

Tell me why

Details

Topic: Openness to cultural otherness

Age: 16+

Time: 9h

Type: Digital game

Cost: 19,99 €

Language: Several languages available

Players: Single player

Developer: DONTNOD Entertainment Xbox Game Studios

Game strategies

Single player

Competences

Respect

Valuing cultural diversity

Openness to cultural otherness, other beliefs, world views and practices



Description

The game follows the story of two twins who go back to their hometown in Alaska after 10 years. They left the town all those years ago after their mother's death, and they have not seen each other since then. But they decide to go back to find out what really happened and put an end to the story. Although there are two main characters, the game is single-player, and the player can control both twins, sometimes choosing which one and sometimes following what the game wants. The player can move around, take objects, check things, and talk to people. And he or she will be asked to take decisions all the time, which will then decide how the game evolves.