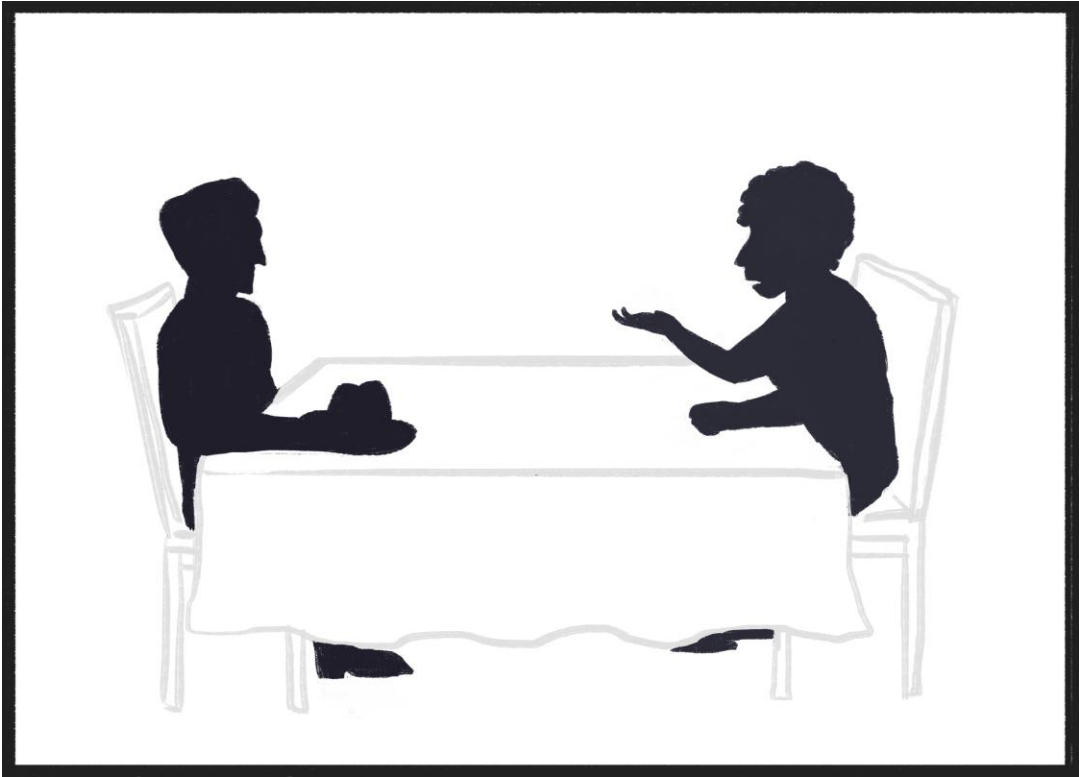


Can we together agree on what is right and wrong?

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

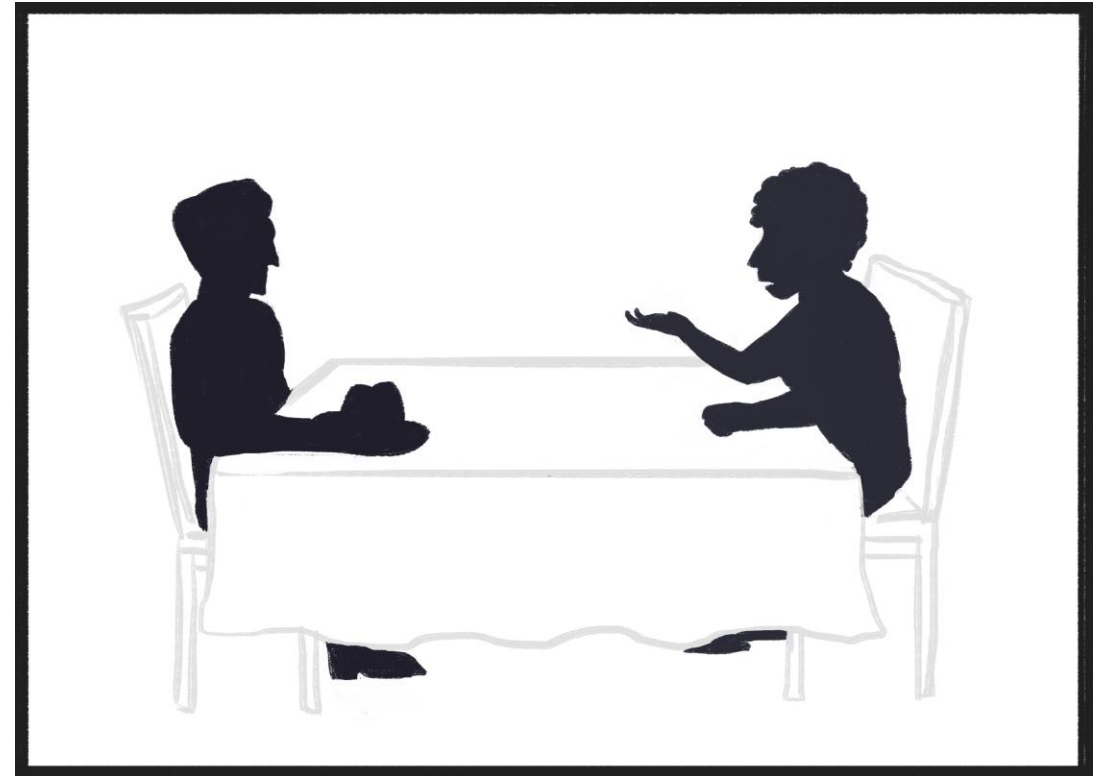
Game Structure: Phases





Truth vs. Deceit

Core Question: Should a person be allowed to deceive others to protect someone or are we required to be always truthful?



Teams

- You will be randomly assigned to a team representing one of the two positions (truth/deceit)
- Please retreat into your conclaves and wait to receive your ASPECTS
- ASPECTS are "hashtags" with words that are the basis for your argument

1st Conclave

- 10 minutes time to choose aspects
- Each team member has to present one argument
- Work on arguments and strategy -> you will have 2 minutes to present your argument
- Argue for the position of your team (truth/deceit)
- You can use all materials and methods at your disposal
- Hint: Make notes/bullet-points



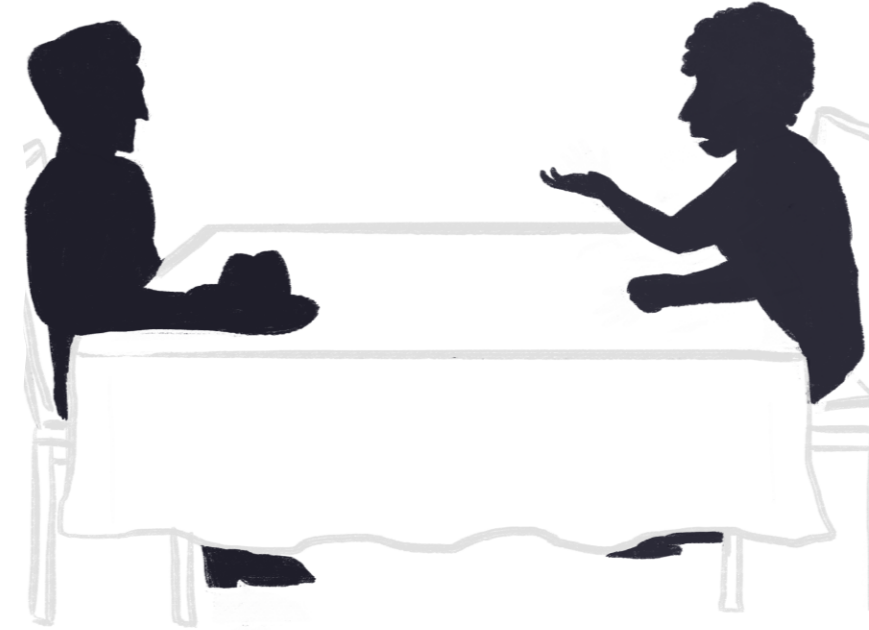
Teams

- Team Truth: " "
- Team Deceit: " "

Please retreat into your conclaves
and wait to receive your ASPECTS

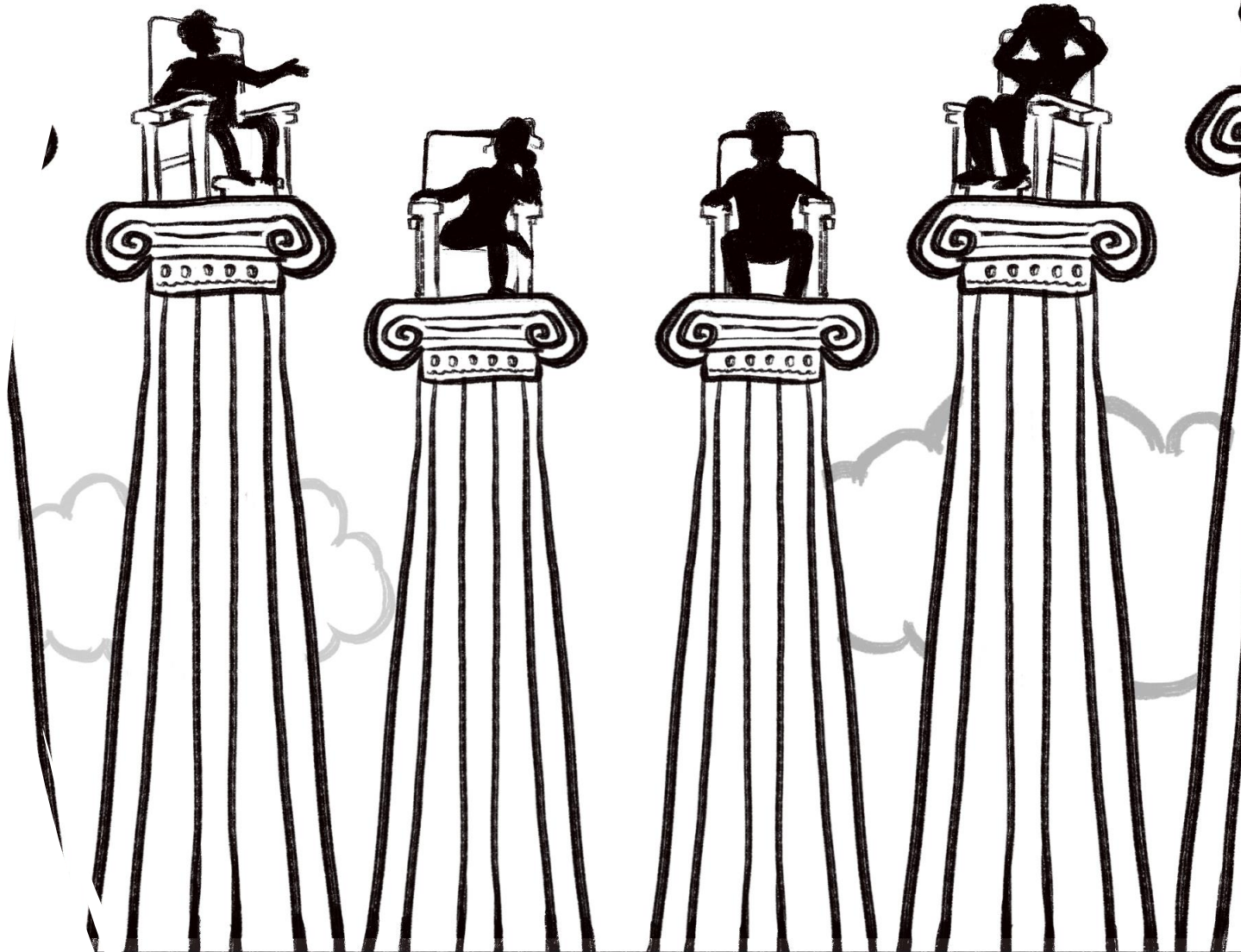
First Debate

- First speaker is randomly chosen
- Speaker receives 2 minutes
- The opposing team can then ask one short question
- Speaker receives 1 minute to answer
- Cycle repeats until all are done
- Hint: Take notes!

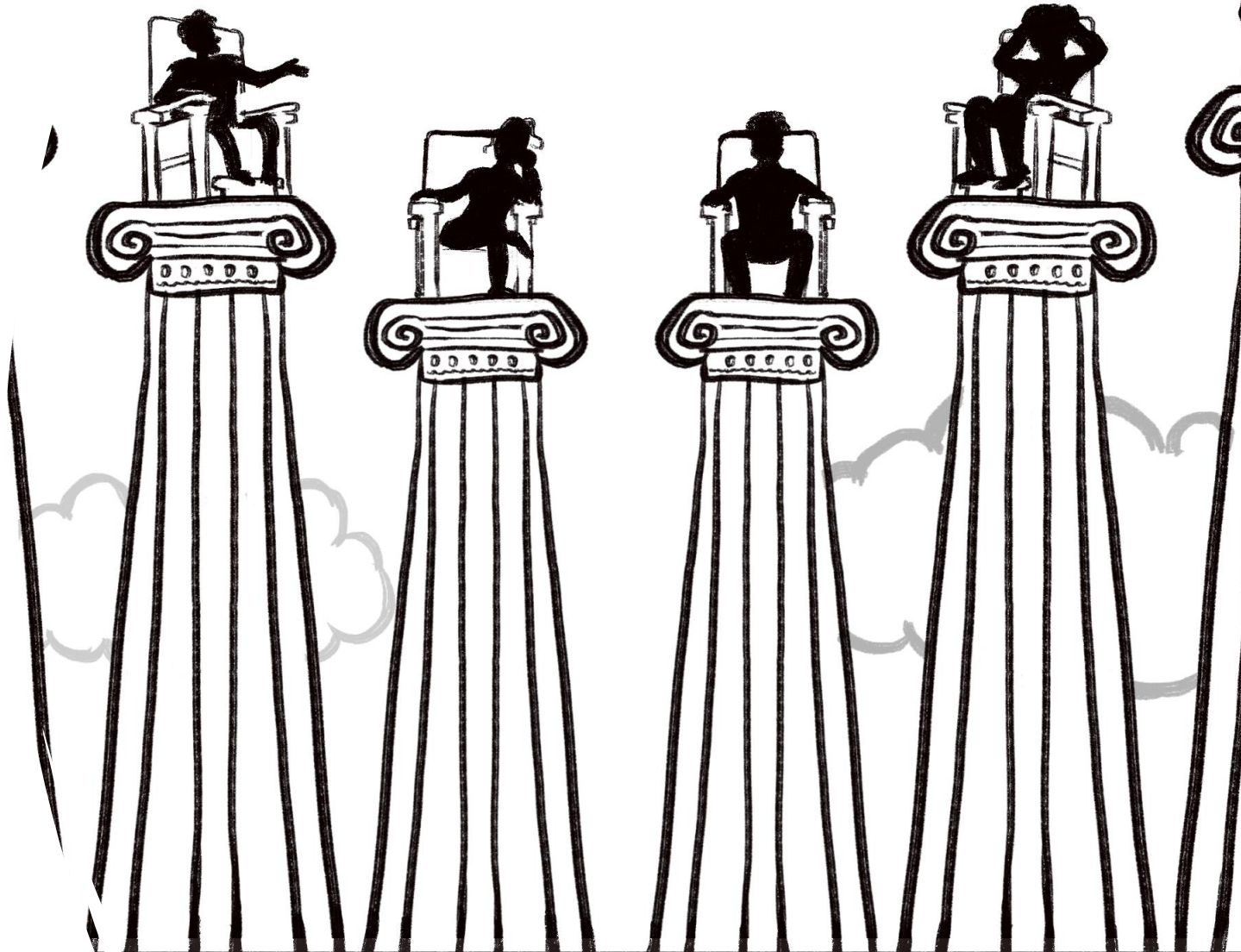


Break

- 10-minute break
- Vote for the best argument of each team via the links that will be shared in discord



The best
arguments are...



2nd Conclave

10 minutes time to write down a moral verdict

...based on your opponent's argument!

To address the Core Question:

Should a person be allowed to deceive others to protect someone or are we required to be always truthful?

70 words max.

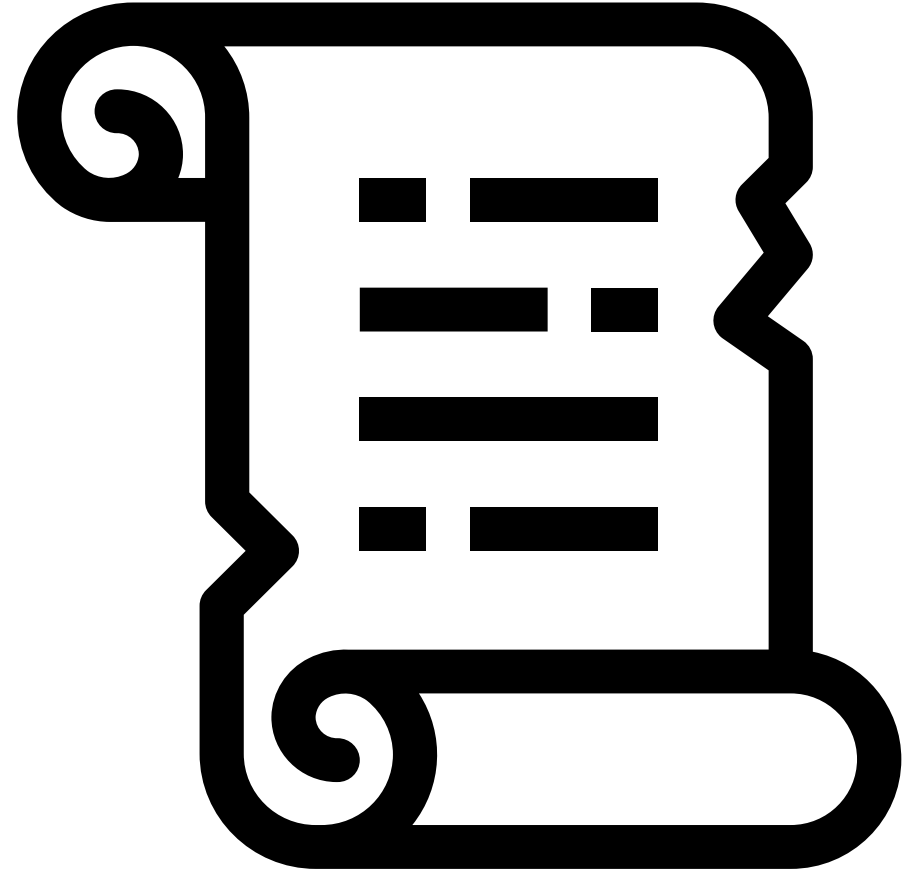


That's the point!

But I don't agree with them...

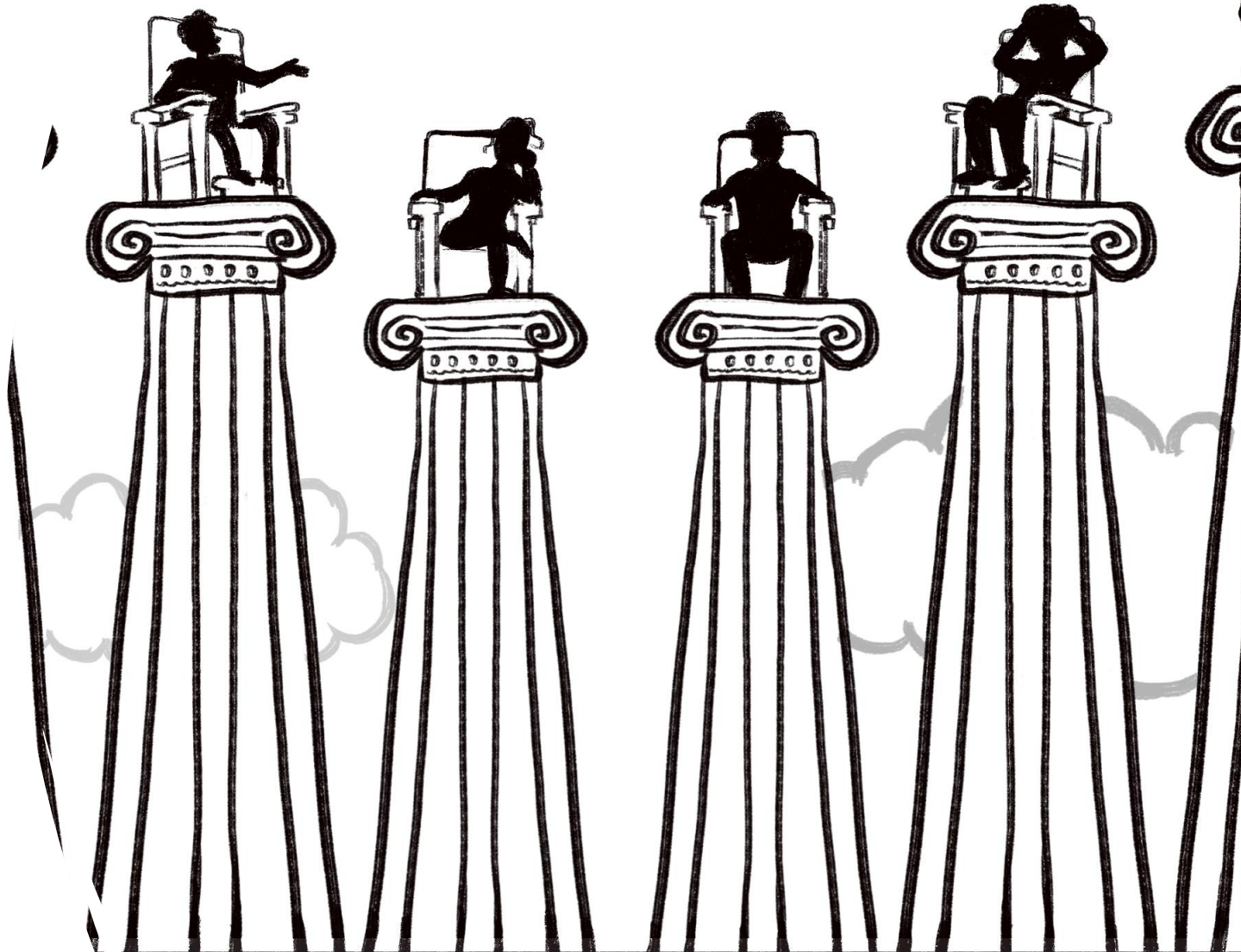
Verdicts

- Present your verdict in 2 minutes
- Opposing team gets to criticize for 2 minutes
- Presenting team has 1 minute to accept or reject the suggestions
- The cycle repeats



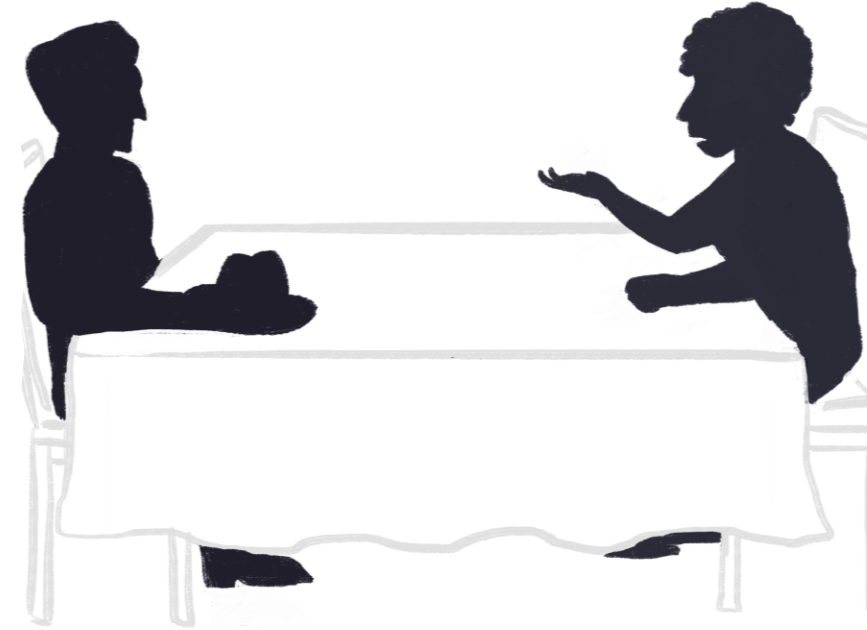
Final Changes

- 5 minutes to apply changes or keep verdict as is



Moral Law

- Final verdict is presented by the weakest link in 2 minutes
- Final vote is cast
- That's how morality is created!





Thanks for playing!

The work of the gods is never done but for today it is! Get some rest!