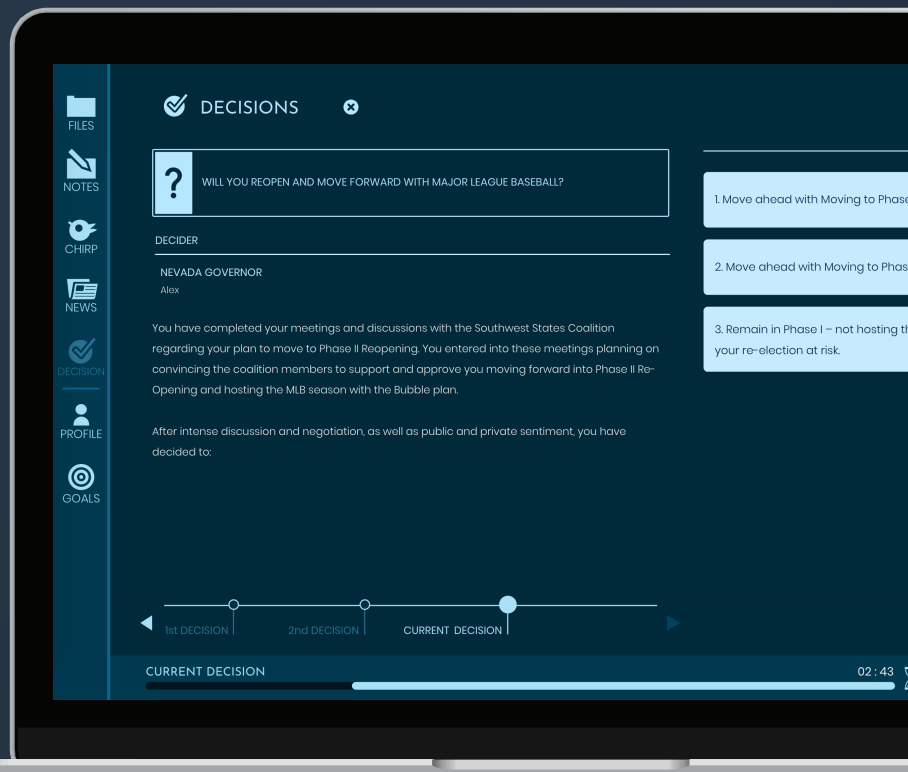




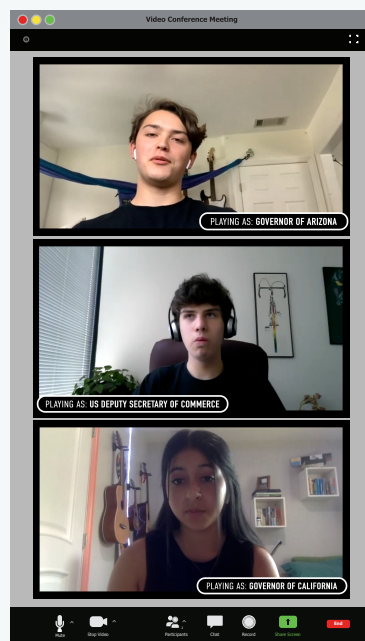
SOFTWARE DESCRIPTION

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 AUTHORIZING PLATFORM

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.

CHARACTER INFORMATION

Reference name*

This is for reference for the
Authoring platform's users.
Players won't see this.

Character name*

A character's in-game name.

Description*

Tags*



Hold down "Control", or "Command" on Mac, to select more than one.

CHIRP (IN-GAME SOCIAL MEDIA) INFORMATION

Chirp username*

Social media handle (i.e.:
@character_account).

Chirp profile picture*



(Images must be JPG or PNG)

SAVE

Save and add another

Save and continue editing

QUIT

✕ DELETE

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

TECH SPECS



Back End: Python 3.7,
MySQL



Code is on AWS Lambda
and used via a GraphQL
API



Front End: HTML,
CSS and VueJS

ITHRIVE SIM: GAME MECHANICS / FEATURES

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.

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



16

FILES

NOTES

5

CHIRP

NEWS

DECISION

PROFILE

GOALS

R. NEZ

Attorney General

VALUES

ABOUT

ROLE

CONNECTIONS

3

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 overall gain for both you and your country/company.

2

Transparency
The government should occasionally make statements to the public reassuring them. Too much information is harmful, so speak carefully, to keep citizens protected.

5

Authority
You are an executive in charge of millions of dollars and thousands of employees. You answer directly to the President or the CEO of your organization and only a handful of people are your equals.

5

Personal Ambition
You believe you deserve power, and you seek to gain more any way you can. You do not care about any harm you do as long as you get what you want and come out on top.

4

Experience
You have 10-15 years of experience, and everyone trusts you to do your job well. Others with less experience seek your guidance when they have decisions to make.

GOALS

LEAD THE US JUSTICE DEPARTMENT AS THE NATION'S TOP ATTORNEY.



WHAT YOU SHOULD DO

- Talk with other Cabinet members and staff in the Situation Room to make decisions that will help prevent "what you don't want to happen" and make "what you want to happen" a reality. Monitor the media to ensure they are reporting accurately. Respond if not (directly or through the Communications Director).
- Tell the Deputy Press Secretary everything you decide so it can be relayed to the media and public.
- Chirp when you have something to say directly to the public.
- Prepare to cast your vote about invoking the 25th Amendment of the Constitution.



YOUR PERSONAL GOALS

- Control the investigation. The FBI reports to you. Send teams to determine who is behind the assassination attempt and why. Take all necessary actions to bring any and all conspirators to justice.
- Share information with people you trust. As the FBI uncovers details, share them with other members of the Executive Branch who need to know. Do not compromise the investigation with leaks.
- Ensure that the law is followed. It's your job to guide the



WHAT YOU WANT TO HAPPEN IN THIS SITUATION


- For the FBI to solve the investigation swiftly and apprehend the suspect(s).
- For the Cabinet to follow the law and the Constitution carefully and thoughtfully in this unprecedented historical situation of both the President and VP being unable to do their duties.



WHAT YOU DON'T WANT TO HAPPEN IN THIS SITUATION

- For Congress to decide who should be in charge of the Executive Branch.
- For someone in the executive branch to take advantage of the President's absence to seize power or make a hasty decision that has major consequences.

GAME FEATURE: DECISION-MAKING

 DECISIONS

?

TEAM DECISION: WHAT PRESS STATEMENT WILL YOU ISSUE?

PARTICIPANTS6

Expand participants ▼

As the Crisis Management Team, choose one statement to make to the public about the news you have read. If there is a tie, the Deputy Press Secretary will serve as the tiebreaker.

Everyone should make a selection and click submit. After you make your selection, read the OUTCOME that resulted from your choice.


CURRENT DECISION

SELECT AN OPTION • MAJORITY VOTE

President Alvarez was shot this morning after giving her alternative energy speech at the Global Energy Summit. She was rushed to Washington General Hospital and will be undergoing immediate surgery. The Crisis Management Team is working in the Situation Room to continue to lead the country. We will provide more information as we get it. Our thoughts and prayers are with President Alvarez.

This statement confirms that President Alvarez has been shot outside of the Global Energy Summit. The extent of her injuries is unknown. She is at the hospital. We have no further information at this time.

SUBMIT

 CURRENT DECISION

02 : 19


PUBLIC APPROVAL

70%

SIM CLOCK:

22:21

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.

 DECISIONS

?

TEAM DECISION: WHAT PRESS STATEMENT WILL YOU ISSUE?

PARTICIPANTS6

Expand participants ▼

As the Crisis Management Team, choose one statement to make to the public about the news you have read. If there is a tie, the Deputy Press Secretary will serve as the tiebreaker.

Everyone should make a selection and click submit. After you make your selection, read the OUTCOME that resulted from your choice.

CURRENT DECISION

MAJORITY'S CHOICE

This statement confirms that President Alvarez has been shot outside of the Global Energy Summit. The extent of her injuries is unknown. She is at the hospital. We have no further information at this time.

- HAS BEEN CHOSEN BY 6 OF 6 DECIDERS
- THIS WAS ALSO YOUR CHOICE


OUTCOME

You chose to provide minimal information. The press and the public are frustrated. They want to know more and they wonder who's in charge.

NOT CHOSEN

President Alvarez was shot this morning after giving her alternative energy speech at the Global Energy Summit. She was rushed to Washington General Hospital and will be undergoing immediate surgery. The Crisis Management Team is working in the Situation Room to continue to lead the country. We will provide more information as we get it. Our thoughts and prayers are with President Alvarez.

- HAS BEEN CHOSEN BY 0 OF 6 DECIDERS

 PUBLIC APPROVAL

67%

SIM CLOCK:

19:41

GAME FEATURE: PUBLIC METERS

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



PUBLIC TRUST



RESPECT



THREAT LEVEL



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 reduced public trust. It instilled fear into the public by calling for a "lockdown" and indicating there might be an "outbreak" without enough facts. It jumped to conclusions about bacterial meningitis, which is not the confirmed cause of the illness.



OK

DECISION MADE

@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

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.



OK

GAME FEATURE: CONTENT DELIVERY

MEMO

BRIEFING SUMMARY

ARIZONA STATE CABINET:

Governor,

You need to present the Major League Baseball (MLB) "Bubble" plan to the other members of the coalition. We have plans in place for safety. Convince them to vote to support it. **THEY WANT TO START THE SEASON IN 2 WEEKS.**

- Nevada will be on-board.
- California and New Mexico will be hesitant.
- Commerce: They are supporting us.
- CDC: Knows we have not met the CDC guidelines.

SEND ↗

Files can be delivered in text and image formats.

Audio and video files are supported as well.



FILES

8 DOCUMENTS

7 IMAGES

MEMORIES



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

BREAKING NEWS



WORLD NEWS

STATES HAVE THE LEAD

WASHINGTON, DC

In a recent interview, a spokesperson for the White House struck 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."

Full article available in the News Feed.

OK

BREAKING NEWS



WORLD NEWS

MONEY VS. LIVES

LOS ANGELES, CA

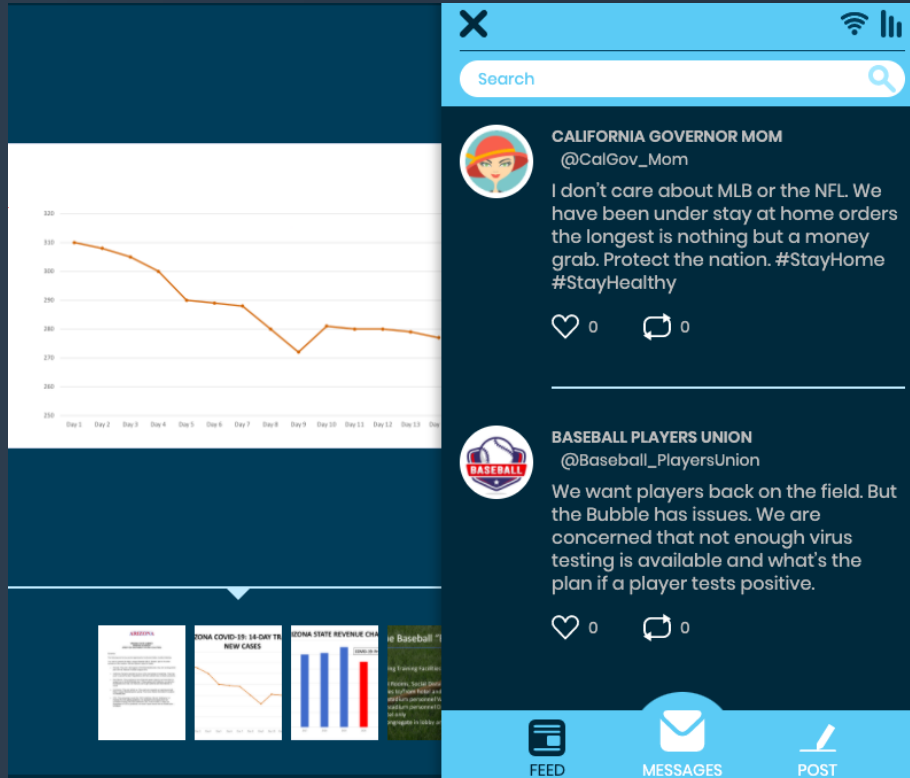
Arizona and Nevada's deals with the MLB and NFL, respectively, are providing an economic stimulus of its own for those states. "Are we going for money over lives? What if the virus spreads again?"

Full article available in the News Feed.

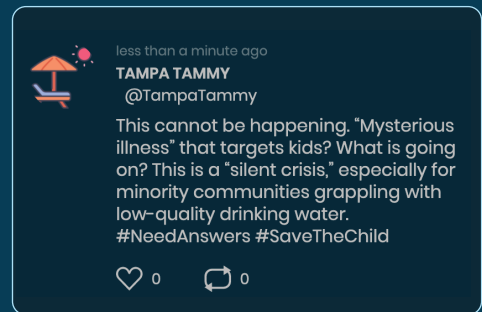
OK

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

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



ARIZONA WAS NOT PREPARED

Media Cooperative

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

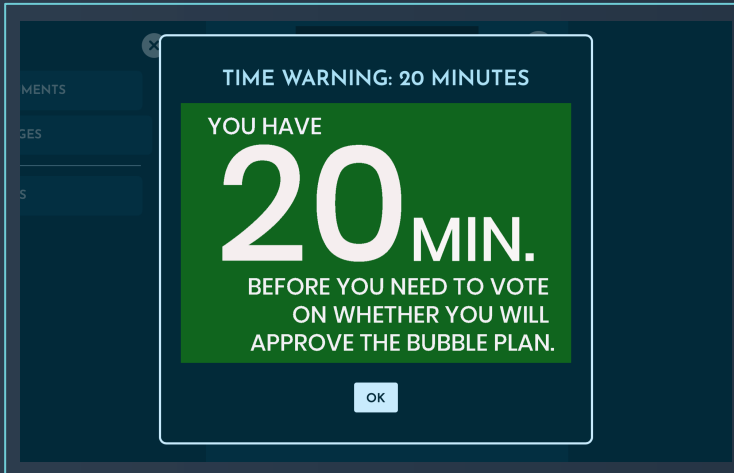
Media Cooperative

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

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

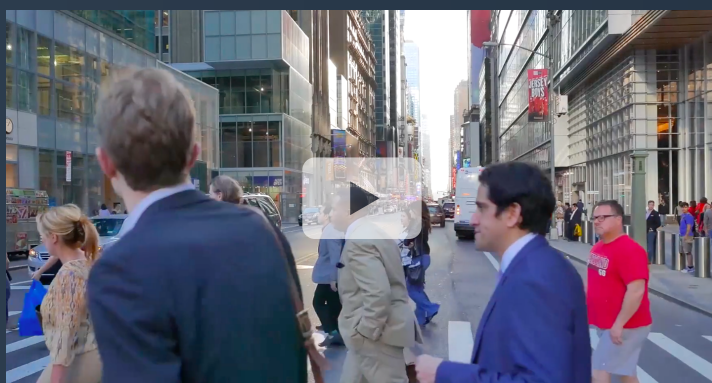
GAME FEATURE: POP-UPS



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

PUBLIC APPROVAL



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.

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.

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.



THE FACILITATOR DASHBOARD

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.

The screenshot shows the iThrive Sim Facilitator Dashboard. At the top, there's a navigation bar with icons for HOME, CLASSES, SESSIONS, LIBRARY OF SCENARIOS, and SUPPORT, along with a LOG OUT button. Below this, the main area is titled 'SESSION 3' and 'FACILITATOR VIEW'. On the left, there's a sidebar with buttons: 'READY TO RUN THE NEXT EPISODE' (with play, pause, and next episode icons), 'LAUNCH TUTORIAL', 'SEND OUT ROLES', 'ADD STUDENTS', 'SESSION DELETION', and 'BACK TO SESSIONS'. The main content area has tabs for DECISIONS, PRIVATE MESSAGES, GROUP MESSAGES, CHIRPS, and NEWS. Under 'EPISODE 1 (CURRENT)', there are two decision cards. Each card shows a 'Team Decision' prompt, a 'Decision type' of 'Majority', and 'Participants' as '3, 6, 9, 12, 15, NPC', with a 'VIEW' button. A 'STUDENT ROLES' sidebar is on the right. At the bottom, there's an 'ACCESS CODE: 596989', a 'Student access:' link, a 'PUBLIC APPROVAL' progress bar at 49%, and a 'SIM CLOCK' showing 25:45.




ON THE
BACK-END,
FACILITATORS
CAN:


**LAUNCH, PAUSE,
AND END THE
GAME AT ANY TIME**

**REVIEW PLAYER-
AUTHORED
CONTENT LIKE
NEWS ARTICLES,
CHIRPS, AND
DIRECT MESSAGES**


**ASSIGN ROLES
TO PLAYERS**


**SEE DECISIONS
BEING MADE**


**AWARD EXTRA
LIKES ON NEWS
ARTICLES OR
ON CHIRPS**