

XIMPEL for ethical frameworks

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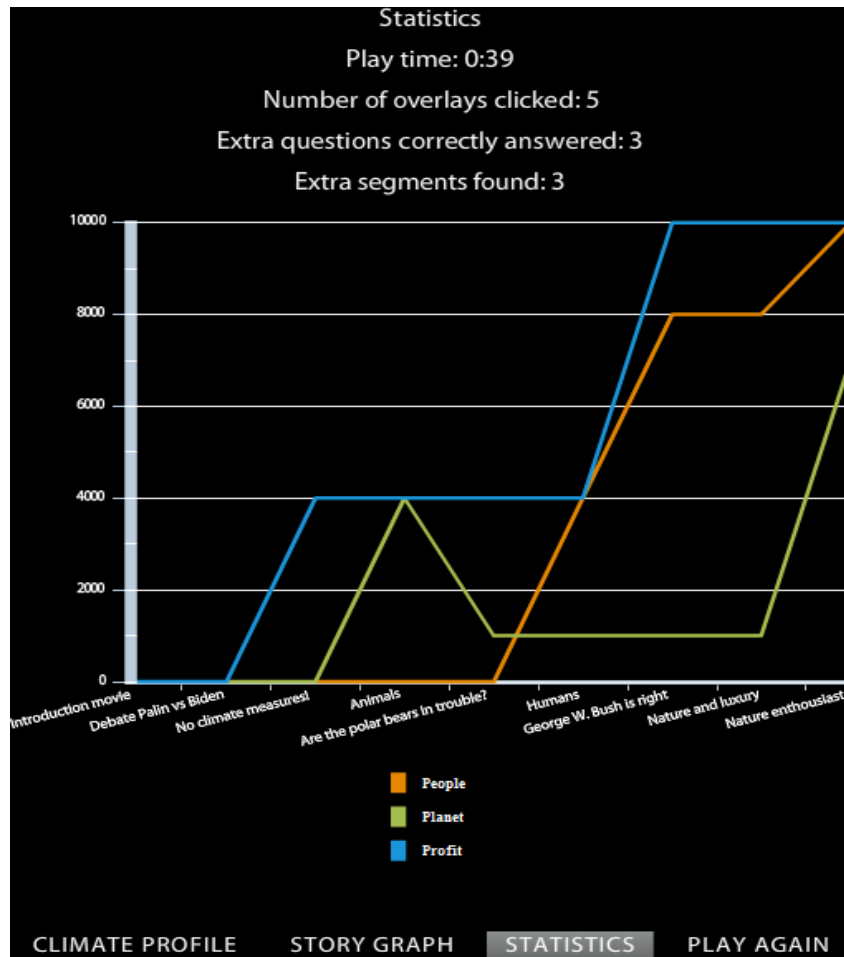
Overview

- Ethical frameworks
- XIMPEL examples
- Template
- Applying the template
- Practical considerations

Ethical frameworks

Coupling of evaluation of in-game actions with the narrative framework that contextualizes them
(Zagal, 2009)

XIMPEL example: Climate Profiler

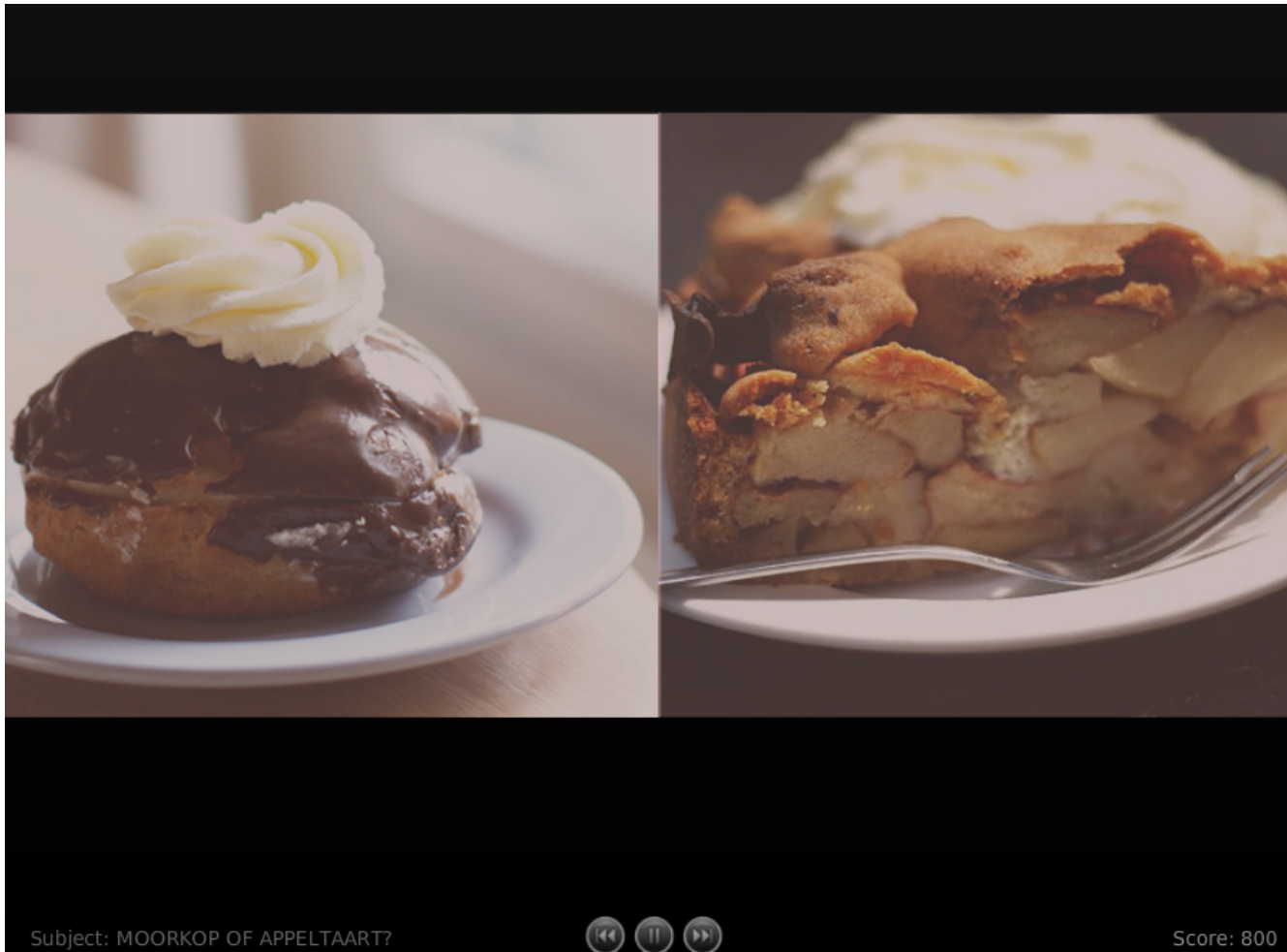


- Climate profile through values: people, planet and profit



XIMPEL example: Healthy Eating

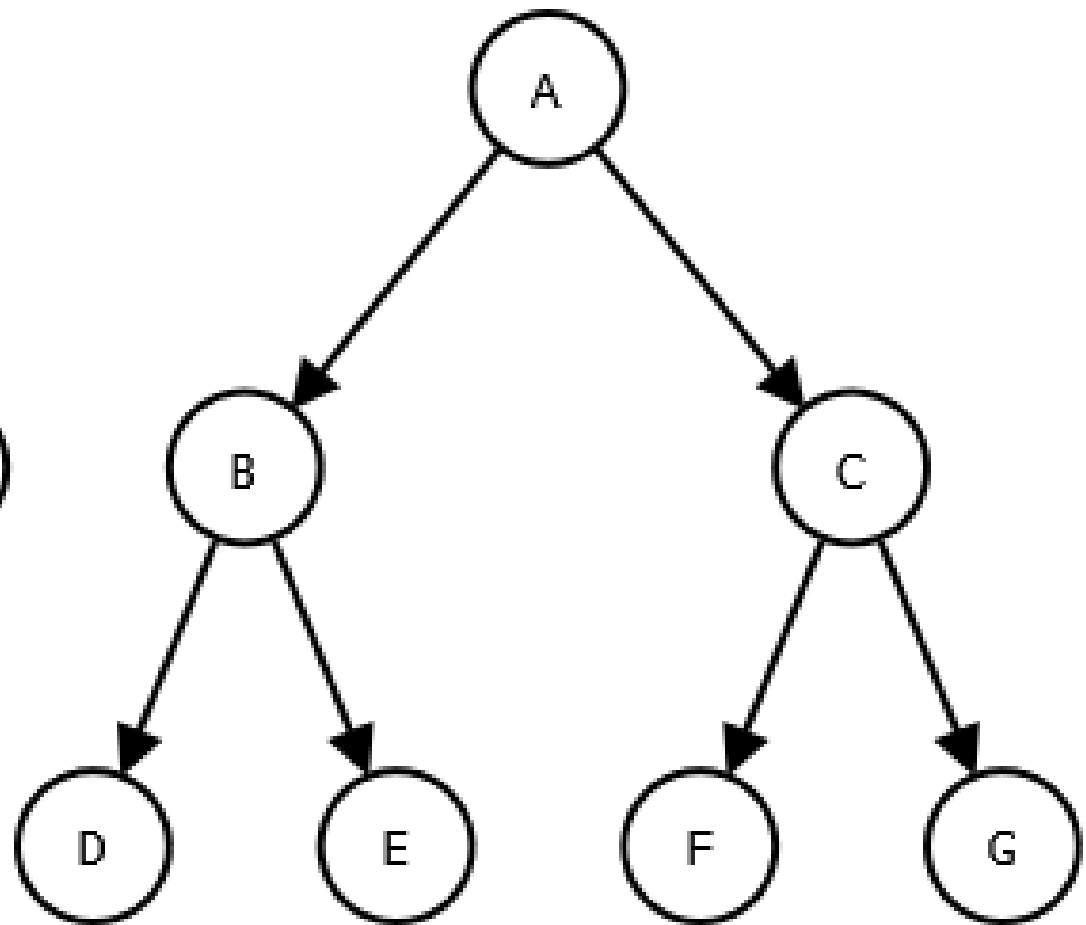
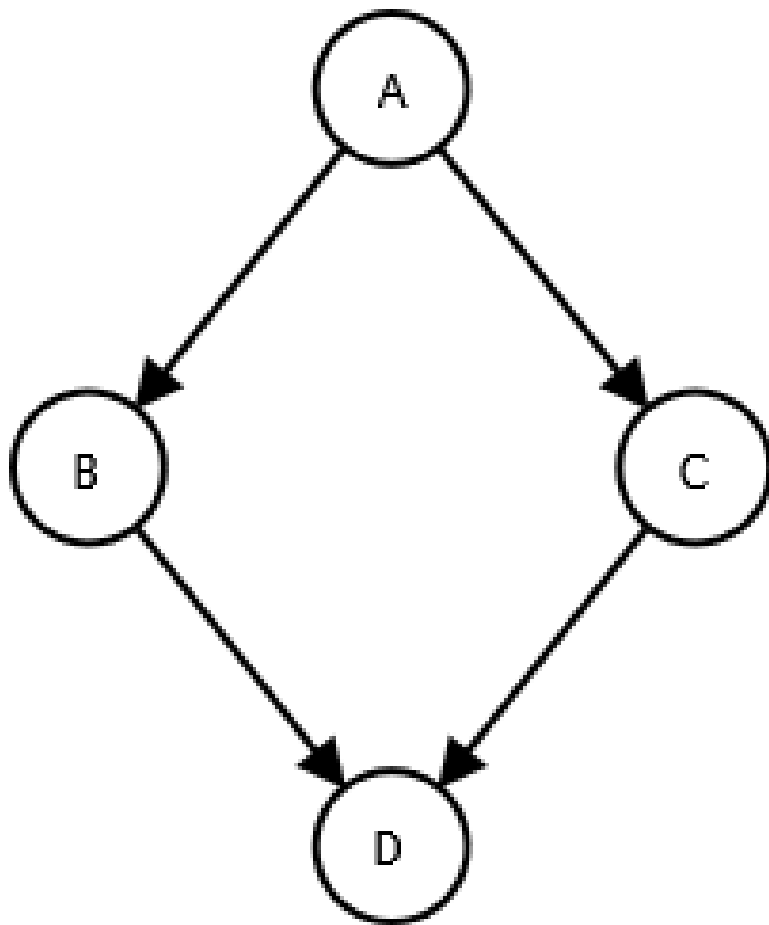
- Awareness through choices and reflection



Template

- Template to effectively use XIMPEL for ethical frameworks:
 - 1) The player is made familiar with the ethical system through a **narrative**
 - 2) The player should get proper **feedback** when making a choice in a **dilemma**

Applying the template: structure



Applying the template: playlist

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<ximpel>
  <subject id="introduction"
    leadsto="dilemma1">
    <description>
      Introduction
    </description>
    <media>
      <video file="intro.mp4"/>
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  </subject>
  <subject id="dilemma1">
    <description>
      Dilemma 1
    </description>
    <media>
      <picture file="1.png">
        <canvas>
          <overlay x="114" y="120"
            width="120" height="342"
            leadsto="1a"/>
          <overlay x="585" y="124"
            width="100" height="340"
            leadsto="1b"/>
        </canvas>
      </picture>
    </media>
  </subject>
```

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        </description>
        <score value="-10"/>
        <media>
          <video file="d1a.mp4"/>
        </media>
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    <subject id="1b"
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        <description>
          Dilemma choice 1b
        </description>
        <score value="5"/>
        <media>
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        </media>
      </subject>
    <subject id="dilemma2">
      <description>
        Dilemma 2
      </description>
      <media>
        ...
      </media>
    </subject>
  </ximpel>
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Practical considerations

- Playlist size & complexity
- Narrative structure
- Score evaluation