

Using the GDI Playbook in Games Development with Johanna Janiszewski, Tiny Crocodile Studios

The GDI Playbook is a tool to help create more inclusive gaming environments from the ground up, but what does that look like in practice? Johanna Janiszewski shares her experience getting started:

Starting point: preparation of a new serious game

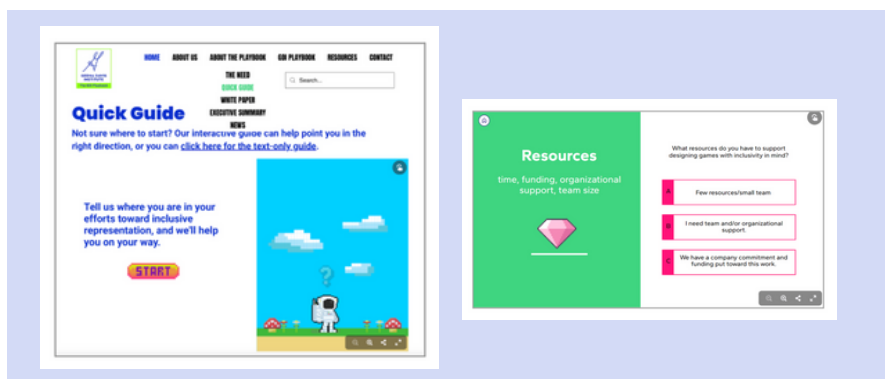
- Fictional story, but with the historic background of the former GDR (German Democratic Republic)

Where to begin?

When I arrived at the website, I was thrilled by the amount of resources, but also a bit intimidated as I wasn't sure where to start. I was glad to find the Quick Guide, which helped me to find a starting point.

Goals for using the Playbook:

- Learning from past challenges
- Having help/arguments for discussions
- Improve the quality of our projects

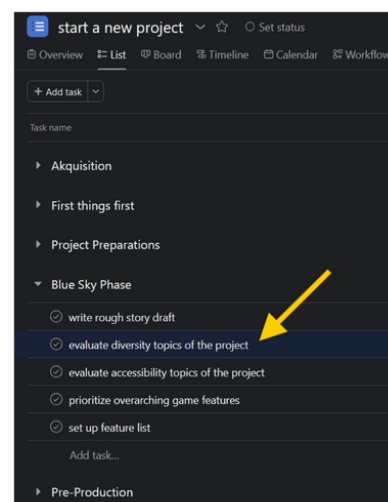


After asking three questions, it pointed to the resource page as a support for developers with limited resources and suggested starting with Key 1 to review the grounding concepts of reflexivity and intersectionality for the Playbook.

Key 2 focuses on narrative considerations, which led me to seek additional guidance on writing characters that were different from my own perspective as a white cisgender woman. I will contact an agency that specializes on sensitivity reading and consulting.

What's next?

In order to make changes last, they need to be habitualized. So I went into my project template in my project management tool and added tasks to the game phases. For example, when the project is just starting, I will evaluate the diversity topics early on in the blue sky phase (aka ideation phase). And later, during the process of finalizing the story, there will be a sensitivity read, if applicable to the project.



My tip for you: no matter where you are in your project, check out the quick guide to get an idea for a starting point. And if you are too far in the project to change anything now, make plans for the future project(s)!