

## Joining forces to save the world

Previous compulsory steps / Prior students' knowledge	None
Learning objectives	Develop an understanding of interculturality, diversity, and inclusion.
Subjects (maths, history, science, arts, etc)	Social science, politics, philosophy, arts
Recommended Age	10 – 14
Material needed	Laptop, PlayStation, Xbox, or Nintendo Switch
Sequence duration	2,25 hours
Individual or group activity	Group activity (in pairs)
Inclusion best practices	A guide on the accessibility features of Nobody Can Save the World can be found <a href="#">here</a> .
Expected production	A drawing about diversity, inclusion, and interculturality
Skills developed (after learning objectives)	Cooperation, creativity, imagination, empathy
Comparison of game time and study time	To make this sequence shorter, it is possible to show students the official trailer of the video game instead of holding a gaming session. Students could then play the video game in their free time.
Price range of the game	20-40€
Extension / differentiation	This game could also be a multiplayer game, as it

activities

has an online version where students can play together with each other.

## Step by step: how to implement the sequence

This sequence uses the video game Nobody Saves the World, a game that experiments with various forms and environments. Progression in this game is based on clearing dungeons which often have different shapes. Students should therefore allow their curiosity to prevail while progressing throughout the game.

While playing students should aim to save the 'world' of the game, but this won't be possible as each time they succeed to clear a dungeon another one will open.

The video game is on steam and it costs 20.99€. You can use this link:

<https://steamcommunity.com/app/1432050/>.

- **Step 1: Introduction of the video game and its main topic (15 minutes)**

In Nobody Saves the World, the player plays as Nobody and they can transform into different shapes (i.e., magicians, dragons, animals) to fight enemies and clear dungeons. At the start of the game, Nobody has lost all their memories and therefore the player doesn't really know who Nobody is! Throughout the game, the player must try to identify the right shape for each scenario and create powerful combos to move forward.

As the game evolves Nobody interacts with other characters and even when losing they continue to change shapes.

While it is easy to practically understand how to play the game, getting a full picture of what is going on in each dungeon might be a bit trickier. You could show the trailer of the video game to your students to help them understand the interaction between the shapes and the environments of the game.

“Nobody Saves the World – Launch Trailer”, [https://youtu.be/H\\_E1RhtzDHM](https://youtu.be/H_E1RhtzDHM): this is the official trailer of the video game, serving as a short introduction to the game’s environment.

In this sequence, students try to save the world and as the game progresses, they realize that nobody can save the world on their own. The different characters and shapes they experience might be mythical creatures, animals with unique powers, or strange objects but nevertheless, they all aim to save the world and it is only when the player realizes the full powers of Nobody that they can win.

Ultimately, this philosophy behind Nobody Saves the World will enable students to discuss different concepts, like different, diversity, inclusiveness, etc.

You should introduce these concepts to your students. What does it mean to save the world? Is it possible to do it alone? Are we all different from each other? What is Diversity?

- **Step 2: Gaming Session in pairs (30 minutes)**

Once you have introduced the topic and the different concepts to your students you should ask them to play the game in class. You should remind your students that they can progress to new dungeons without killing all the enemies but you shouldn't give them any instructions on how to play.

Students will then be able to experience the game as they want. Ask them to think about "difference", "inclusion" and "diversity" while playing the game. Does Nobody Save the World?

- **Step 3: Creating your own 'Nobody Saves the World' drawing (in pairs) (1 hour)**

After the gaming session, you should divide your students into pairs and ask them to create a drawing with the title "Nobody Saves the World". Students should feel free to draw whatever they want using inspiration from the game.

- **Step 4: Group discussion and debrief (30 minutes)**

Finally, students should share their drawings with one another without necessarily explaining. You could then open up a discussion in the classroom in which students can share their experience when playing the game, their feelings and emotions as well as their own understanding of the idea of saving the world.

In addition, you can introduce the Belbin Team Roles Framework to your students and explain how the 'team role' could be distinguished into the Social, the Thinking and the Action roles. This Role Framework could help students discuss about their own role as players and exchange their ideas. For additional information you can look here, <https://www.belbin.com/about/belbin-team-roles>.

Questions to guide the group discussion:

- What does it mean to save the world?
- Is it possible to save the world alone?
- What is Diversity?
- Who is the Different?
- Is our world inclusive?



## References:

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[https://store.steampowered.com/app/1432050/Nobody\\_Saves\\_the\\_World/](https://store.steampowered.com/app/1432050/Nobody_Saves_the_World/).

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