SOFTWARE DESCRIPTION
THE ITHRIVE SIM PLATFORM

The iThrive Sim platform is a web-based software created to foster real-time interpersonal connection and immersive learning. Using iThrive Sim, players are asked to adopt roles, and are presented with unique information and decisions to wrestle with. The choices players make have ripple effects and drive the game forward—both digitally and between players.

Accessible from most web browsers, the platform is device agnostic and optimized for classroom constraints (low Wi-Fi speeds, firewalls, time constraints, student absences, and child protection laws). The game is plug and play with it’s easy-to-use interface and dynamic features that promote enduring understandings that can be built upon in post-play debriefing sessions.

The game software serves as an engaging information delivery mechanism modeling contemporary practices, but the game fosters and services face-to-face interaction. Through synchronous and asynchronous delivery mechanisms, players need to work together and are consistently engaging with the narrative in different ways.
The iThrive Sim Authoring Platform utilizes a content management system to create new scenarios and edit existing scenarios to fit the needs of each audience. The authoring capabilities of the system allow for boundless creativity so that iThrive can truly create new game experiences that are designed with and for players and their goals. Due to the interactive nature of the game, endless roles can be added depending on the scenario and needs of the target audience.

**TECH SPECS**

**Back End:** Python 3.7, MySQL

**Front End:** HTML, CSS and VueJS

[iThrive Sim’s authoring platform supports the development of interactive learning experiences that:](#)

- offer a dynamic opportunity to engage deeply with content
- support face-to-face interaction and foster connection
- adapt to the needs of in person, online, and hybrid environments
- are accessible and scalable for all audiences
GAME FEATURE: PLAYER ROLES

Players can be assigned unique roles with different character traits and goals. There is no limit to the number of players.

R. NEZ
Attorney General

Loyalty to job or nation
You look for ways to get what you want while also fulfilling your duty to your country or company. Your choices reflect the best interest of both you and your country/company.

Transparency
The government should be transparent. You are responsible to the people, or the CEO of your organization, and your decisions should be open to public scrutiny.

Authority
You are an executive in charge of millions of dollars and thousands of employees. You report directly to the President or the CEO of your organization and can affect a lot of people on your watch.

Personal Ambition
You believe you have a greater responsibility, and you seek to gain more power, recognition, or influence. You do not care about any other goals as long as you can get what you want and come out on top.

Experience
You have 10-20 years of experience, and everyone trusts you to do your job well. When someone seeks your guidance, you have experience to speak up when they have decisions to make.

Core
Always occurs regardless of player choices

Conditional
Occurs depending on choices players make

Gameplay is driven by player choice, so what each person sees and does is unique to them.

Game features can be designed to be:
- Core: Always occurs regardless of player choices
- Conditional: Occurs depending on choices players make

Game content can also be split over several modules or episodes.
The unique decisions players make drive the game in different directions (i.e., the story branches based on player decisions). Decisions can be solo, majority vote, or “decider voting” where a group of players vote but only the decider’s choice moves the story forward.
Games can include a public meter or score, impacted by the choices players make. The meter can be labeled to represent any measure such as public satisfaction, number of virus cases, number of senate votes, etc.

The game can be set so that in-game events happen when the meter hits a certain threshold. For example, if the in-game meter represents public fear, once it reaches an upper threshold, conditional social media, pop-ups, videos, files, and decisions could be sent that represent a state of emergency.

**PUBLIC SATISFACTION**
79%

**PUBLIC TRUST**
34%

**RESPECT**
38%

**THREAT LEVEL**
57%

**DECISION MADE**

Meningitis Outbreak?
St. Bernard Parish, it is time to be concerned. A new patient has been admitted to the hospital with the mystery illness symptoms. A child in Texas was admitted with the same symptoms and a child in Florida recently passed away after being admitted with similar symptoms. Hospital experts are puzzled as there is no connection between the children who died and the older gentleman.
A diagnosis of bacterial meningitis and a third case in St. Bernard Parish would indicate an outbreak.
St. Bernard Parish may need to be on a lockdown while authorities test food and water. The Parish President has not made an announcement yet.

**OUTCOME**
Your message slightly increased public trust. You provided your source and up-to-date information on the status of the investigation into the cause of death. A better message would have shared what specific diseases the tests are used to diagnose since the average reader is unlikely to know that information.
57%

@StBernardParish, the hospital has confirmed that they are doing cerebrospinal fluid tests to diagnose the two children’s deadly illness. We wanted to get this information out ASAP. More information to come. Stick with this chirp channel #NOLAPostForThePeople
GAME FEATURE: CONTENT DELIVERY

Files can be delivered in text and image formats.

Audio and video files are supported as well.
GAME FEATURE: NOTES

Players can take notes during the game that they can refer back to when making decisions.

YOUR NOTES

SPEAKER OF THE HOUSE is questioning need for 25th Amendment – what is their intention??

YOUR NOTES

Remember:
Think about how you shape and phrase your statements. The public, the press, the administration, and members of Congress will react to the news you put out, especially during this crisis.

GAME FEATURE: WRITING NEWS ARTICLES

Players can write and publish memos and articles that are then published to the public newsfeed.

BREAKING NEWS

WORLD NEWS

STATES HAVE THE LEAD

WASHINGTON, D.C. In a recent interview, a spokesperson for the White House stuck a supportive, but cautious tone. “We, as a country, are excited to see the economic progress we are making as our country reopens. We need this. And getting major league baseball and the NFL back in the near future will solidify what makes us the best country in the world.”

BREAKING NEWS

WORLD NEWS

MONEY VS. LIVES

LOUISIANA, CA. Arizona and Nevada’s deals with the MLB and NFL, respectively, are providing an economic stimulus of its own for those states. “Are we going for money over lives? What if the virus spreads again?”

Full article available in the News Feed.

OK

OK
GAME FEATURE: **SOCIAL MEDIA (CHIRPS)**

Players can write and publish chirps (social media posts) and access a live feed populated with chirps from players and non-player characters.

GAME FEATURE: **NEWS FEED**

Players can access a news feed containing pre-written articles. Players can publish new articles too.

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**ARIZONA WAS NOT PREPARED**

**Media Cooparative**

**Arizona Was Not Prepared**

**ARIZONA NEWS**

Reopening of the so-called MLB "Bubble" season has put Arizona back in peril. Virus cases are spiking. Unnamed sources have indicated that the Arizona Government did not anticipate this major influx of fans. Even with playing to empty stadiums, fans flocked into the state. Hospitals are back to pre-Phase I conditions. Arizona Governor is under pressure to take control of the situation. We wait to see the response.

**SOUTH KOREA EXPERIENCING SECOND WAVE**

**Media Cooparative**

**South Korea Experiencing Second Wave**

South Korea was one of the first countries to reopen. At first, everything seemed fine. But now, word is coming out that virus cases are starting to spike again, throwing concerned residents back to their homes. The South Korea Government is discussing possible measures to ensure this does not turn into a COVID-19 pandemic.
GAME FEATURE: **POP-UPS**

Pop-ups can be sent in the game with images, text, audio, and video to draw the player in.

GAME FEATURE: **VIDEOS**

Videos can be sent to players at any time during the gameplay experience and are a great way to immerse them in the game’s narrative.
GAME FEATURE: OUTCOME REPORT

The end of the game generates a customizable outcome report including the ending of the game, the decisions the player made and their unique impact, and various leaderboard items that can be chosen by the author.

Decisions
4 decisions were taken. These led to the outcome of this game.

1 TEAM DECISION: WHAT WILL YOU SAY ABOUT THE VP’S HEART ATTACK?

- Confirm to the journalist that there was a complication with the VP’s surgery, but offer a trade. Ask them to hold off on publishing and you’ll tell them how the Cabinet stands on invoking the 25th right now.
- Deny that there’s been any complication. You don’t want to make people panic. YOUR CHOICE
- Don’t respond to the journalist and don’t make a public statement. If a story comes out, the news outlet won’t have a credible source from the Crisis Management Team to name.
- Make a statement to the press before the journalist’s story can run. Tell the media and the public that the VP suffered a heart attack, but that you have no further information to share at this time.

2 DUO DECISION: HOW WILL YOU RESPOND TO NORTH KOREA’S GOVERNMENT?

- Threaten North Korea’s government with the full force of the U.S military if they don’t release the Americans within 48 hours.
- Reach out to Sweden. They are an ally who can have a conversation with North Korea’s leadership and try to resolve the issue. The ally can serve as the mediator.
- Delay your response until you’ve had more time to discuss and gather intelligence. YOUR CHOICE

3 CABINET VOTE: HOW WILL YOU VOTE ON WHETHER OR NOT TO INVOKE THE 25TH AMENDMENT?

- YES – Invoke the 25th Amendment.
- NO – Vote against invoking the 25th Amendment. YOUR CHOICE

4 TEAM DECISION: HOW WILL YOU RESPOND TO NORTH KOREA’S GOVERNMENT?

Make another attempt at diplomatic measures and negotiate with North Korea’s leadership to release the Americans.
In 2021, the iThrive Sim software expanded with the addition of a facilitator dashboard that gives users the ability to register for a facilitator account, access role-playing scenarios in the iThrive Sim library, and run simulation sessions themselves in a self-guided way that supports logistical flexibility.