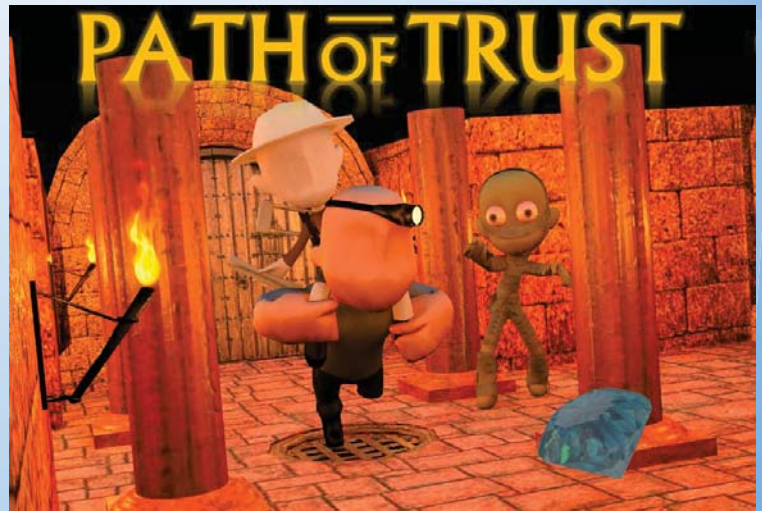


Learning Possibilities for Everyone's Inclusion



A prosocial co-op game for building up trustworthiness and teamwork



Path of Trust is a co-op game where one player is in charge of movement (Muscle) while their partner uses a top-down map view to navigate both of them safely through the maze, without being caught (Guide). A sense of trust must be built between both players in order to complete the game; the Muscle must trust their partner to provide guidance away from danger while the Guide must trust their partner to follow directions. *PoT* offers players an engaging storyline and game content; elements primarily associated with the entertainment games industry, fused with well-defined core game mechanics, in order to create a serious game built on prosocial theory, in a way that delivers beneficial outcomes for players.

User Studies Outcomes

- ☑ The game received favorable reaction from players, ranking within the Flow category according to the GEQ.
- ☑ Players understood their partnership had benefited from both players' willingness to cooperate and felt like they shared in their partner's success.
- ☑ Players who realized a competitive spirit during play were able to identify whether it was a good idea to trust their partner.
- ☑ 88% of the participants demonstrated the desired trusting skills
- ☑ Our results show that *PoT* can be a useful (and potentially powerful) tool to identify students at risk of social exclusion

