



Brief overview

The NeighborMood is a real-world simulation game that teaches kids consumer life skills and healthy skepticism through simulated scenarios and realistic consequences.

Game Introduction

The game follows the story of high school senior Ali as s/he tackles life and financial decisions such as getting a part-time job, dealing with text scams, planning a party, and more. The game is scored on four parameters: money, the player's financial savviness, the wellbeing of the community, and personal wellbeing, which both contextualises and informs the players decisions and encourages balance and critical thinking beyond rote financial skills. Through Ali's story, players will be empowered to explore and experience the consequences of these decisions and learn vicariously in a safe digital environment.

Several key features that set us apart:

- No data selling, advertising, or hidden agendas.
- Co-developed with the FoolProof Foundation, NOT backed by businesses that profit from kids making financial mistakes!
- There's an embedded time limit (per day) in the game.
- Transformative, open-ended simulation, not a gamified quiz training kids to perform for extrinsic rewards.
- The first game ever endorsed by the [Campaign for a Commercial Free Childhood](#) and the [Children's Screen Time Action Network](#).

A link to a short video about our game:

<https://youtu.be/jnhkkigPKEY>

Platforms

The game is a free, downloadable app on iPhone, iPad, Android, and Chromebook.

Android link: <https://tinyurl.com/NeighborMoodAndroid>

iOS link: <https://tinyurl.com/NeighborMoodiOS>

About the Developer

The game is co-developed by Dot Dot Fire and the FoolProof Foundation.

[Dot Dot Fire](#) is a start-up founded in Hong Kong that specialises in ethical educational video games.

[FoolProof](#) is a US-based NGO that provides financial literacy education. Their curriculum is currently being used in over 8,000 schools across the United States.