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Serious Game for Students in A Fictional Social Network Centered on Forcibly Displaced Women and Girls in Mozambique

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Abstract

This article describes the process of the creation of a serious video game designed to convey social values. Centered on Mozambican culture and immigration, the game is intended for use in school classrooms with students, though it is open to other settings through its web platform. To illustrate the development process, this article describes the stages of documentation, design, testing, iteration, and final implementation of the product. Following the principles of gamification and serious game design, as

well as social inclusion best practice guidelines, an initial proposal was developed and required validation.

For this purpose, the prototype, with its preliminary content, was presented to refugees and teachers, who

shared their personal experiences. This feedback was collected and analyzed, which helped improve the text and other content, as well as implement changes to the game's mechanics and dynamics. Following the iteration process, a final proposal was developed that includes a metrics system to help validate its usefulness and impact. It is currently available to any individual or institution wishing to use this tool for raising awareness and conveying values in an alternative way.

Keywords: Human Rights; Mozambique; Refugees; Serious Games; Social Values