

To the Moon

Details

Topic: Asperger's syndrome, autism, neurodiversity not as a disease

Age: 12+

Time: 4h-10h

Type: Digital game

Context: in classroom

Cost: 7,99 €

Language: Several languages available

Players: Single player

Developer: Freebird Games (Kan Gao)

Game strategies

Information on diversity

Teacher education on diversity

Interactive, culturally relevant methods

Competences

Valuing cultural diversity

Valuing human dignity and human rights



Description

Dr. Watts and Dr. Rosalene are two professionals that offer their customers the opportunity to rewrite their memories on the verge of death, thus ensuring a peaceful passing. The client is Johnny Wyles, whose dream has always been to go to the moon, but he can't remember why. Watts and Rosalene go back in time, understand when this desire was born and modify his memories, so as to make the old man believe he went to the moon. The theme of autism is treated in one of the characters.