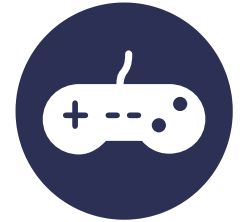




WELCOME TO "THE GAME"

An Educational Video Game App for Students and Teachers



HARNESSING TECHNOLOGY TO
REDUCE RECRUITMENT INTO
COMMERCIAL SEXUAL
EXPLOITATION.

AN INNOVATIVE SOLUTION TO REDUCE SHAME AND
STIGMA ASSOCIATED WITH SEXUAL EXPLOITATION.
ALLOWING VICTIMS TO COME FORWARD AND SEEK
SUPPORT WHILE EDUCATING AT RISK YOUTH ABOUT
RECRUITMENT TACTICS AND RISK FACTORS.

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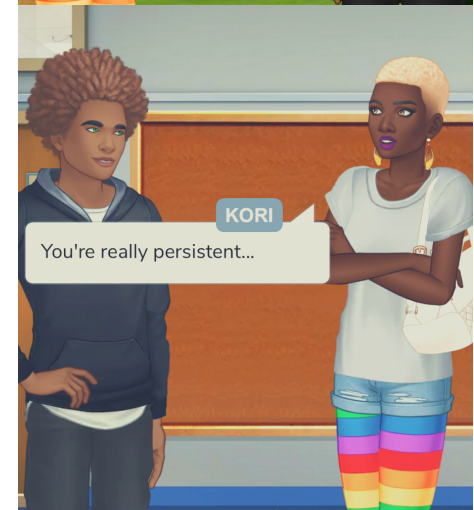
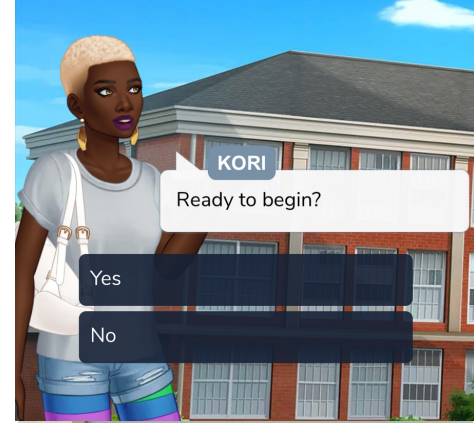
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COMMERCIAL SEXUAL EXPLOITATION



**70-90% OF VICTIMS HAVE A HISTORY
OF SEXUAL ABUSE**

While only
19%

of victims are
trafficked for
sex.

Sexual
Exploitation
earns

66%

of the global profits of Human
Trafficking



A 2015 Urban Institute
study found that LGBTQI
homeless youth were



more likely than other
homeless youth to resort
to survival sex to meet
their basic needs

1 IN 3

young people are
approached or
recruited by a pimp
or exploiter within
the first 48 hours of
being on the run.

AN INNOVATIVE SOLUTION

AN 8-WEEK DIGITAL NARRATIVE CHOICE-BASED CURRICULUM GAME
AIMED AT BUILDING EMPATHY BETWEEN STUDENTS AND ADULTS IN THE EDUCATION
SYSTEM.

The aim is to help reduce the stigma associated with Commercial Sexual Exploitation, ultimately
encouraging victims to speak up about their exploitation.

The video game is designed to engage Middle School and High School students, individuals most at
risk for entering Commercial Sexual Exploitation.

The Game provides teens the opportunity to experience the game first hand, allowing youth to
understand and identify grooming tactics traffickers can use to lure the youth into "The Game."



PROTOTYPE OVERVIEW

OBJECTIVE

Human trafficking and Commercial Sexual Exploitation are a multibillion-dollar industry. Commercial Sexual Exploitation includes but is not limited to stripping, pornography, and prostitution.

Individuals involved in Commercial Sexual Exploitation are exposed to sexually transmitted infections and have increased associations with depression, post-traumatic stress disorder, homelessness, and substance use.

Our innovative solution to combat recruitment into Sexual Exploitation is a 6-week digital game curriculum aimed at building empathy while educating students and staff on recruitment tactics traffickers use to groom potential victims .

METHOD

Traffickers utilize technology to engage with youth and build relationships that allow for vulnerable youth to feel seen and heard. A majority of Victims report feeling like they have never really belonged or feel alone. Traffickers prey on these feelings and use social media to track victims and begin the recruitment process. Our innovation proposes to use technology similar to traffickers to help educate youth on the dangers of Sexual Exploitation and help them better identify red flags when engaging with social media.

The 6 week curriculum can be accessed online using any computer or tablet browser. Students will choose their character based on a variety of factors (race, gender, sexuality, gender identity) and based on their choices will play the game as their chosen character. Each chapter the students will make choices that will determine whether their character will experience being exploited or whether their character will become friends with a victim.

At the end of each game play, students will debrief as a class to discuss their experiences as their characters and to discuss the various factors at play that make Sexual Exploitation a reality for some individuals.



CHAPTERS

CHAPTER 1

This chapter focuses on the introduction and background development of the chosen character. The aim of the proposed innovation is to create a visceral reaction to the experiences of the character. By building a strong foundation and background, students will connect to their character and invest in their chosen character's experiences.

CHAPTER 2

This chapter introduces the chosen character to characters at their new school. The character will engage with peers throughout the chapter and will make choices along the way to set the character up for whether they themselves will experience Sexual Exploitation or whether they will become friends with a current victim at their school.

CHAPTER 3

This chapter will focus on the chosen character building relationships with their new friends and will begin the in depth story line of the life experiences of their other characters. The aim of this chapter is to help students understand the concept of "choice of no choices," and encourage empathy of the other characters as well.

CHAPTER 4

This chapter will be the heaviest, and will focus primarily on either the character's experience within Sexual Exploitation or the character's friend. The media often glamorizes sex and money, the aim of the chapter is to help students understand the realities and the long-term effects of Sexual Exploitation.

The chapter will cover sexual assault, physical violence, as well as heavy substance use.

CHAPTER 5

This chapter will focus on the "Stages of Change," particularly on the concept of "relapse if part of reality." The chosen character or character's friend will attempt to leave Exploitation and will experience the shame and stigma of identifying as a victim or survivor of Sexual Exploitation, and will ultimately make the choice to return to her trafficker.

Survivors of Exploitation will often return to their traffickers due a distrust of Law Enforcement and other public service agencies. This chapter will educate students on the social pressures of reaching out for help and the barriers that make leaving so difficult.

CHAPTER 6

This chapter will focus on the chosen character or character's friend finally choosing to leave Exploitation permanently and being connected to Trauma Informed community service providers.

In this chapter the student may input their personal information if they want to reach out for support, and will be connected to real life providers in the student's community.



KORI



Kori is a 15 year old, Black Trans Female. She identifies as a lesbian, and is struggling to find a support network. Kori grew up in the foster care system, and was placed in a male group home originally. However due to a sexual assault, she was moved to a female group home. Kori has a chronic history of molested by various caregivers, and has been in and out of Juvenile Hall. Has been moved out of county and is attending a local high school in the community.

AHMED



Ahmed is 16 year old Middle Eastern gay male. Ahmed is a first generation American and is struggling with his sexuality and fears his safety due to his parent's strict religious background. Ahmed has recently transferred to a new school due to severe bullying at his previous school. He used to love going to school, however suddenly stopped being motivated after an incident with a male coach. Ahmed wants to tell his parents but is afraid of how they will react as he has been taught not to question authority.

TRINITI



Triniti is 14 year old White female. She identifies as heterosexual, but recently has been questioning her sexuality. Triniti lives with her father who is struggling with substance addiction. Triniti's father forced her to Sexual Exploitation in Elementary school to help pay for his addiction. Triniti was recently placed in an emergency shelter and is awaiting a foster care placement.

NICO



Nico is a 15 year old Asian Trans male student. Nico's family are Muslim immigrants from the Philippines and believe Nico is going through a phase. Nico identifies as pan sexual and has recently met someone online that they really like. The person is 28, and lives in their city and wants to meet Nico and some of their friends. The individual is hosting a party and invited Nico and their friends.

ALEKS



Aleks is an 18 year old Latinx non-binary individual. Aleks identifies as queer, and was recently kicked out of their parent's house because of their gender identity. Aleks' parents are very religious and disagree with Aleks' lifestyle. Their parents will only let Aleks back home if they dress "like a girl." Aleks is currently homeless but is continuing to attend school to get their high school diploma. Aleks would like to go to culinary school one day.

MEET THE CHARACTERS



APP DESCRIPTION

The video game engages Middle School and High School students, persons most at risk for engaging in Sexual Exploitation. By providing teens the opportunity to experience the game first hand, it will allow youth to understand and identify grooming tactics traffickers can use to lure the youth into "The Game." The character will be prompted to make choices throughout the game that will affect their experience in "The Game," that will ultimately drive how the character will choose to seek support.

Characters will experience discrimination based on societal norms and will choose options in the game in which none of the proposed choices are fair. By allowing the students to initially believe they will have options to make positive choices, and get themselves out, the game experience will gradually shift to illustrate to the user how little freedom they have in their experiences, and sometimes no choice will feel fair or just. The video game aims to create visceral reactions in each user to further enhance their connection to their characters and develop a broader sense of compassion for individuals involved in sexual exploitation.



PURPOSE

The proposed innovation will harness technology for social good through a video game curriculum whose algorithms will change throughout the game based on choices users make in choosing both their character as well as how their character interacts throughout the game. The expected measures of success of the effects of the curriculum are to reduce the number of youth entering commercial sexual exploitation and to provide those involved with skills and resources to leave Sexual Exploitation. These measurements of data will be collected and tracked in partnership with universities to ensure efficacy of the program and allow for modifications of digital curriculum as necessary.

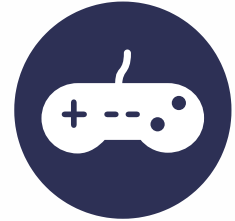


TARGET MARKET

The game curriculum will educate youth between the ages of 12–17 on the various factors and risks involved that can lead someone down the path of Commercial Sexual Exploitation and to create a space for empathy and growth in how we as a society view this topic.

The expected implementation of the game will be in Middle Schools and High Schools, populations most at risk for recruitment into exploitation.

The curriculum will additionally work with youth in the Juvenile Detention facilities as well as in group homes, as research indicates the youth most at-risk of Sexual Exploitation have historically come from the various Juvenile Institutions (Walker, & Quraishi, 2014).



PERFORMANCE MEASURES

The proposed innovation will include a post-test after each lesson to gather data on how much students are learning by playing the game. The students will then complete an additional post-test at one month, six months, and on year to gauge information retention and measure recidivism or entry into Sexual Exploitation.

Additionally, the proposed innovation will work to capture data on new recruitment tactics through the group discussions that follow the gameplay.



WHO WILL IMPLEMENT THE CURRICULUM?



Through the digital curriculum presented below the innovation will work to educate and empower service providers, peers, and the community to utilize empathy and compassion as the intervention strategy of choice when working with Commercially Sexually Exploited individuals.

- The curriculum will be implemented by trained teachers in middle and high schools. Additional training will be provided to Probation staff as well as Group Home providers.
- To better ensure the chances of success and effective implementation, providers will receive training a one-day training on the curriculum that they can then take back to their designated sites and train their teams on how to support students after they have played each chapter of the game.
- The training will educate trainees in Harm Reduction, and a Trauma-Informed approach to assist victims through their healing journey that will include a 101 review of Commercial Sexual Exploitation and Human Trafficking, including risk factors, and recruitment tactics.
- Following the 101 training, providers will then be taken through each chapter of the game and will engage in group facilitator role play to develop the skills to lead students through the group processing section of the curriculum.
- Staff will additionally receive training on community resources and appropriate language to use to avoid re-traumatization.



SOCIETAL IMPACT & PROOF OF CONCEPT



Through this innovation, we want to encourage education, and healthy communication in the digital era.

Although this innovation is currently in the prototype phase, this project is innovative because it:

- The proposed innovation was inspired through the frequent conversations and feedback from survivors regarding their discomfort with re-engaging with their educational systems.
- Uses technology in the same way traffickers do to help educate youth on the dangers, and risks associated with social media and the digital age.
- First player game play allows for personalized experience.
- Builds empathy within school staff and students.
- Promotes experiential learning.
- Connects victims to Community Service Providers in their area.
- Offers one on one consultation and training to use game in classrooms.
- Game-play is designed to match traditional school schedule to accommodate teaching needs.
- A digital platform allows for game updates without new software making it cost effective for school districts.

Many of youth report fear of shame and the stigma associated with their experiences and argued they would have nothing in common with their peers anymore due to significantly different life experiences.

The youth repeatedly identified wishing they would have had ways to make their peers and school staff understand how events in their lives made exploitation a possible reality.



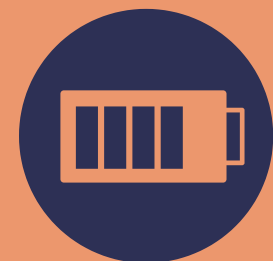
TIMELINE

PROTOTYPING STAGE

The Game is currently in its prototyping phase with Chapter 1 of the project complete.

As we continue to build *The Game*, we aim to create a seamless experience, especially considering that kids will be the app's users.

	Jul '19	Aug '19	Sep '19	Oct '19	Nov '19	Dec '19	Jan '20	Feb '20	Mar '20	Apr '20	May '20	Jun '20	Jul '20	Aug '20	Sept '20	Oct '20	Nov '20	Dec '20	
Propose App Project																			
Pitch Pilot Program																			
Develop Partnership with Child Welfare, County Office of Education and Law Enforcement																			
Develop Partnership with Universities to discuss collecting and measuring Data																			
Develop training																			
Commence Pilot Program in High Schools																			
Focus Group Data Collection																			
Work with University to Track Data and modify curriculum as needed.																			





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CONCLUSION



There is no such thing as a Victimless Crime. The purpose of this video game project titled "The Game," is to change the narrative and language surrounding prostitution and change how society perceives an individual's experience in the Commercial Sex industry, an industry in which one human is ultimately making a choice of no choices.

