SIDE QUEST | CRITICAL GAMES 1

3. A CASE OF IDENTITY

QUEST 3 WORLD 2





Quest Objectives:

- 1. Inhabit an avatar that you've used before for a week or so. This can be any digital rendering of yourself (a character you play as in a video game, a 'Sim' of yourself, even a Bitmoji might be appropriate).
- 2. Analyze and note how you interact through/with your avatar. In what ways are you and your avatar the same? In what ways are you different? Do you choose to use avatars that resemble you or do not resemble you? How do you behave differently when you are acting through your avatar? What do you think this has to say about you and your identity?
- **3. Present** your findings to the class in a short presentation AND post a short reflection on your public research blog.

NAPS

Completing this Side Quest earns you **50 NAPS** and **1 Presentation Badge**