

TABBY PLAYS – CYBERBULLYING GAME OVER

Proposal for a practical and educational path for teachers

INTRODUCTION: ABOUT THE GAME	2
PREREQUISITES (for students).....	2
KNOWLEDGE OF THE PHENOMENON	2
TECHNICAL KNOWLEDGE.....	2
VIDEOGAMING KNOWLEDGE.....	2
OBJECTIVE	2
IMPLEMENTATION	3
FIRST PHASE: PREPARATION AND REGISTRATION(ONLY FOR THE FIRST TIME).....	3
SECOND PHASE: STUDENTS' REGISTRATION.....	3
TEACHERS' PANEL	5
TROUBLESHOOTING	7

INTRODUCTION: ABOUT THE GAME

Tabby Plays is a 'sandbox' educational videogame (from wikipedia: A sandbox videogame is a type of game where the player can freely explore a virtual world, he/she is also free to choose how and when reach his/her objectives.)

It is the virtual representation of a school campus, in which the players do not have a single goal to reach, but they can do several things, such as the “quest” (which is a sort of competition between the players): interact with the other players, interact with the scenario elements and play with others (both in class and outside of school hours) or alone (interacting with the artificial intelligence, called IA).

However, it's very important to try to **promote a collective gaming**, as the nature of the game is based on the interaction between the players and the use of a social network that requires a comparison between all the players in the class. Also, the competition features such as the “quest” and the learning contents can lose meaning if the player plays alone.

PREREQUISITES (for students)

KNOWLEDGE OF THE PHENOMENON

No specific knowledge (acquired in the classroom) is needed about the phenomenon of cyberbullying.

TECHNICAL KNOWLEDGE

Familiarity with use of the mouse cursor; with the use of Windows / Mac; good understanding of the functioning of the most popular social networks (Facebook, Twitter, Ask.fm).

VIDEOGAMING KNOWLEDGE

A general knowledge of videogames is needed, and at least occasional use of them, on any platform.

OBJECTIVE

Provide students a practical and experiential explanation of what cyberbullying is.

IMPLEMENTATION

FIRST PHASE: PREPARATION AND REGISTRATION(ONLY FOR THE FIRST TIME)

The teacher must SIGN UP and create his/her own ACCOUNT, namely:

- 1) connect to <http://game.tabby.eu/registration.html>
- 2) enter the required information (including the CONTROL CODE supplied by the project coordinators).

For more info: www.tabby.eu

- 3) confirm (click the button CONFIRM)

If a teacher entered some wrong data, he/she should contact the coordinator in order to request the sign up reset.

- 4) Then, the system generates a 'WORLD' with a specific name. This WORLD name will be sent to the teacher via email (to the email previously entered on the registration page). The teacher may also add other 'WORLDS' later .

- 5) The teacher, after he/she has REGISTERED and has created his/her own ACCOUNT can connect to <http://game.tabby.eu/teacher.html> and manage users, see those who are connected, and more. For more information, see the TEACHER PANEL section.

SECOND PHASE: STUDENTS' REGISTRATION

At this point, all students can connect to <http://game.tabby.eu> and sign up by choosing a nickname and a password, clicking on “New Account” button. After that, they have to write the name of the WORLD (that the teacher will communicate to them) and the game can begin.

Note: When students enter the WORLD name, their account remains tied to it and it can no longer be changed.

ACTIVITIES:

- 1) **ISSUE INTRODUCTION:** The teacher introduces the Cyberbullying issue according to his/her teaching methods, even through the use of the many materials available on www.tabby.eu .

2) STUDENTS TAKE THE SEAT: All students sit down at the computers terminals, and link up to <http://game.tabby.eu> , each student LOGIN with the account previously chosen, and the game is active.

3) FIRST SESSION - FREE PLAY (approximately 15 minutes): Students, in full freedom, become familiar with the game, explore the environments, begin to interact with each other, either through predefined interactions (avatars' emotions expressed through emoticons) either via chat; they begin to follow the quests (so to photograph objects); become familiar with the social network TabbyBook. Finally, students might become victims of some bullying and cyberbullying behavior acted by the IA (Artificial Intelligence) and they can also start producing friendly or hostile contents about their peers on the TabbyBook social network.

At this stage the only way to defend themselves from the virtual bullies is to "Report to the teacher". This implies going into the school, located in the center of the city, then in the classroom or in the gym, click on the teacher's character and then on the phone icon, so students can "entrust" the cyberbullying behaviors suffered to the teacher. Then bullies disappear for a few minutes. Students can discover by themselves this solution or can be guided to follow it.

The (real) teacher, without necessarily intervene, goes around the computers terminal in order to look at students activities, providing help where needed. He/she can also monitor the situation through the TEACHER panel, in this way it is also possible to use it to send the "bullies" artificial intelligences to 'disturb' a specific user.

4) END OF THE GAME SESSION - CLASSIFICATION and REMARKS: when the game session is finished, it appears the players classification, which is 'ranked' according to the parameter of KARMA, that is good behavior. Those who have been 'less friendly' will appear at the bottom of the classification.

The teacher leads a brief discussion on the session just ended, emphasizing the connection between what was discussed in the introduction phase, and what has happened during the session.

The teacher explains and comments (according to his/her own teaching methods) also some 'anomalies' related to the student's ranking positions. For example, a student who has won the quests, gained popularity and virtual credits, may be among the last because he/she behaves as a

cyberbully. The teacher also emphasizes that regardless of the position ranked, they indeed can be influenced and changed if one wants to and tries.

5) GAME SESSION REITERATION: The game sessions will be repeated, depending on the time available, on specific behaviors on which the teacher wants to focus and in general in a dynamic way based on what happens and based on how the collective activity evolves. It could be also useful to alternate phases of game and more detailed explanation of the cyberbullying phenomenon (always using the materials provided on Tabby.eu).

6) END: CONCLUSIVE COMMENT: students are disconnected. The teacher leads a discussion on what they just experienced individually/collectively, perhaps by focusing on the fact that sometimes young can hurt others without realizing it, just by clicking a button on a social network.

TEACHERS' PANEL

PLEASE NOTE: The teachers panel is completely optional and provides additional tools and information to analyze the game implementation.

To access the teachers panel, link up to <http://game.tabby.eu/teacher.html> and enter the credentials specified during registration phase.

From the main page, teachers can **logout**, or select a world created previously (from the menu "Open a world").

Hint: the teachers' panel doesn't allow the teacher to actively participate to the game, but only to monitor the progress of the game. To participate to the game the teacher can create a standard user account and join the game like any other student.

PLAYERS

Once a world has been chosen you will see the user table. The table shows how many users are registered to the world and their parameters of the game. Notice that this table will show all users, therefore also the users that are registered but aren't playing in that precise moment, while for playing users you will see a value set in the "Environment" column (see next paragraph).

Once you select a world, please wait 5-10 seconds for the user table to become active (the time needed to connect to the server).

User Table columns

The columns "Happiness", "Popularity", "Karma" and "Credits" list the game parameters.

The "Environment" column is activated when the user is playing. It shows the name of the current environment in which the player is in (his room, the school, the shop, etc).

"Set as target" Button and "Bullying" column:

When a user is online you may also see the button "Set As Target" in the Bullying column. It allows teachers to set a particular user as target of the A.I. designated as bullies.

This button will appear only when the player isn't in his/her room, in the classroom or in the gym.

"Num reports" indicates how many times a user has reported to the teacher the bullies behaviors suffered.

"Num connections" and "Last connection" indicate how many times the user has logged on to the game and the date of the last game session.

STATISTICS

This page displays various statistics related to the students' game activities: this data are anonymous and concerns the students' behavior during the game, the game session duration, the decisions taken with the regards to the acts of cyberbullying suffered or suffered by their peers.

To export data in a .csv format click on the "SAVE" button.

Click on the box "FROM" and "TO" to get data related to a given period.

The data fields explained in detail:

User_game_time: the time (in seconds) a user has played the game

cb_vote: the vote (from 1 to 5 stars) a user has given to a cyberbully post

interaction: a user made an interaction with another user and the kind of interaction

report: a user has reported to the teacher (with the total count of reports for this game)

badge: a user has been given a badge (with the kind of badge received)

TOOLS

From the tools section, it is possible to create new "Worlds", you have just to insert the new World name and click on the button "Create".

You can also recover a student password by selecting his/her nickname from the menu in the bottom, next to "Select user name".

TROUBLESHOOTING

What you can do if the game freezes at the initial stage, after the login? If you encounter this problem, please contact your system administrator providing the informations below.

- 1) Download and use Chrome or Firefox browser.
- 2) Proxy Servers / Web Proxies: some proxies, like Squid, have a blocking behaviour against websockets (that is the technology underlying Tabby Plays). The only way to avoid the issue is to set up a connection without Proxy Server or to try another Proxy software. You can check anytime the websocket connection from this link:
<http://websocketstest.com/>

In the top section (Environment) you can check the presence of a Proxy in your connection.

- 3) Firewall Settings: the game uses standard http ports, so it should not be affected by firewalls. Anyway, if you have problems launching the game, you can try temporarily disable your firewall and make sure that the ports 80, 8080, 443 are open (outgoing) for the TPC protocol.
- 4) Antivirus: some antiviruses may also block the connection with the game, try disabling it for some minutes and launch the game again.