Problem Statement
College students in America are not aware of the complexities involved in fighting poverty in developing countries.

Solution
A choice-based digital game where the player makes decisions about poverty in a developing country.

Why Developing Countries?

Assessment Plan
- Two anonymous surveys, open to all
- Compare pre-game and post-game results

Common Poverty Myths
- Good economy = No poverty
- Children have equal opportunities in all locations
- Welfare makes people lazy
- Poor people choose to stay poor

Pre-Game Survey Results
51% of all surveyed believed at least one common poverty myth

Post-Game Survey Results
19% of all surveyed believed at least one common poverty myth

ECONOMY
There is a large income gap between people in rural and urban areas of your country. Rural inhabitants are struggling to make a living. What do you want to do to reduce the income gap?

- Raise taxes for wealthy families
- Increase the minimum wage in rural areas only
- Improve the welfare program to address rural needs

Conclusion
- Fewer people believed common poverty myths
- Players found the game interesting
- Players mostly agreed that they learned something
- Players were unlikely to recommend game
- Prototype successful, needs improvement

References
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