MOVING TOMORROW

Handbook

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Introduction

Moving Tomorrow is a serious video game series aimed at enhancing players' intercultural understanding and their competence around diversity. The applications are built upon the core mechanisms of gaming. The players step into the shoes of Lucy, an ambitious young woman with a fascination for technology and social entrepreneurship, and they embark on a virtual journey to the Berlin-based start-up "Runergy." They engage in conversations with other characters (non-player characters) and make important decisions that will ultimately affect how the story pans out: will they be able to convince their colleagues of their suitability to work for "Runergy," for example by being successful in an organisational culture characterised by a holacracy, or by succeeding in the Russian or Chinese context? Or do they have to leave the organisation early? Moreover, what is more important to them: their personal life or their work life? How does gender matter? Through eight hours of gameplay, the players quickly find themselves in the midst of an evil plot that endangers not only themselves, but also the whole company itself.

But Moving Tomorrow is not just a more fun and entertaining way to learn about intercultural management. Its game mechanics are closely intertwined with its learning content, and when the players talk to the different characters, or when they look at the various objects existing in the game, they unlock so-called "Insights." These "Insights" cover the latest scientific constructs and models of intercultural management research (e.g. polyculturalism, cultural dynamics, cultural diversity, multi-level culture, multi-cultural teams, global leadership) and are related to the situations that the players just experienced in the game. As a result, the scientific content is always accompanied by a practical example, which helps to increase the memorability and the transferability of the learning contents. In addition, the procedural story arc of the game encourages players to really think about which decision to make, as they know that it will affect what's going to happen in the game.

Moving Tomorrow is designed for students and professionals who are currently working internationally or are likely to do so in their future careers. The first part of the game, "Moving Tomorrow – An Intercultural Journey," focuses on the different layers of culture (national culture, organisational culture, group culture), cultural diversity, cultural dynamics and how the cultural environment affects individuals by shaping their values or schemata. The second part of the game, "Moving Tomorrow – The Intercultural Journey Continues," complements the first part by taking a closer look at multi-cultural teamwork and intercultural/global leadership.

How to Play Moving Tomorrow 1 & 2

This guide will help you start playing "Moving Tomorrow – An Intercultural Journey" as well as "Moving Tomorrow 2 – The Intercultural Journey Continues" on any computer.

License

In order to evaluate whether or not the game is suited for your needs, we can provide you with a 7-day full access trial license for free. After the trial period is over, you will need to purchase a full-license to continue. Licenses for "Moving Tomorrow – An Intercultural Journey" and "Moving Tomorrow 2 – The Intercultural Journey Continues" are sold separately.

An educational license costs **€50** and is valid for a **single student user for the duration of one course**. The professional license that can be used by professionals costs **€200** and is valid for a **single user for the duration of six months.** For further information, please contact Tobias Schumacher at tschumacher@escp.eu.

Setting up the Game

Supported browsers

You can play the game directly on Safari, Google Chrome, Microsoft Edge or Firefox. You can access the game by clicking on the button "Play now" that you can find on our website.

Technical requirements

We recommend at least 8Gb of RAM for the smoothest gameplay experience.

Playing on Google Chrome (recommended)

We suggest playing the game on Chrome as you can just start playing by clicking on the link on our website and entering your personal login information.

Playing on Firefox

For Firefox, you would need to install and activate the following addon so that the video scenes in the game are displayed properly: https://addons.mozilla.org/de/firefox/addon/cors-everywhere/.

Playing on Safari

For Safari, you would need to activate "Allow All Auto Play" and uncheck "Enable Content Blockers" for our website in your browser settings and clear your cache memory. You can find the screenshots guiding you to activate both options on the following page.
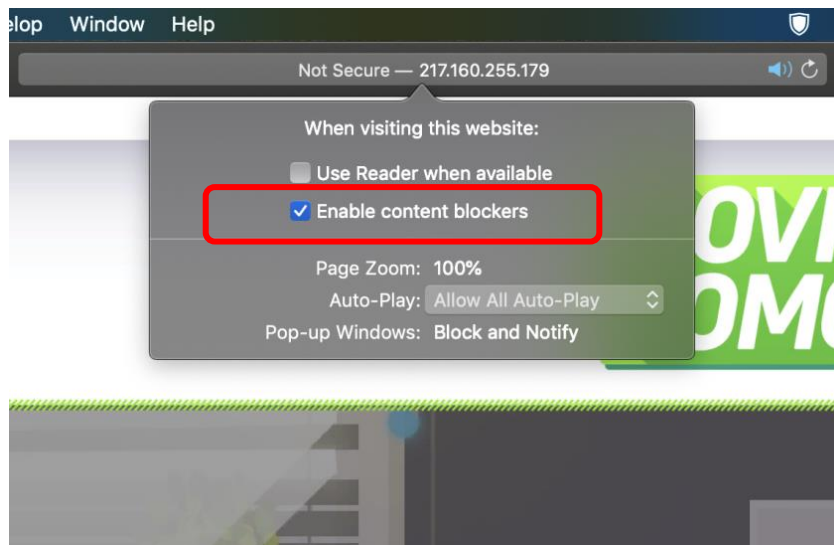
Playing on Microsoft Edge

We suggest playing the game on Chrome as you can just start playing by clicking on the link on our website and entering your personal login information.
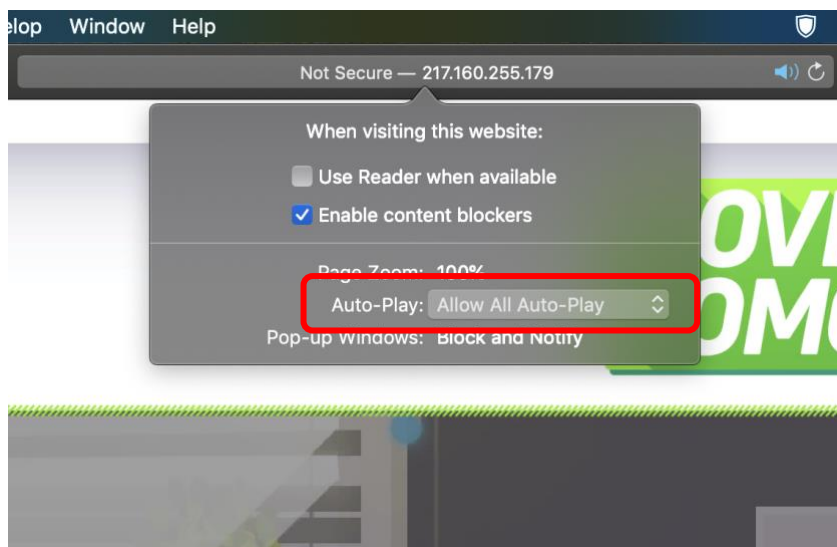
1. Open the web game window, then go to Safari in the top menu bar and click "Settings for This Website…"
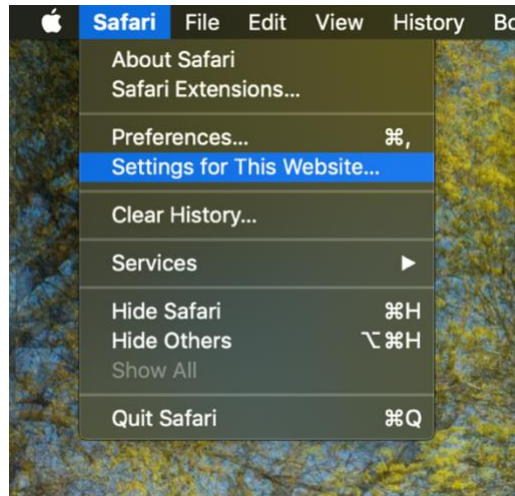
2. **Uncheck** "Enable content blockers"

3. Under the drop-down menu Auto-Play, select "Allow All Auto-Play"

Playing the Game

Game settings

The game is designed to be played in full screen mode. Enter full screen mode by clicking on the full screen symbol at the bottom right of the window. This is very important, as sometimes you might encounter some glitches and bugs when you try interacting with other characters or objects in window mode.

To improve gameplay performance, please close other tabs and programs.

Right-click with the mouse to advance dialogues.

Initial gameplay

To smoothen the game experience and make it less susceptible to an unstable internet connection, the game will download some game assets when you start it for the first time. Depending on your internet connection, the game might thus take a moment to start at first.

I have technical problems (e.g. the game crashed or the game is not loading properly), what do I do?

In case you encounter any technical problems when playing or loading the game, you should use the following procedure to try fixing the problem before you contact us:

1. Check your internet connection to see whether or not it is working properly. It might also help to restart your rooter, as sometimes, this stabilizes the internet connection.
2. Look at how much RAM is used on your computer by other processes running simultaneously. For the smoothest gameplay experience, we recommend to close other programs and tabs in your browser.
3. Try restarting the game and if that doesn't work try to restart your computer and try running the game again.
4. Try playing the game in a different browser.

In case the game crashes while playing, you have to restart the episode, as the progress is not saved automatically. If the same problem continues to exist, you can skip single episodes by clicking on "Skip" in the episodes' overview screen.

Saving game progress

It is important that you don't clear your cache memory while playing the game in any browser as the game progress will be saved automatically in your cache. You can't save manually while playing an episode, but as soon as you finish playing an episode, the game saves your progress and you can resume playing on another day from where you left off.

If you accidentally clear your cache while playing, the game will start from episode 1, but you can "skip" single episodes in the episodes overview to get to the episode where you left off.

I don't know how to proceed, what do I have to do next?

The Task interface on the top left of your screen specifies what you have to do next. In case this information is not sufficient, you can click on the "TASKS" button on the top of your screen, which gives you all the information that is necessary to complete your tasks.

Contacts

We're always happy to hear from you!

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Credits Moving Tomorrow – An Intercultural Journey

ESCP Business School:

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Game Designer	Julian Röth
Artist	Torben Bökemeyer
Character Designer, Animator	Irmak Kaya
Additional Animator	Miriam Moritz
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Tom, Philip	Max Koch
Steve, Theodore, Xiang Yao, Xing Yu	Benjamin Radjaipour
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All testers helping us to improve the game

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Game Designer, Content Creator, Project Leader	Tobias Schumacher

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The team of the Chair of Human Resource Management & Intercultural Leadership, ESCP Business School: Sina Kraus, Katharina Neesen, Dr. Lynn Schäfer, Ricarda Schmidt, Maximilian Tallgauer, Juuso Tiihonen & Michael Volk for their feedback, support and testing of the game

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