Learning Possibilities for Everyone’s Inclusion

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.

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