

ADVANCE U: THE TALENT MACHINE GAME OVERVIEW

Overview of Each Act and Time Estimates

Act	Overview	Play Time
<p>Act 1</p>	<ul style="list-style-type: none"> This act starts with the student’s character appearing in their college classroom. Here, they meet their teacher, Ms. Torres, and their fellow students: Miguel, Cosima, and Richard. Ms. Torres introduces the student to the university’s “TALENT Machine” initiative, which aims to funnel students into courses that they cannot fail. When the student ventures out of the classroom and onto the quad, they find Dr. Myers and his infamous TALENT Machine. After taking the TALENT test, the student sees their results: janitor. Every student receives this result after completing the test for the first time. At this point, an animation plays that shows Miguel being upset with his results and fleeing the campus, which ends Act 1. 	<p>About 15 minutes</p>
<p>Act 2</p>	<ul style="list-style-type: none"> This is the longest act of the game. In this act, the student explores several locations around the campus, where they talk to various new characters. In Act 2, the student must complete several “quests” to learn about growth mindset and neuroplasticity. They engage with many characters, learning from some and helping others (demonstrating their own learning). At the start of Act 2, the student finds Cosima protesting the TALENT Machine. Talking to her provides the student with their first quest: to learn about mindset and neuroplasticity to stop the TALENT Machine project. In the Library, the student meets Professor Spero, who is an opponent of the TALENT Machine. She helps the student learn about mindset theory so they can create strong arguments against the project. In the Science Building, the student finds Dr. Myers, who supports the TALENT machine. After gathering the right information, the student can convince Dr. Myers that talents and abilities are dynamic (growth mindset) rather than fixed. In the Classroom, the student can work to convince Ms. Torres that her fixed mindset is negatively affecting her students. If she adopts a more positive way of thinking (growth mindset), her students are likely to do the same and thus achieve more. 	<p>About 100 minutes</p>

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	<ul style="list-style-type: none"> • Also in the Classroom, the student can speak with Richard, who is struggling with his classes for the first time in his life. Richard represents a fixed, performance-approach mindset. Coursework has always been easy for him. He has never developed resilience to failure and is considering dropping out of college. After collecting the right information, the student can convince Richard to change his major and stay in school. • In the Café, the student meets Mr. Ruiz, Miguel’s father. Mr. Ruiz wants Miguel to leave college and work in the family business. At this location, the student needs to convince Mr. Ruiz that Miguel can indeed excel at college. They also need to convince Miguel of the same. Miguel represents a fixed, performance-avoidance mindset. He does not want to appear to be a failure, so he avoids all challenging situations. • On the University Quad, Hank acts as a guide, helping to direct the student to where they need to go next. • This act ends when the student has completed all these tasks and is ready to confront the university president about ending the TALENT Machine program. 	
Act 3	<ul style="list-style-type: none"> • Act 3 begins with the whole cast of characters assembled on the quad, watching the student as they attempt to convince the university president to abandon the TALENT Machine program. The student makes their arguments to the president by using what they learned in Act 2. • The game ends with the student taking the TALENT test for a second time, this time receiving the major they selected at the beginning of the game. The university president is then convinced that the TALENT Machine project should be canceled. Richard changes his major and remains in school. Miguel returns to school with the blessing of his father. Cosima is vindicated, and all else is well at the university. 	About 15 minutes