

Name: \_\_\_\_\_

Date: \_\_\_\_\_

**3<sup>rd</sup> WORLD FARMER - Digital Game**  
([www.3rdworldfarmer.com](http://www.3rdworldfarmer.com) or <http://goo.gl/26Z2F>)

**Intro**

3rd World Farmer is a new kind of game. An experiment in the genre of Serious Games, it aims at simulating the real-world mechanisms that cause and sustain poverty in 3rd World countries. In the game, the player gets to manage an African farm, and is soon confronted with the often difficult choices that poverty and conflict necessitate. (from the Games for Change website)



**Pre Game**

What are some possible hardships that might face a small farmer in a developing country in Africa? (think in terms of both local and global challenges)

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**During the Game**

Play the game at least 3 times and record your results in the tables below:

**Attempt 1 Results**

	<b>Points</b>		<b>Points</b>
Turns (years)		School built	
Years in School		Clinic built	
Babies born		Representative support	
Marriages		Crop insurance	
Communications built		Bonus (all projects built)	
Infrastructure built		<b>Total</b>	

What I learned from this round:

### Attempt 2 Results

	<b>Points</b>		<b>Points</b>
Turns (years)		School built	
Years in School		Clinic built	
Babies born		Representative support	
Marriages		Crop insurance	
Communications built		Bonus (all projects built)	
Infrastructure built		<b>Total</b>	

What I learned from this round:

### Attempt 3 Results

	<b>Points</b>		<b>Points</b>
Turns (years)		School built	
Years in School		Clinic built	
Babies born		Representative support	
Marriages		Crop insurance	
Communications built		Bonus (all projects built)	
Infrastructure built		<b>Total</b>	

What I learned from this round:

## **Post Game Analysis**

1. What are some of the hardships you come up against? What are some of the choices you are forced to make?

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2. What actions helped your situation?

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3. Are the game developers successful in their aim stated below?

*"We find this kind of experience efficient at making the issues relevant to people, because players tend to invest their hopes in a game character whose fate depends on him or her. We aim at making the player 'experience' the injustices, rather than being told about them, so as to stimulate a deeper and more personal reflection on the topics."*

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4. If time permits, try these other related digital games:

- Ayiti - <http://ayiti.globalkids.org/game/>
- Darfur is Dying - <http://www.darfurisdying.com/>