



The Distributive Justice Game: Justice for Rocky Flats

A real-time simulation tool utilizes ethical principles to enhance strategic decision-making and preparedness for complex, real-life crises, applicable in educational, law enforcement, and ethics training platforms.

High school students are rarely instructed in the techniques of strategic decision-making. As the lack of such education continues, it becomes increasingly difficult for students to show a clear perspective on justice and how it affects everyday problems. Productivity, energy, environment, and quality (PEEQ) drives the U.S. to compete in the global economy. Preparation for high school students to meet these demands has been slowed by their lack of receptiveness. Educating and providing students with the tools to compete in today's global economy is a necessity.

Researchers at Purdue University Calumet have developed a simulation that teaches students the different principles of justice. Based upon A Theory of Justice by John Rawls, this learning tool progresses through a real-time simulation where students deal with the repercussions of plutonium production in a small town. As the simulation continues, students make decisions based on the principles of justice with their new understanding of how the principles affect the hazardous situation. Students gain the knowledge needed to make decisions as future crises occur.

Advantages:

- Enhanced decision making
- Exposure to real-life crises

Potential Applications:

- Educational platforms
- Law enforcement
- Ethics training

Technology ID

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Category

Robotics &
Automation/Simulation, Digital
Twins, & Industrial Automation
Education & EdTech/Interactive
Student Engagement
Technologies

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