

Find the impostor!

Previous compulsory steps / Prior students' knowledge	None.
Learning objectives	To develop life skills. To learn how to communicate efficiently.
Subjects	Politics and law, Democracy
Recommended age	All
Material needed	PC or IOS/Android device
Sequence duration	2 hours
Individual or group activity	Group activity
Skills developed	Collaboration & teamwork, communication, problem solving
Price range of the game	Free on smartphones, 3.99 € on PC
Similar games to use with the approach of the sequence	Town of Salem

Step by step: how to implement the sequence

In this sequence, your students are going to solve tasks while trying not to get killed by the impostor. Nobody knows who the impostor is within the team since in every game it's a different player. They can hide very well, pretending to accomplish tasks, and then kill one player. After a dead body is found, one player must press the emergency button and all of the rest of the players will have an emergency meeting in order to find the impostor and throw him out into space.

All of the players vote on who they believe the killer is, and everything is very democratic. Whoever has the highest number of votes is automatically the impostor and is ejected into space. After this, the game announces if the player that was ejected was really the impostor or not. To win this game, the crewmates should find the right impostor or impostors and exile them



Screenshot 1: Everyone's playing Among Us. Source:
<https://www.nytimes.com/2020/10/14/style/among-us.html>

Requirements

Every student can download the game freely on their smartphone. The requirements of the game are not high, but you should explain to them what they have to do and how to use the controllers. In order for them to play together, explain to your students they can create a private game and everybody can join with a code. It would be good for your sequence if they can all play together.

Setup ideas:

- **Remotely**

Your students can play from home. A one-hour game session is enough for them to understand the game and the act of voting.

- **Step 1: Giving social background (15 minutes)**

Introduce to your students the concept of democracy. Explain to them what a vote means and how it affects society. You can compare the action in the game, the brainstorming that is made by the players before voting, and its influence on winning or losing the game, with the real-life voting process.

- **Step 2: Students play the game (30 minutes)**

Before starting the game, explain to your students that they should be very careful who is around them and trust no one. They should know some simple rules, such as

- If you are a crewmate, you cannot go into the vents, so if you see someone circulating in the vents, you should report because that's the impostor.
- When you find a dead body, you have to report it in order for the others to vote and try to find the impostor.
- When you see something strange, you can start an emergency meeting.
- If you are the impostor, you have to be careful not to be caught.
- You can chat with the others during the emergency meetings and voting sessions to share your opinion about who the impostor is.



Screenshot 2: Epic Games Store – Among Us . Source: <https://www.epicgames.com/store/en-US/p/among-us>

- **Step 3: Group discussion (15 minutes)**

After finishing the game, ask the students the following questions:

- How did it feel to be an impostor?
- How did it feel to be killed by an impostor?
- Were you ever voted out or rejected from the game while being innocent? If yes, how did you feel?
- Do you think the vote is always right?
- Do you think people are always honest? Especially when they have to defend themselves?

- **Step 4: Group work exercise**

Explain to the students that they will be using the same format as in the video game to discuss and debate on the scenarios you assign them.

For example: your mayor has decided to demolish the youth center from your town as it is in an advanced state of disrepair. Form 2 teams: A – the ones that agree with this decision and B – the ones that do not agree with it. Give each team time to make their reasoning strategy to convince the other team to align with them. Afterwards, set up

the space for debates so each team can defend their opinions. At the end, organize at a poll to see which side is winning and discuss the results of the poll in the plenary.

Getting the game:

<https://play.google.com/store/apps/details?id=com.innersloth.spacemafia&hl=ro&gl=U>

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or

https://store.steampowered.com/app/945360/Among_Us/

References:

All screenshots used in this lesson were taken from Among us, **InnerSloth** (2018).

Among Us Steam https://store.steampowered.com/app/945360/Among_Us/

Photo sources:

Screenshot 1: <https://www.nytimes.com/2020/10/14/style/among-us.html>

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