

PIONEER FOR SEX & GENDER ED

BOARD GAME & VIDEO GAME FOR SEX EDUCATION

The inspiration of this game design project is based on the sex and gender education popularity of Chinese teenagers and the social problems of insufficient cognition. According to its background, it is found that Chinese teenagers need to improve understanding of gender both physically and psychologically, and also need to strengthen the education of sexual safety. Since this education cannot be separated from the cooperation of teachers and parents, I designed two types of educational games: 1. It is applicable to board games with educational nature on campus. 2. It is applicable to video games that cooperate with parents in customs clearance at home.



POPULAR SCIENCE IN SEX / GENDER DEVELOPMENT

STAGE 1: GENERATE GENDER CONSCIOUSNESS



Gender Identity

Before 8 years old, children gender awareness is usually formed. Although children may not be able to understand the concept of gender, they also know the differences and sensitivities between boy and girl.

Gender Curiosity

Due to the influence of body hormones, they try to ask each other questions about the differences between boys and girls. This is a very important stage to guide and help them understand "Gender and Sex".

Dialogue Topics

Can I wear a skirt like a girl?

Can I stand and pee like a boy?

What does it mean to kiss a girl?

Why do we go to the bathroom separately?



STAGE 2: PHYSICAL DEVELOPMENT



Age of 11 to 18

Boys' physical and sexual characteristics begin to show, their height increases rapidly and their sexual organs also begin to develop.



Age of 8 to 16

Girls' physical and sexual characteristics begin to show, their height increases rapidly and most people begin to have menarche in this period.



STAGE 3: PRODUCE SEXUAL IMPULSE



Middle & Late Adolescence

At this stage, due to the long-term production of sexual consciousness and the body has begun to develop, there will be sexual impulse.



Sexual Safety Education

The reason why sex safety education is advocated here is that some teenagers at this stage have had their first sexual life, so they cannot be forcibly organized. It is important to note that there may be risks of abortion and unwanted pregnancy at this stage.

Specific Examples

Teaching boys how to wear pregnancy kits during sexual intercourse, and teach girls to distinguish between the functions of conventional contraceptives and emergency contraceptives. And popularize the consequences that both sides of accidental pregnancy and abortion need to bear, and cultivate a sense of responsibility, etc.



CONCLUSION

Gender Development Can Be Divided Into Three Stages

Stage 1 is that children have tried gender cognition in their childhood around the age of 8. They can recognize the differences between boys and girls, and will be curious to ask each other some questions. **Stage 2** is the stage of physical development in early adolescence. Girls generally develop two years earlier than boys. **Stage 3** is the middle and late adolescence. At this time, as the mind and body gradually mature, teenagers will have sexual impulses, so this is a critical period to teach teenagers sexual knowledge and how to protect themselves.

TRANSGENDER GROUP

IDENTITY COGNITION

Physical Aspects

The medical gender recognized at birth is different from the gender recognized now, or people with both male and female characteristics are transgender.

Psychological Aspect

Transgender people may think they are lesbian, gay, bisexual, heterosexual or other sexual orientation.



SURVIVAL STATUS OF TRANSGENDERS IN CHINA

Background Info

Most transgender people begin to have **self-awareness of gender identity** before the **age of 18**, while the first time they **tell others** about their gender identity is concentrated between the **ages of 13 to 24**. **Most Chinese people do not understand** and are **not tolerant** of this **transgender** group because of **cultural** and **educational** systems and other **factors**.

Family Attitude

School Environment

Psychological Condition

90% families cannot fully accept.
60% families do not support.
40% People will not seek help after suffering from domestic violence.

70.8% of people have suffered from school violence, which has caused most of them to drop out of school.

66.67% of people have experienced different forms of strong gender Depression & anxiety.



CONCLUSION

Chinese Society Is Generally Biased Against Transgender Groups

The biggest impact on adolescent transgender people is in family attitude and school environment. Due to the long-term lack of family comfort and support, as well as the long-term exposure to the different views of their school peers and campus violence, their mental health has been seriously affected, and even suffer from anxiety and depression, and finally self mutilation and suicide.

BACKGROUND ENVIRONMENT OF SEX / GENDER EDUCATION & THE IMPACT ON TEENAGERS

FOR CHINESE TEENAGERS IN SCHOOL & FAMILY

Ideologically, Chinese people were deeply influenced by the harmony of Yin and Yang and the abstinence of desire in ancient Confucian Neo-Confucianism. Therefore, since ancient times, Chinese people have taboo to talk about gender and their intimate relationship, which is also regarded as a very important privacy.



Schools' Attitude Towards Sex & Relationships:
Most Chinese middle schools & high schools do not encourage students to fall in love because because the school requires students to concentrate on preparing for the college entrance examination.

Parents' Attitude Towards Sex & Relationships:
Parents avoid talking about anything Sex & Gender when their children are teenagers. They also believe that early love is fruitless, and will affect the body, mind and study of teenagers.



COMMON PHENOMENON

In schools, teachers **do not encourage love** and **only focus on the study** of examination oriented education. In families, parents **refuse to talk about sex** with adolescent children and **prohibit fall in love**, resulting in some **consequences** caused by the **lack of sexual knowledge** among adolescents. For example, the most important thing is that **adolescents do not have** access to sexual prevention knowledge, so they **do not know** how to deal with some **emergency situations**, such as unwanted pregnancy or abortion.

Teenagers' Attitude Towards Sexual Behavior:

In China, some teenagers have **unsafe sex**, eat **emergency contraceptives indiscriminately**, or even go to **irregular hospitals for abortion**, which results in great physical and mental damage.



Abortion Data In China:

1. There are **2.5 million adolescent abortions** in China every year, and the proportion of **repeated abortions is very high**.
2. The incidence of accidental pregnancy among minors in China is **increasing at a rate of 6.86% per year**.
3. On average, **10 girls** have unsafe abortions every minute.



Full Time Accommodation and Closed Management:

Most students stay and live at school from Monday to Friday, and the school stipulates that students cannot bring any personal electronic products to school, so the only way for students to get new information is through communication with their peer.



The Attitude of Schools and Families Towards Sex has Directly Led to the Following Main Sources of Sexual Knowledge among



70%
Porn Video & Website



24%
Reading Sexual Education Books



6%
Other Ways in Daily Life

CONCLUSION

Due to the relatively **less sex education** for men and women due to **social environmental factors**, to a certain extent, the **lack of sexual knowledge** and the **resulting physical and mental health** of young people, not to mention the **public's awareness of transgender groups**. Therefore, I will have a **brainstorm** about **physiological gender education, social gender education and sexual safety**

MIND MAP OF THE MAIN DESIGN DIRECTIONS INVOLVED

PHYSIOLOGICAL GENDER EDUCATION

Physiological Cognition of Male and Female



Both Male and Female Sex Organs are Composed of Internal & External Genitalia.

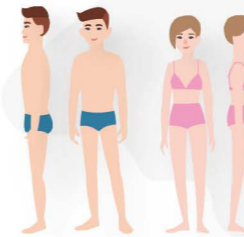
Male external genitalia includes scrotum and penis; The internal genitalia includes testicles, ejaculatory ducts and accessory glands.

Female internal genitalia includes vagina, uterus, fallopian tube and ovary. The vagina is the channel for sexual intercourse, menstrual blood discharge and fetal delivery. The female external genitalia is the vulva, labia major, labia minor, clitoris, and vaginal vestibule.

Physical Development Characteristics

Boys

Boys start to develop at the age of 11.5 on average. In the next few years, they will gradually experience the experience of long Adam's apple, changing voice, long beard and rapid growth in height, and will experience the first ejaculation between the ages of 14 and 15. In almost all boys, testicular volume increases before penis growth and pubic hair appear.



Girls

The earliest sign of puberty development in girls is breast development, generally from 10 to 11 years old and at the latest 13 years old. Then the pubic hair grows and the vaginal secretion increases, generally from 9 to 11 years old. The last is menarche, with an average age of about 12.5 years.

Reproductive Cycle Knowledge

Stage 1: (1-14 weeks)

1-3 weeks: implantation stage of fertilized eggs
4-5 weeks: embryo formation
6-8 weeks: preliminary formation of organs and brain
9-13 weeks: gender differentiation, visceral organs begin to develop and function

Stage 2: (14-27 weeks)

14-24 weeks: the baby's organs further mature and begin to have a sense of preference
25-27 weeks: infants start breathing, regular work and rest

Stage 3: (28-38 weeks)

The organs are further perfected and mature, and the whole body begins to gradually increase and enter the countdown to birth.

SOCIAL GENDER EDUCATION

Understanding & Respect Different Genders

For Adolescent Girls

Teaching girls to keep setting physical boundaries when interacting with boys, and tell girls to take the initiative in their own bodies and to reject some boys' improper behaviors.

For Adolescent Boys

Teaching boys not to take girls out on dates just for one reason to meet their physical needs. In addition, boys should also be made aware of the importance of responsibility and the need to take care of girls' feelings and other needs when interacting with girls.



For Adolescent Transgenders

Teaching them to face their physiological gender and sexual orientation frankly and not to think that they are abnormal people. Secondly, let them learn to express ourselves bravely. If they suffer from disrespect and discrimination from others, they can ask the society for help. They should not hide these unfair things in our hearts to cause some psychological problems.



Guide Parents to Teach Teenagers How to Love

Developing Good Personal Qualities

Parents should guide teenagers to understand love with a positive attitude. Children can face this inner palpitation directly, which is likely to become an incentive factor for self-development and improvement. In this process, teenagers learn how to care, how to express, and how to improve themselves. These are important qualities in the pursuit of love.

Analyzing the Objective Factors of Love

Parents can help teenagers understand the risk factors of adolescent love. We attach great importance to giving children "objective" knowledge in sex education, that is, positive and negative information should be presented. We should be aware that love has a beautiful side. Love in adolescence occurs naturally, and we can't adopt a negative and repressive attitude.



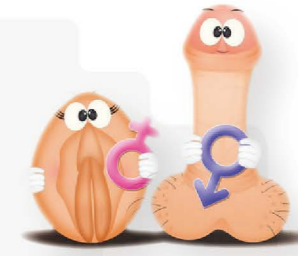
SEXUAL SAFETY EDUCATION

The Age Appropriate For Sexual Activity

Recommended After 17-18 Years Old

People can have sex mainly depends on whether their sexual organs are mature. Although people can have sex at the age of 16 when they arrive, it may still damage most human organs if they do not complete their development and maturity. The age of development and maturity is 17-18 years old.

However, the age of first sexual life is early in some countries because under the influence of climate, region, culture and other factors, the time of "maturity" of men and women in different regions is also different. However, as far as China is concerned, teenagers in most regions are still around 18 years old.



Main Harm Caused by Premature Sex

- 1 - Increased Risk of Cervicitis
- 2 - Increased Risk of Miscarriage
- 3 - Increased Risk of Sexually Transmitted Diseases



Explain Different Popular Contraceptive Methods

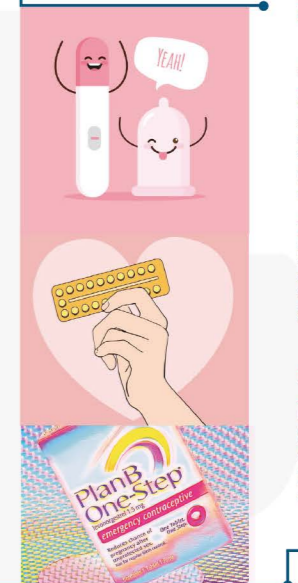
Conventional Contraception:

-Wear Condom
The main advantage is that the correct wearing can achieve a contraceptive rate of 98% and can effectively prevent the spread of sexual diseases caused by their own body fluids during sexual intercourse. The disadvantage is that it may reduce the pleasure of both parties during sexual intercourse and some people may have allergic reactions to condoms.

-Conventional Contraceptive Pill
The effect of conventional contraceptives is very good and the failure rate is very low. If used properly, the contraceptive effect can reach 99.7%. It is very simple and convenient to eat only one tablet a day. It can also reduce some gynecological diseases. The disadvantage is that it cannot prevent sexual diseases, and people with underlying diseases cannot take it.

Emergency Contraception:

-Plan B
Plan B is used emergency contraceptive for semen leakage during sexual intercourse. It is generally taken within 5 days after sexual intercourse, but the average effective rate is only 60%. It also has some side effects. Maybe the next two months of menstruation will change. And remember not to take it before sex, it will increase the chances of pregnancy because of early ovulation.



TARGET USERS FOR GAMES

CHINESE TEACHERS

Age: 25 ~ 50 years old

Career: Educators

Education level: Bachelor Degree or Above

Characteristic: Like to urge students' academic achievements

Bio: They like to assign homework to students to do at home and think that homework after class can help improve their academic performance. They very like students with good grades.

Character Behavior Analysis

Primary Info Source	Book / Friends	Internet
Interest Usage	Passive	Active
Sexuality Knowledge	Low	High
Perception of Sex Ed	Taboo	Acceptable

Frustrations

They do not encourage students to fall in love on campus because they think it will affect their study, and they do not explain gender knowledge in detail in sex education classes.

GAME 1: The Board Game

This board game is set up for students and teachers in the school's physiology class. The purpose is to guide teachers to better and more vividly let students know about sex / gender.

CHINESE TEENAGERS

Age: 11 ~ 17 years old

Career: Student

Education level: Between primary school and high school.

Characteristic: In adolescence, they do things impulsively.

Bio: Most of them are in the stage of physical and psychological development, and begin to feel and be interested in the relationship between the sex, and this curiosity will encourage them to try to contact the opposite sex.

Character Behavior Analysis

Primary Info Source	Book / Friends	Internet
Interest Usage	Passive	Active
Sexuality Knowledge	Low	High
Perception of Sex Ed	Taboo	Acceptable

Frustrations

They acquire sexual knowledge through some pornographic websites and videos, but they cannot distinguish which are correct and healthy sexual relations and behaviors.

GAME 2: The Video Game

The video game provides a very valuable opportunity for students to exchange knowledge about sex / gender with their parents after returning home in the form of homework by physiology class.

CHINESE PARENTS

Age: 40 ~ 55 years old

Career: Unlimited

Education level: High School Diploma or Above

Characteristic: Do not understand the behaviors of their adolescent children

Bio: Most parents generally do not have the opportunity to receive good education and sex education in their period, so some relatively backward concepts will continue to form a stereotype until now.

Character Behavior Analysis

Primary Info Source	Book / Friends	Internet
Interest Usage	Passive	Active
Sexuality Knowledge	Low	High
Perception of Sex Ed	Taboo	Acceptable

Frustrations

They generally do not discuss sexual knowledge with their children in their daily conversations at home and will deliberately avoid sexual topics. Most parents forbid their children to talk about love when they are teenagers.

VISUAL ELEMENTS IN BOARD GAME: PERFECT PARTNER

Logo Sketch



Final Logo



Inspiration of Logo

This logo is the combination of human eyes and gender marks, because it is to highlight that this game is to teach a teenager to learn to look at problems from different gender perspectives.

Icon Sketch



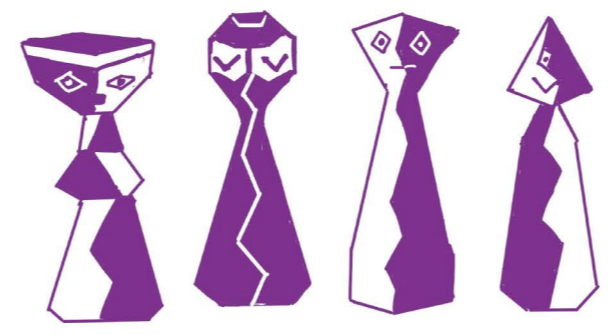
Scene Task Icon



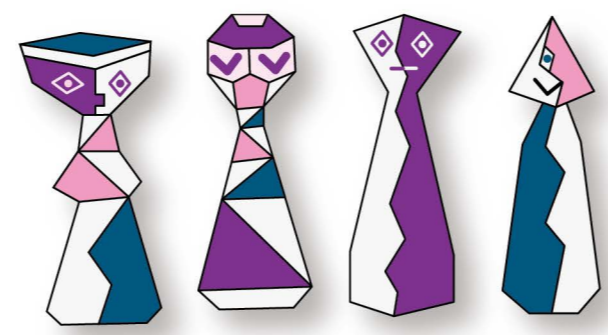
Explanation of Icon

This icon represents the interactive game task of two people. They need unity and cooperation to complete it. The inspiration of this icon is also to match the theme with teenagers.

Chess Pieces Sketch



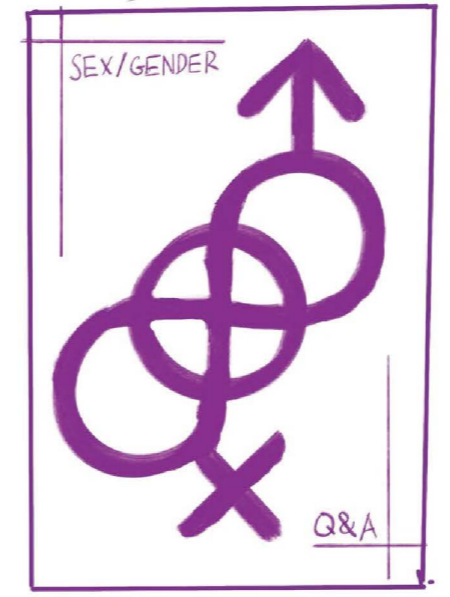
Final Chess Pieces Icon



Significance of Chess Pieces

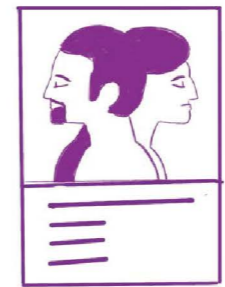
The appearance of each of these chess pieces looks very unique and colorful, and has certain facial features. Because I think the players of this game should be that the game is inclusive and diverse, not only limited to boys and girls, but also various transgenders and minorities.

Flashcard Sketch



Card Sketch Introduction

On the far left is the cover of the card. I used the logo of different gender icons to form a card to correspond to the theme of sex and gender education. The four pictures on the right are all four examples of the game task of flashcard. For example, identify different types of birth control pills, whether having sex at a few years old is harmful to the body, what pregnant women need to do after pregnancy, and how to define transgender.



Flashcard Cover & Contents



Question Type of Flashcard

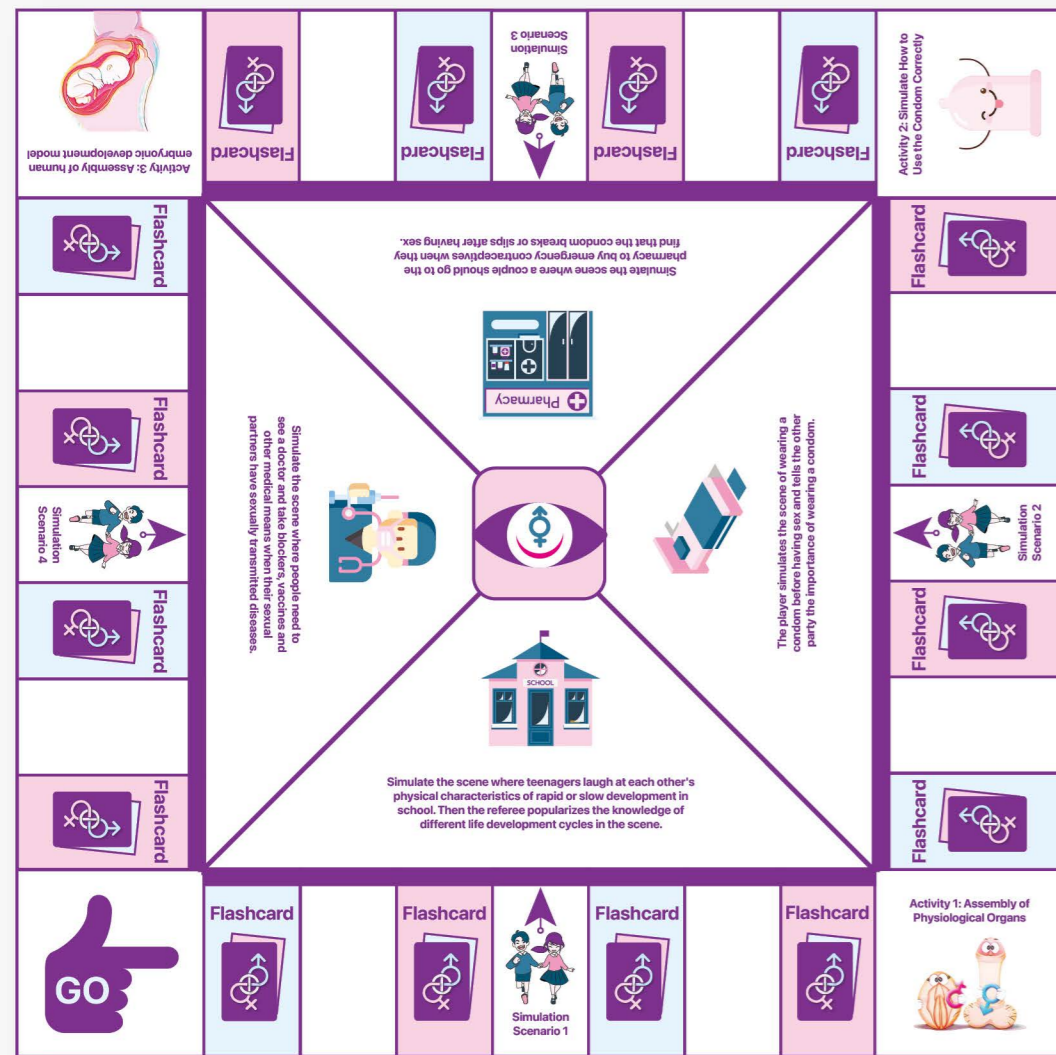
The first type is multiple-choice question that quite common and has correct answers. One point will be added for correct answers and one point will be deducted for wrong answers. The second type of card is open discussion question and there is no standard answer. The referee will award different scores according to the answers' opinions on the questions.



THE BOARD GAME LAYOUT & MAP

Game Overview

The game is composed of a referee and 8 players. The eight players will be divided into four groups of two. The four groups will get scores through three different game tasks in the board game map, and the one with the highest score will win.



PLAYER GUIDELEINES

Guideline Description

This Guide clearly explains the roles of players and referees in the game, the conditions of round, time and victory, and summarizes three different game task mechanisms.

PLAYER GUIDELINES

The Board Game

Game Players — **Game Referee**

A group of 2 people, up to 4 groups of team competitive board games. (Team formation objects can be small partners of the same sex or the opposite sex.)

The referee is guided and graded by the teacher or the selected class leader in the game task.

Rounds & Time Setting — **Victory Condition**

A round of dice is thrown, and the number of dice determines the number of steps the player can take.

The whole game has no time limit, and can end the game at any time. However, the can flexibly set the time limit in the game task.

According to the referee's flexible scoring mechanism, the group with the highest score wins.

Game Task Types

- Flashcard Q & A**: The Flashcard questions are divided into open discussion questions and multiple-choice questions.
- Prop Assembly Activities**: Assemble different human reproductive organs according to requirements. The shorter the time they complete, the higher the score.
- Scene Simulation**: Simulating possible scenarios in life and demonstrate their solutions. The referee will score the players according to the vividness of their performances.

SCORE RECORD SHEET

Scoring Mechanism

This scoring paper is for the referee. Flashcard Q&A is a fixed score. Prop assembly activities are scored according to the player's completion time. The score of scene simulation is based on the player's performance level.

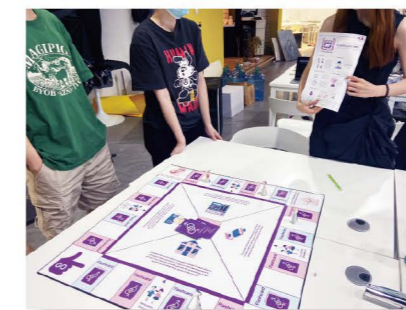
SCORE RECORD SHEET

Flashcard Q & A	Question Type	Team A	Team B	Team C	Team D
Flashcard	Multiple-choice	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Open Discussion	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Prop Assembly Activity	Activity No.				
	Activity 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Activity 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scene Simulation	Scene No.				
	Scene 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Scene 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Scene 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Total Score		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Scoring Rules:

- In flashcard Q & A task, each multi-choice question is worth one point, and the referee of open discussion questions gives flexible points, with the maximum limit of 5 points.
- In the activity and Scene Simulation task, the referee can flexibly give points according to the completion time, up to 5 points.

USER TEST OF THE BOARD GAME






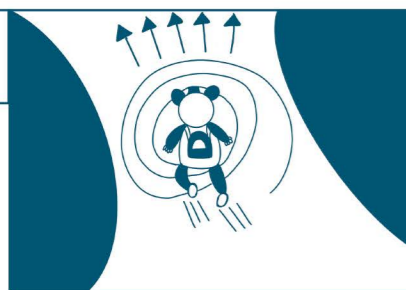
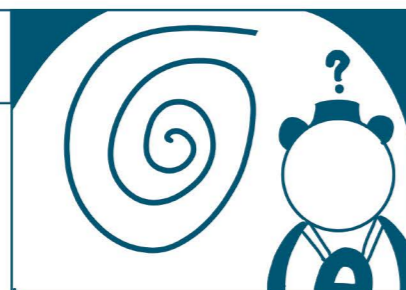

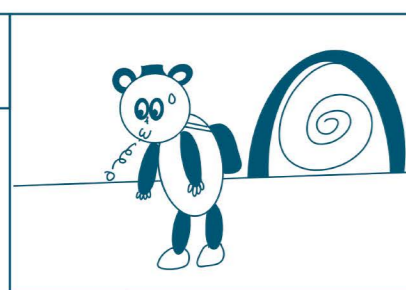
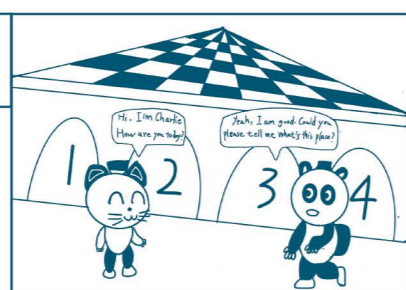

The teacher read guideline to the students

Draw a card and complete the task

Move the chess in a random number of moves

The teacher recorded the team's score

STORY BOARD FOR THE VIDEO GAME : THE ADVENTURES OF DANIEL PANDA

1	 <p>Why did you fail the math exam again?</p>	2		3	
<p>One day, Daniel Panda was scolded by her mother because of his poor academic performance.</p>		<p>So Daniel chose to run away from home because he was sad.</p>		<p>After a long walk, he took a rest beside a big tree.</p>	
6		5		4	
<p>Finally, after thinking for a long time, he decided to summon up the courage and jump into the cave.</p>		<p>Because of curiosity, he went to the cave to observe. At that time, he still didn't know why there was such a magical phenomenon.</p>		<p>Suddenly, he found a cave with colored light in the distance.</p>	
7		8		9	 <p>Welcome to the magic forest game world!!!</p> <p>Here you will be able to meet many new friends, interact with them and complete some tasks.</p> <p>Let's Go!!!</p>
<p>Finally, he passed through the entrance of the cave and went to a magical world.</p>		<p>At this time, Charlie cat, came out to greet Daniel Panda. Those four numbers are the difficulty levels of the game.</p>		<p>Charlie cat explained that this is a game world. Daniel Panda will gain happiness and learn some meaningful knowledge in the game.</p>	

INTRODUCTION TO CHARACTERS IN THE GAME WORLD

Significant Characters:



Name: Daniel Panda

Characteristic: Strong Curiosity

Role in the Game: He is the protagonist of the game, and the whole story and task of the game will revolve around him.



Name: Charlie Cat

Characteristic: Responsibility & Leadership

Role in the Game: The leader of the animal community in the game world organizes community members to carry out activities.



Name: Daisy Rabbit

Characteristic: Kindness & Openness

Role in the Game: She will be the key character of the game task, responsible for helping Daniel complete the task.



Name: Mano Bear

Characteristic: Introversion & Inferiority

Role in the Game: He represents LGBT people and has a game task to help such groups integrate into the community.

Other Community Members in the Game:



VIDEO GAME INTRODUCTION

- This game is a 3D scene.
- It is controlled by gamepads.
- Two people cooperate in customs clearance.

Main Purposes:

- This game creates a valuable communication opportunity for Chinese teenagers and their parents to understand each other.
- Parents and teenagers can fully understand the definition of gender and respect people of different genders, including LGBT.
- Parents can better guide teenagers how to deal with sexual relations at their age.

Game Task Analysis:



Task 1 "Pick Up A Hat"
Players choose different hats to determine their gender identity.



Task 2 "Find & Move Wood"
This task trains players' patience and responsibility by looking for wood.



Task 3 "Learn About LGBT"
Get relevant knowledge by chatting with NPC representing LGBT.

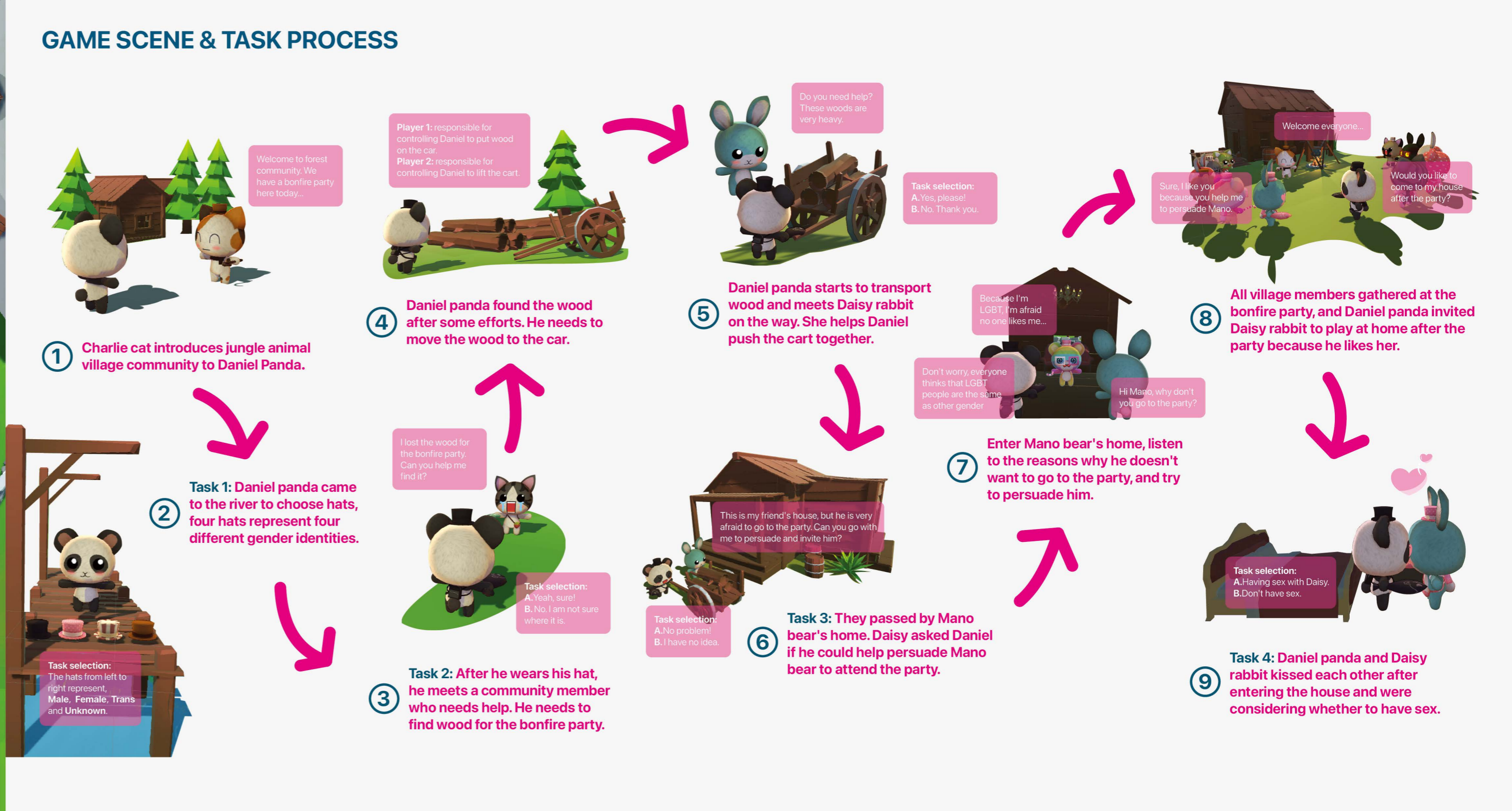


Task 4 "Fall in Love"
Discuss NPCs should have sex in that situation and the consequences.

GAME SCENE MAP



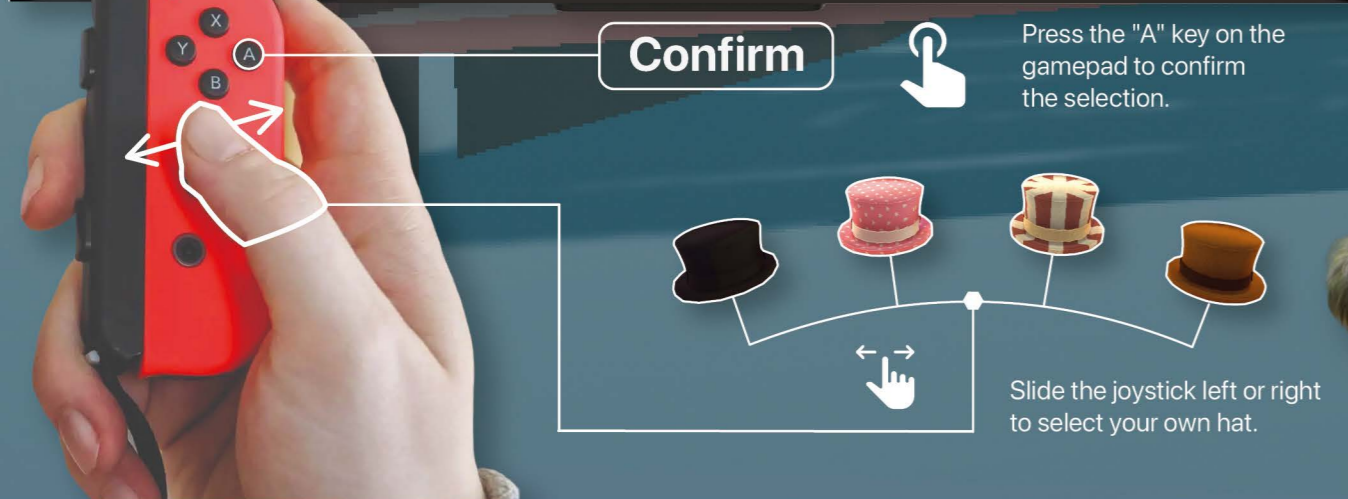
GAME SCENE & TASK PROCESS



GAME INTERACTIVE EXPERIENCE GUIDE

One Player Task Operation Display:

One player game task refers to the operation of the ongoing task by one of the two players after discussion. The choice can be made after careful consideration and communication between the two players.



Since the cart loaded with wood is very heavy, Daniel Panda has a hard time pushing it. Daisy Rabbit comes to help him push the cart together.

Push the joystick upward to lift the cart.



Two Players Task Operation Display:

Two players operate the ongoing task at the same time. In many cases, they need to perform different operations on the same object to complete the task. It is a great test of teamwork and discussion in the interaction between two people.



Press and hold this button during ,move the wood and release it after the operation.

Press and hold this button during lift the cart and release it after the operation.

Slide joystick from right to left to put the wood on the ground into the cart.

