



Choosing My Way: "How to Play" Summary and Facilitation Tips

Choosing My Way is a video game in which players:

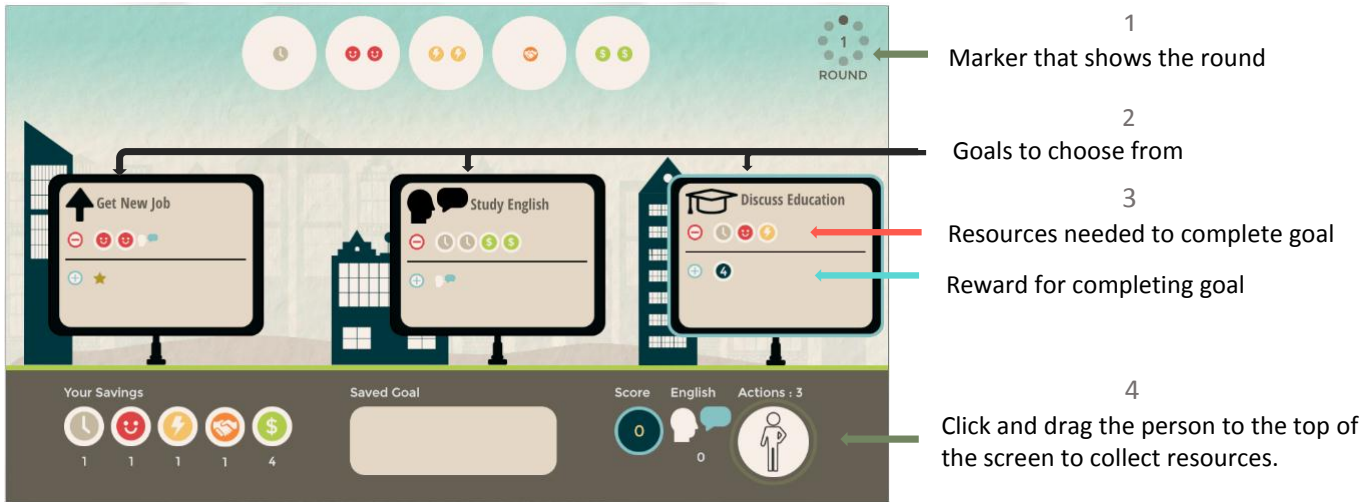
- ✓ Learn more about life after resettlement in the United States
- ✓ Consider how to respond to opportunities and challenges that arise
- ✓ Think about how to manage limited resources

Content: Realistic goals and post-resettlement situations, based on R&P CO Objectives and Indicators

Audience: Individuals or small groups of people with some English proficiency

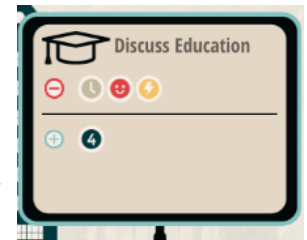
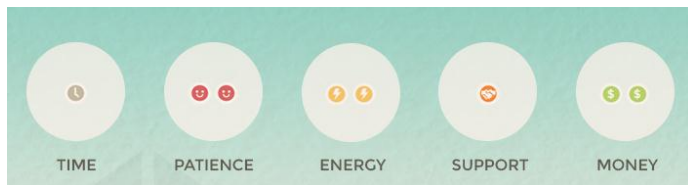
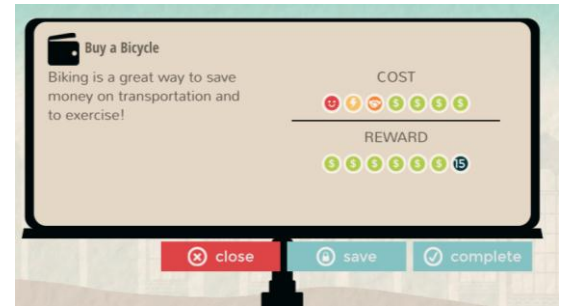
Playtime: About 10 minutes to learn how to play, and 20-30 minutes per game

Scores: Players do not "win" nor "lose." Players receive a score and see all the goals they have completed.

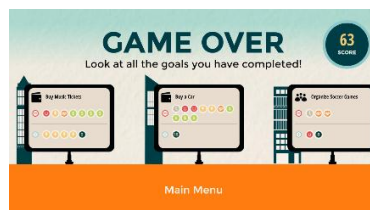


How to Play

1. Players have eight rounds to complete goals and score points.
2. Players choose the goal or goals they would like to complete. Players double click the goal to complete it, learn more about it, or save it for later.
3. Players must use resources to complete a goal. The resources needed are shown on the top of the goal. The reward for completing a goal is shown on the bottom.
4. To get resources, the player clicks and drags the action icon to the resources on top of the screen. Players can choose 3 types of resources each turn.



5. If players have enough resources to complete a goal, the goal will have a blue outline. Players must double click the goal to complete it.
6. After each round, a situation will appear. Players must decide what to do. The result of their choice might be negative, positive, or neutral.
7. After eight rounds, the game ends. Players will see their final score as well as all of the goals they have completed.





Helping Someone Play the Game

- Help players narrow their focus. Although it may look like there are a lot of items on the screen, there are only a few things a player can do at any time.
- Ask players what resources they need to complete a goal.
- Highlight that some resources might be more difficult to collect than others.
- Point out that some goals may require English to complete.
- Highlight that the player may need to save a goal and then collect resources to complete it.

Discussing Goals

- Ask players to choose a goal, then ask them why they chose that goal.
- Ask players to think about why a goal might need certain resources. Why might it result in certain rewards?
- Explain that there are no “right” or “wrong” goals. As in life, players will have to make choices that they feel are right for them and their families.

Discussing Situations

- Ask players to think about possible consequences of each choice – positive and negative.
- Explain to players that the game is like life, in that sometimes you can make good choices but be unlucky. Other times, your choice will not be the best choice possible.
- Highlight how players can control their own choices, but they cannot control the actions of others around them.
- Discuss why or why not someone might make a risky choice.
- Ask players to explain their decision making process.
- Sometimes a player will make a choice that results in a goal they must complete, such as a required payment. Players that have a required goal will not be able to complete any other goal until they have fulfilled that required goal.
- Explain to players that some situations cannot be ignored. Brainstorm situations that must be taken care of immediately.

