Walden, game

Duration:	15 - 30	min
Number of players:	1	player/s – plays in teams
Materials/ Tools needed:	PC, Mac, Xbox	
Publisher:	USC Games	
Game Designer:	USC Game Innovation Lab	
Language	ENG	
Links:	https://www.waldengame.com/educators https://www.youtube.com/watch?v=L7fCAf4t3pU&t=1s	

Type of game:	**Main topic:**
() board () card ( ) role play ( ) simulation (X) computer ( ) Serious ( ) Other:	Survival Building a refuge Life of Henry David Thoreau

Short description/ Goal of the game:	**Image:**
Walden, a game is an exploratory narrative and open world simulation of the life of American philosopher Henry David Thoreau during his experiment in self-reliant living at Walden Pond.	

Educational value/ Learning Objectives:

- Self-reliance as players attend life in the woods
- Learn about the life of Henry David Thoreau
- Learn about civil disobedience, historical and modern questions of slavery, abolition, the power of civic action

TEACHING BY GAMING

Recommendations for use:

Pro's & Contra's:

Walden has an educational format, specially made for middle & high school