

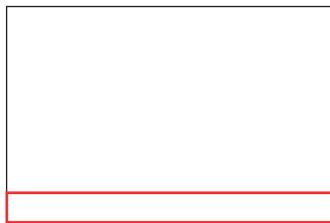
# “So What Comes Next?”

This project was created around a scrapbook kind of aesthetic so there was no laser cutting or board involved. I bound two little black books in which to glue the narrative snippets for each nationality. I glued the narrative strips onto coloured construction paper to give them a little frame, and for some pages made little flaps for the player to interact with the book itself in a fun way. I really wanted there to be a childish, fun feeling to this game, as it reflects differences in the French and American cultures from a very early age.

I also made little “score cards” which track certain qualities of the character that are affected by the different scenarios presented in the book. The markers, stickers, and little pebbles used to track quality points were store bought.

This game is designed to highlight the differences between the French and American societies (with brief scenarios), specifically through the educational systems, and demonstrate how those differences affect the way in which people strive to achieve “happiness” in life.\*

You will be playing a French person. This book will present you with different scenarios, which you will reflect on the piece of paper in front of you. This paper will serve as a scrapbook on which you will document your “life experience”. You will be asked to draw certain things, but feel free to add any doodles or stickers you feel are relevant. It is a scrapbook after all!  
You may draw anywhere on the page EXCEPT for this area at the bottom:

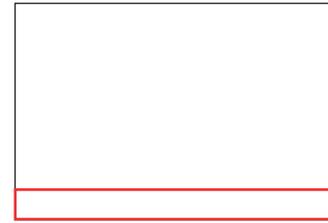


This area will be used for the final drawing.

\*The categories, scenarios, and results presented in the scenarios are based on studies of the national averages.

This game is designed to highlight the differences between the French and American societies (with brief scenarios), specifically through the educational systems, and demonstrate how those differences affect the way in which people strive to achieve “happiness” in life.\*

You will be playing an American person. This book will present you with different scenarios, which you will reflect on the piece of paper in front of you. This paper will serve as a scrapbook on which you will document your “life experience”. You will be asked to draw certain things, but feel free to add any doodles or stickers you feel are relevant. It is a scrapbook after all!  
You may draw anywhere on the page EXCEPT for this area at the bottom:



This area will be used for the final drawing.

\*The categories, scenarios, and results presented in the scenarios are based on studies of the national averages.

The levels in front of you will fluctuate based on the scenarios presented in the booklet. You will be able to change HAPPINESS as you want, but the rest will be changed based on the results of national surveys.

RESPONSIBILITY = You will need to maintain a healthy balance between work and life.

STRESS = Variations based on exams, work, lack of vacation time, and being overworked.

HEALTH = Results from STRESS, unhealthy eating habits, no time to exercise or take care of yourself physically and mentally.

MOTIVATION = Determined at a young age. Will be influenced by stress, happiness, and health.

MONEY = Result of tuition fees and your salary in comparison to the hours you work.

The “American” booklet will be for the two players that choose to play as Americans.

The “French” booklet will be for the two players that choose to play as French.

Place your finished scrapbook page into the folder. These will document the responses to each culture and the happiness ratings associated with each.

Please turn to page 1 to begin.

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Place your finished scrapbook page into the folder. These will document the responses to each culture and the happiness ratings associated with each.

Please turn to page 1 to begin.

# BONJOUR.

Please draw a flower anywhere on the page.

For your teacher's response, please open the first flap.

"This is not good. Draw it again."

"No, this is not good. Try harder. Draw it again."

"Good."

Your motivation has gone up 2 points.  
Please turn to page 2.

# HELLO.

Please draw a flower anywhere on the page.

For your teacher's response, please open the flap.

"What a beautiful flower!"

Your motivation has gone up 1 point.  
Please turn to page 2.

Welcome to your year *terminale* (senior) at your *lycée* (high school).

It is time for your *Baccalauréat* (exit exam), *le bac* for short.

*Le bac* is an exam taken at the end of *lycée* that tests everything you have learned in your four years of *lycée*.

Passing the *bac* guarantees admission into any public university. If students fail, they must repeat their entire year *terminale* and retake the test once more.

The *bac* is scored out of 20. Students scoring an 8 may take a supplemental exam which will still allow them to get their diploma. Scores below 8 are fails.

Rolling a 4 or higher = passing *le bac*.

Rolling a 3 = You've scored 8/20. Reroll the die to see if you have passed the supplementary exam (4 or higher).

Rolling a 1 or 2 = failing *le bac*. Roll a 2 or higher to pass *le bac* the second time.

If you fail to pass the second time, you must drop out of the game, for no university will take you and hardly any company will hire you.



Draw as many or as little red scribbles on your scrapbook paper. These will reflect your stress levels while preparing for this exam.

Your stress has gone up 3 points.

Please turn to page 3.

Welcome to your senior year in high school.

It is time for your SAT and ACT exams.

The SAT and ACT are exams designed to test student's readiness for university. The SAT is scored out of 2400 and the ACT is scored out of 36.

The subject material for each exam has not been designed to match the high school curriculum.

Each exam may be retaken multiple times until the student is satisfied with their score. The SAT and ACT are retaken three times on average, so you will have up to three rolls to be satisfied with your score.

Rolling a 1 or 2 = 1100 on the SAT/15 on the ACT

Rolling a 3 = 1600 on the SAT/22 on the ACT

Rolling a 4 or 5 = 2000 on the SAT/29 on the ACT

Rolling a 6 = 2400 on the SAT/35 on the ACT



Draw as many or as little red scribbles on your scrapbook paper. These will reflect your stress levels while preparing for this exam.

Your stress has gone up 2 points.

Please turn to page 3.

Congratulations, you've made it to *l'université* (university)!

Luckily for you, public universities in France are subsidised by the government, so tuition is very little.

How nice that you will have money after you graduate.



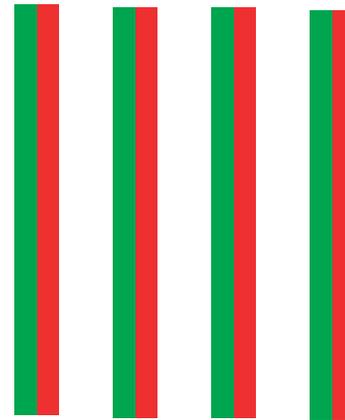
Draw one green line anywhere on your paper.

Your money level stays the same.  
Please turn to page 4.

Congratulations, you've made it to university!

Sadly for you, tuition prices in the United States are ridiculously high, and are currently rising even more

How unfortunate that you will have so much debt when you graduate and need to start your life.



Draw 4 green and red lines (shown above) anywhere on your paper.

Your money level goes down two points.  
Please turn to page 4.

That went fast! Welcome to *le monde* (the world).

You've applied for a job and been hired!  
Please place a gold sticker anywhere on your page.

In France, an average work day is:

8:00am - 12:00pm -- work  
12:00pm - 2:00pm -- lunch  
2:00pm - 6:00pm -- work

On average, full-time employees work 39.5 hours a week.

Employees with an *abonnement* (monthly pass) to the train, bus, metro, or tram are reimbursed 50% on average for their travel to work.

Women get 16 weeks of paid maternity leave.  
Men get 11 days of paid paternity leave (if the man has twins, he gets an extra 6 days).

French citizens get a minimum of 30 days paid vacation.

There is universal health care funded by the government. The World Health Organisation has stated that France provides the closest "to best overall health care" in the world.

Please turn to page 5.

That went fast! Welcome to the world.

You've applied for a job and been hired!  
Please place a gold sticker anywhere on your page.

In the United States, an average work day is:

9:00am - 12:00pm -- work  
12:00pm - 12:30pm -- lunch  
12:30pm - 5:00pm -- work

On average, full-time employees work 46.7 hours a week.

Employees spend a yearly average of \$2,600 commuting to and from work (about \$10 each way).

Women get 12 weeks of unpaid maternity leave.  
Men currently do not get paternity leave, though states are beginning to provide 6 weeks leave with 55% pay.

American citizens get an average of 10 days paid vacation.

Health care in the United States has been ranked the least effective and most expensive when compared to other industrialised nations.

Please turn to page 5.

Now that your first *semaine* (week) at your new job has passed, change your levels to the following\*:

RESPONSIBILITY goes up 2 points towards “work”.  
STRESS goes up 1 point.  
HEALTH remains the same.  
MOTIVATION goes up 2 points.  
MONEY remains the same.

Alter the HAPPINESS level and reflect this anywhere on your scrapbook page with  STICKERS.  
You may use up to four stickers.



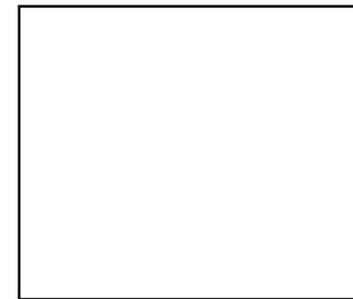
\*These levels reflect studies based on the general population.

Please turn to page 6.

Now that your first week at your new job has passed, change your levels to the following\*:

RESPONSIBILITY goes up 2 points towards “work”.  
STRESS goes up 1 point.  
HEALTH remains the same.  
MOTIVATION goes up 2 points.  
MONEY remains the same.

Alter the HAPPINESS level and reflect this anywhere on your scrapbook page with  STICKERS.  
You may use up to four stickers.

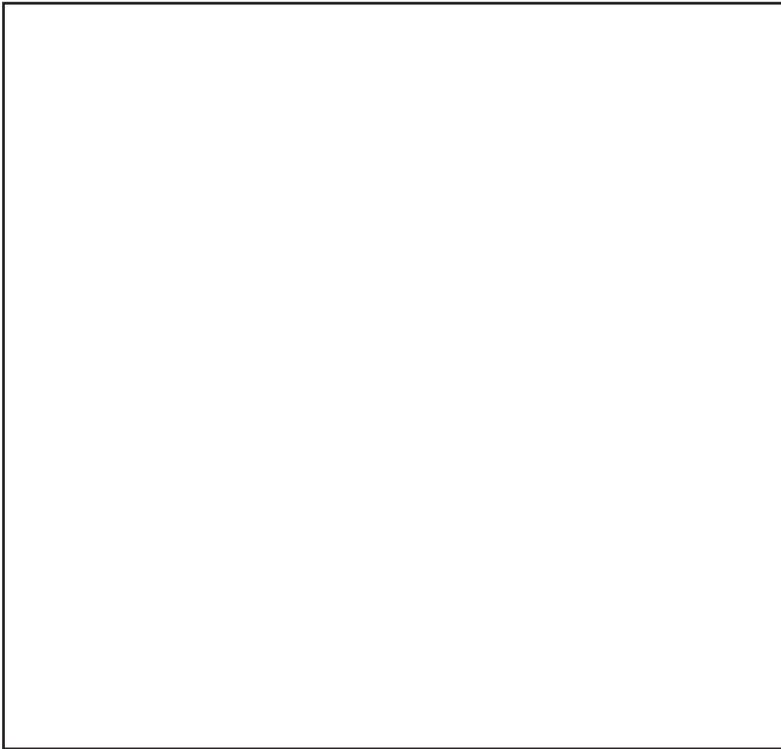


\*These levels reflect studies based on the general population.

Please turn to page 6.

Time for a little *voyage* (trip)!

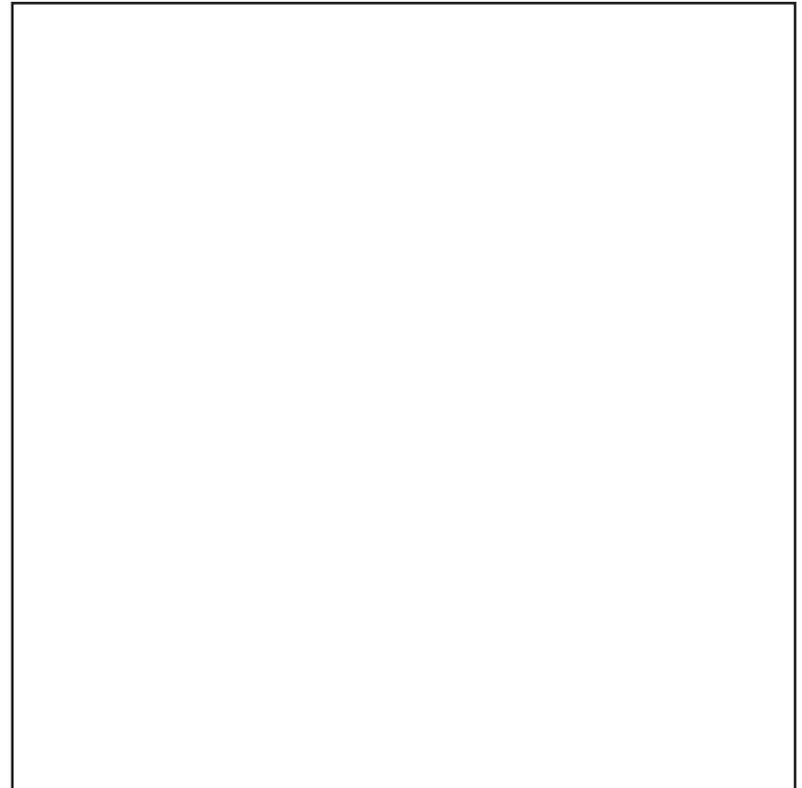
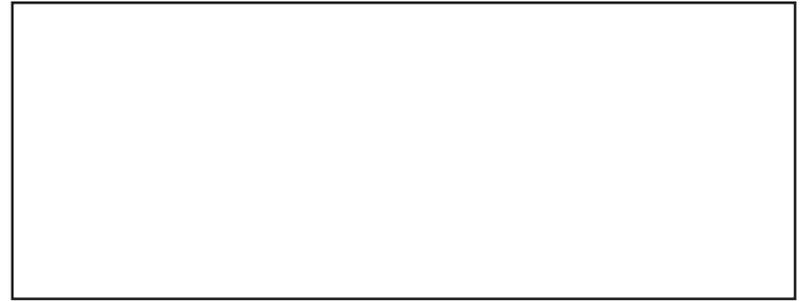
Roll the die for your boss's response. Open the corresponding flap below.



Please turn to page 7.

Time for a little vacation!

Roll the die for your boss's response. Open the corresponding flap below.



Please turn to page 7.

Five years later, you are lucky enough to have kept this job. Change your levels to the following\*:

RESPONSIBILITY remains the same.

STRESS goes up 1 point.

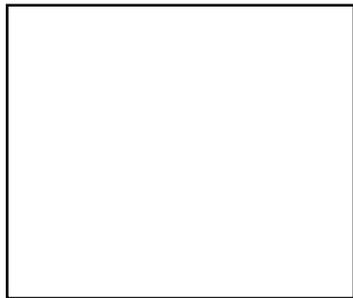
HEALTH goes up 2 points.

MOTIVATION goes up 1 point.

MONEY goes up 3 points.

Alter the HAPPINESS level and reflect this anywhere on your scrapbook page with DIFFERENT  STICKERS.

You may use up to four stickers.



\*These levels reflect the results of studies based on the general population, but have been exaggerated to highlight the differences between the United States and France.

Please turn to page 8.

Now that your first week at your new job has passed, change your levels to the following\*:

RESPONSIBILITY goes up 1 point towards “work”.

STRESS goes up 2 points.

HEALTH goes down 2 points.

MOTIVATION goes down 2 points.

MONEY goes up 1 point.

Alter the HAPPINESS level and reflect this anywhere on your scrapbook page with DIFFERENT  STICKERS.

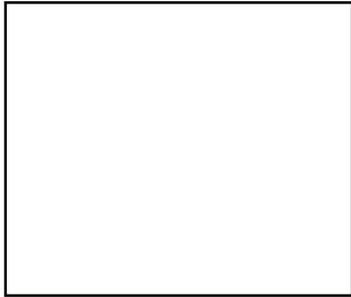
You may use up to four stickers.



\*These levels reflect the results of studies based on the general population, but have been exaggerated to highlight the differences between the United States and France.

Please turn to page 8.

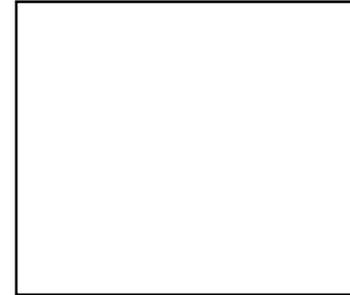
Please use  STICKERS to show your final happiness rating anywhere on the page.



Use the space at the bottom to write some thoughts about how work and happiness are balanced in France.

You may also use this space to draw anything that comes to mind, or have fun with stickers.

Please use  STICKERS to show your final happiness rating anywhere on the page.



Use the space at the bottom to write some thoughts about how work and happiness are balanced in the United States.

You may also use this space to draw anything that comes to mind, or have fun with stickers.

I hope this game has made you think a bit about the different ways to achieve happiness, and what it may mean to you personally.

No matter what year you are, or where you are in life, at some point you will need to ask yourself (see cover)...

I hope this game has made you think a bit about the different ways to achieve happiness, and what it may mean to you personally.

No matter what year you are, or where you are in life, at some point you will need to ask yourself (see cover)...

FRENCH

“This is not good. Draw it again.”

Rolled a 1 or 2.

“No, this is not good. Try harder. Draw it again.”

“Sorry, I need you for this report. Leaving next week would be better.”

(Roll again. Open the corresponding flap).

“Good.”

WORK

Your motivation has gone up 2 points.  
Please turn to page 2.

Rolled a 3, 4, 5, or 6.

LIFE

“That’s fine. Enjoy your month off.”  
(Write three locations where you wish you could be right now. Using the orange MARKER/PENCIL, draw one of the things you would do at any of the locations. Alter your HAPPINESS level by placing up to 2 stickers anywhere on the page, but separate from the first HAPPINESS BATCH.)

Reflect how stressed you feel with a purple line:

\_\_\_\_\_ being relaxed, and a purple scribble:



being very stressed.

RESPONSIBILITY

HEALTH

STRESS

MOTIVATION

MONEY

HAPPINESS

RESPONSIBILITY goes up 1 point towards “life”.

AMERICAN

“What a beautiful flower!”

Rolled a 4, 5, or 6.

Your motivation has gone up 1 point.  
Please turn to page 2.

Rolled a 1, 2, or 3.

“Sorry, I need you for this report. Leaving  
next week would be  
better.”

(Roll again. Open the corresponding flap).

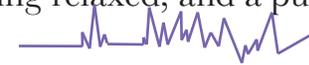
“That’s fine, but don’t forget about the  
presentation next Monday. Enjoy your time  
off.”

(Write one location where you wish you could be  
right now. Using the orange MARKER/  
PENCIL, draw one of the things you would do  
there. Alter your

HAPPINESS level by placing up to 2 stickers  
anywhere on the page, but separate from the  
first HAPPINESS BATCH.)

Reflect how stressed you feel with a purple line:

\_\_\_\_\_ being relaxed, and a purple scribble,



being very stressed.

RESPONSIBILITY

HEALTH

STRESS

MOTIVATION

WORK

MONEY

HAPPINESS

LIFE

## Afterthoughts

This game is only designed to be played through once, for the story never changes. It was pointed out in class that this could be very easily mass produced, with simple online templates so that players could print, cut, and assemble the books themselves if desired.

It was also suggested that this game could easily be made into an app. If I were to turn this game into an app (or even create an online version), I would want there to be the option of selecting which nationality players can compare, in order to make it more informative and engaging.

I would have liked to design the game so that each player can get both the American and French experience, which would allow for better comparison and ability for personal reflection. I might even have organised the books the way these rules are laid out, with the same scenarios presented on consecutive pages, but very easily different from each other. I thought this would be boring and decided to make one book for each nationality instead, making them completely separate. I feel more interactive elements would have made the message much more powerful in this project, and increased the engagement with the subject material.