the game

1

✖ Social Educator is an interactive game, criticizing the way society builds an individual's character and morality by deciding what is *right* and what is *wrong* on their behalf. ✖ The game is about a robot, landing on Earth for the first time. It doesn't know how to behave, and is totally unaware of any social interactions or norms. You watch the robot wondering on a street doing some random actions through the surveillance booth. ✖ Your job is to evaluate and decide which of the actions being displayed are socially acceptable, and which of them are not. The interactivity in the game occurs when the player pushes the praise or scold buttons according to their decision.

social educator

the outcome

2

✖ According to the feedbacks, the robot will begin to learn how to behave, starting to do some actions more frequently, while some of them less. This is a collaborative game and process is a very important element here. You won't be able to see an instant change in robot's behaviour. After the given time for the project to take place finishes, we will be able see what kind of a character the robot has developed by the influences of the players that participated. The larger the area this project could take place, the more comparison could be made between the characteristic of the participants' society.

technical stuff

3

✖ The animations in the Social Educator were created using Adobe Flash Professional CS5; the background and additional characters were drawn in Adobe Photoshop CS5 (using Wacom Intuos4); the Object Oriented Programming for the game, & the interface of the page was done with Adobe Flash Builder 4 (aka Flex4) using AS3 scripting language.
✖ The feedbacks of the participants is stored on a MySQL database. The database accesses our main SWF file using PHP scripting language, therefore enables the storage of the information about participants' feedbacks on each individual action.

what is
social educator?