Hunting with Eagles
THE E.V.C.D.

Bird Studio Productions LLC

Purpose of Document

As our game is intended explicitly for <u>teaching kids about the practices of another culture</u>, how we communicate educational information needs to be thought through and treated with care, so as to not create a game that is informationally or epistemologically useless–or worse, insensitive and dismissive of Mongolian or Turkic cultural products.

This document is focused solely on:
   A. WHAT WE'RE TEACHING!!!
   B. HOW WE'RE GONNA TEACH IT!!!!!!

What We're Teaching

Core

We are teaching Mongolian eagle hunting. Full stop.

Supplementary

Any additional contexts, such as Mongolian history, wildlife, and other cultural practices should also be considered. While the game isn't about Mongolia in general, it is still important to represent the culture the practice comes from in a positive and knowledgeable light.

How We're Gonna Teach It

Gameplay

First and foremost, the gameplay is meant to showcase how eagle hunting works while taking into account player engagement. Because it is not completely accurate to real life (the eagle doesn't carry the animals back to the hunter, merely kill and mark them for the hunter to collect), we have other channels for educating through.

Tutorial

The tutorial should explain why eagle hunting is done, as well as introduce the animals the player will have to catch.

Results Screen

Fun facts can be given on the results screen in between days regarding geography, animals, and other tidbits about Mongolia.

Animals and Geography

Level design and animal variety are two natural ways of representing the Mongolian wilderness. Better representation can come through things like variation in level color palettes (some mountains are more rocky or snow-covered, while others are grassy or sandy) and chances of animal variants spawning (some animals are more endangered than others, or have rules against hunting them).