



Citizenship Education Video Game about the Internment of Japanese-Americans

An educational video game platform enhances student learning and civic engagement by simulating historical challenges to democracy, specifically the internment experience, to promote active citizenship and understanding of legal ramifications.

Democracies are continually evolving as time passes making it very important for democratic citizens to fully understand their rights and responsibilities. Knowledge of democratic history is one of the most useful tools for predicting and understanding future events; however, many citizens are unaware of historical events that have shaped the democracy where they reside. There is a need to immerse young students in such learning using entertaining methods.

Researchers at Purdue University have developed National Pastime, an education video game designed to teach students about the internment of Japanese-Americans in the United States during World War II. In the game, players will take on the role of a child who is an American citizen, but is forced to live in an internment camp because they descended from the Japanese. The game will immerse players in the internment experience, highlighting the legal ramifications of a democratic country imprisoning its citizens without trial and connecting the decisions made during that time, by both the public and elected officials, to current issues. This game will seek to engage students with their roles as citizens in a democracy, highlight the challenges a democracy can face, and illuminate the responsibilities of democratic citizens to be active in the protection of their freedoms.

Advantages:

- Engage students with their roles as citizens within a democracy
- Illuminate the responsibilities of democratic citizens to be active in the protection of their freedoms
- Video game platform increases student learning and attention span

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Category
Education & EdTech/Interactive
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Potential Applications:

-Educational video game for students, ages 10 and over

TRL: 3

Intellectual Property:

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