VIRTUAL PEACE
THE HUMANITARIAN ASSISTANCE SIMULATOR

Duke Visual Studies Initiative
Duke-UNC Rotary Center
Virtual Heroes
Leadership and Training Platform

- Epic Games’ UnReal Game Engine
- Up to 32 players simultaneously
- Real-time in-game assessment & feedback
- Instructor and stakeholder-authoring interface
- After-action review
Focuses on negotiation, conflict and cooperation between international, national and local organizations and governments in the aftermath of Hurricane Mitch
Students practice negotiating skills in a 3D virtual world environment
Instructors and observers can monitor, comment, and aid in the discussions.
Virtual Peace Project

Supports:

- Discussion between stakeholders—UNDP, CARE, Doctors without Borders, USAID, local gov’t officials, NGOs

- Rotary fellows around the world can log in remotely to participate in the game
*Emergence* takes place in a science fiction world filled with strange creatures, challenging objectives, and unexpected plot twists. In the future, intelligent artificial life is achieved and promises the solution to widespread labor problems and worldwide economic crisis. The computer network that coordinates this new android workforce unexpectedly turns on its creators and decimates much of Earth’s population in an apocalyptic war that takes place shortly after its activation. Following this mysterious catastrophe, a watchdog organization known as the Global rises from the rubble to spearhead the reclamation of land devastated by weapons of mass destruction. Players choose one of several characters to follow, communicate and share information with one another, explore a richly articulated world, and brave the global chaos to rebuild a dying planet. Even as users will be transported to an imaginative speculative realm, they will also have to use new media technologies to engage the real world around them.
Emergence is a transmedia alternate reality game. We are creating a pervasive augmented reality world that maps science-fiction elements onto the real world, accessible by means of the latest mobile phone technologies, such as iPhones, iPads, and Android devices. Emergence will introduce players into a science fiction scenario that plays out through a novelistic story and a virtual world that changes with real-world participation. By combining experimental media and narrative techniques, Emergence will entice active gamers, social media enthusiasts, and fans of science fiction and fantasy literature.
EMERGENCE will exploit the emerging possibilities of pervasive computing, next-generation mobile communications devices, social media, and game technology to foster intercultural communication and cooperation through non-violent collaborative problem-solving. Our projects promote a new vision: game design as social activism. We view games not as escapist flights from reality or trivial distractions but rather as dynamic, interactive social systems for learning, practicing, and performing the rules by which we live our lives. Further: we believe that changing the games we play will change our culture.
BLUE TEAM
4 iPhone4 devices

GREEN TEAM
4 iPhone4 devices

INSTRUCTOR
1 central iPad

DUCIS GLOBAL HEALTH ARG
device architecture
This game is a treasure hunt that incorporates the iPhone’s compass and GPS. It should be played in a large open area such as a football field or a park. Each student must navigate the site and interact with a number of virtual characters. These figures appear in coordinates set by the instructor. Once the player approaches the correct coordinates, non-player characters become visible through the iPhone camera.

As students interact with non-player characters, they sort through rumors and gather clues that lead them to the location of key viral samples.

If students follow the correct trail of coordinate markers, they reach the samples necessary to sequence the viral genome and discover a vaccine.
Emergence will be a multiplayer online game that encourages diplomacy, intercultural communication, and social cooperation over violence. Instead of a traditional combat-driven first-person shooter game, we will combine different media forms to create a different kind of pervasive and immersive gaming experience. This interactive world combines illustrated story segments, animated 3D cut scenes, online mini-games, real-world puzzles, and social networking applications to explore the parameters of peaceful world building. Emergence combines elements of two of the most popular and cutting-edge gaming genres: Massively Multiplayer Online Games (MMOGs) and Alternative Reality Games (ARGs).