

IGNITE STORYTELLING
the vr non-fiction gaming platform

Overcoming

Brought to you by
TheCloud9

THE TEAM



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Why Overcoming?

Young people today are striving to make social change, but they often don't know how to be effective **Change Agents**.

Overcoming leverages history from the Civil Rights Movement to connect past and present movements for racial justice, teach young people how social movements are built, and promote their self-efficacy as **Change Agents**.

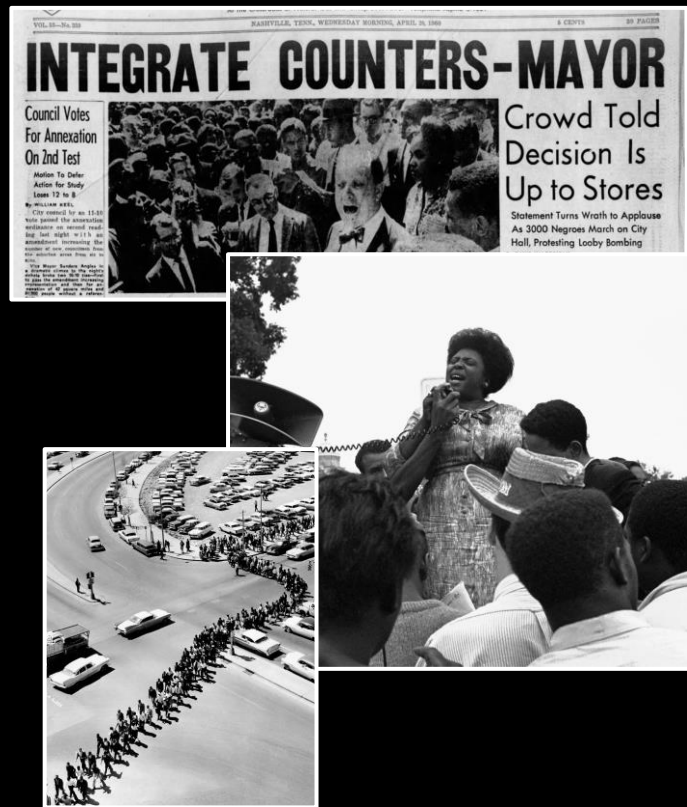
Through Diane Nash's experience as a student leader in the Nashville Civil Rights Movement, learners see how ordinary citizens accomplished incredible social change.



A Documentary Video Game

We took on the ambitious goal of building a fully immersive video game within a non-fiction storytelling framework. Most games are works of fiction. What we wanted to do was re-envision what non-fiction can look like as an immersive experience.

To this end, we recreated the Nashville 1960 Sit-ins, focusing on the sites and sounds and artifacts from the era while giving the player agency to explore and create their own movement.









Some team members require a good deal of **CAPACITY**. Too much capacity reduces success.

DIANE NASH 

This is how much **POLITICAL POWER** your team gains from a team member.

DIANE NASH 

This icon shows how much a team member can gain **VISIBILITY** for your movement.


DIANE NASH 


This icon determines how much your movement grows in the **COMMUNITY**.


DIANE NASH 

Helper messages

Septima worked to provide voting education to the community. **-750 CAPACITY**


100 


100 


300 

JOHN LEWIS

Key leader of SCLC, community, co-founder of SNCC organizer. **-500 CAPACITY**

400 

50 

50 

ELLA BAKER

Diane's Team

SELECT A TEAM MEMBER TO BUILD YOUR NASHVILLE SIT-IN TEAM.


Sit-In Team Members
2 of 4

You have selected 4 team members. Do you want to attempt your Sit-in with these 4 team members?


YES **NO**


Sit-In Team Members
4 of 4


Your Sit-In team



 5000/5000

 300/200

 500/400

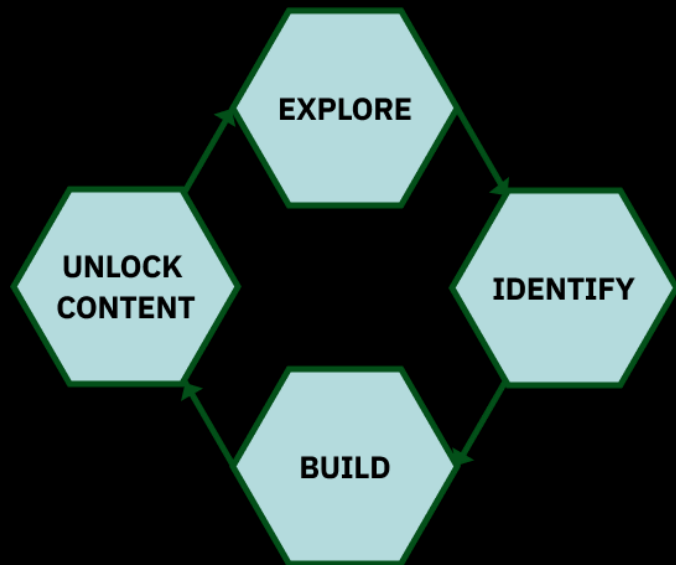
 -300/-300

Learning Goal Evaluation

Design for Learning Goals

We simplified the core game loop to reward the learner with additional, *compelling* content.

In *Overcoming*, players are immersed in a rich, relatable environment. A non-fiction story unfolds through a tapestry of content building on the player's acquired knowledge and skills.



Where *Overcoming* Will Take Us

We see IGNITE as a way for creators to tell more immersive non-fiction stories. By partnering with museums, writers, filmmakers, historical sites, and more, we hope to bring inclusivity, broader access, and new perspectives on non-fiction storytelling.



black
public
media



NATIONAL
MUSEUM of
AFRICAN
AMERICAN
HISTORY &
CULTURE



Schomburg Center
for Research
in Black Culture
The New York Public Library



References

We recognize the significance and importance of the life and work of Ms. Diane Nash. Without this, none of what we did would be possible.

Social and religious transformation scholar, Dr. Vincent Harding.

The documentary series, *Eyes on the Prize*, produced by Henry Hampton's Blackside Productions in addition to footage from *PBS*, *Learning Media* and *Democracy Now!*

And, all the freedom fighters who came before us and to follow.

