

**PO 397: Crisis Mapping, New Media and Politics**  
**Spring 2011**  
**John Carroll University**

*Exercise #2 (5 points): Due by the start of the next class period.*

1. Select a game to play from the ones listed below. Read all associated sections/information related to the game. Play the game, trying your best to win. Play at least three times.

**Ayiti: Cost of Life ~ Darfur is Dying ~ Breakaway ~ Third World Farmer ~ Experience the Haiti Earthquake Stop Disasters Game ~ Raise the Village ~ Participatory Chinatown ~ FoldIt ~ Evoke ~ Gwap ~ Tag a Tune ~ Free Rice**

Answer **ALL** of the following questions (typed, in a short paper):

A. What is the intended purpose(s) of this game? What do the creators want you to learn/feel? Was the game successful in making you learn these lessons? What do you think you learned from *playing the game* such that reading about the issue or watching a film would not have been sufficient? Or would it have been just as effective to read about this issue? (1 point)

B. Name several strategies that you employed in order to try to win the game (be specific). Were you successful? Did you win the game? [Is it possible to win?] What strategies worked well and what were failures? Were there any downsides/tradeoffs associated with successful tactics or strategies later in the game? What were the “toughest choices” or calls you had to make? (2 points)

C. Was playing this game enjoyable to you? Would you envision playing this in your spare time or would you show it to your family or friends? How could this game have been made more interesting or enticing? (1 point)

D. How might Crisis Mappers employ games to help incentivize participation? What challenges would need to be overcome first? (1 point)

E. What did you learn about disasters, poverty, or life that you didn't fully appreciate or realize until now? (1 point)

2. Find all of the other students in the class that selected this game and discuss with your group the questions above with an eye to present this game to the rest of the class. Create a powerpoint presentation & show the game itself in class, focusing in on what is most important and describing what you learned.