

UPDATE

A Participatory Narrative Toolkit for Higher Education

Transforming digital inclusion into lived learning

Why UPDATE?

The toolkit translates invisible lived civic experiences of digital exclusion into embodied narratives, serving as a reflective practicum that allows players to encounter these socio-technical issues from perspectives of multiple stakeholders. Through collaborative and immersive investigation, students move beyond identifying usability problems, examining the systemic and ethical consequences of design decisions, facilitating deeper critical reflection before entering professional practice, potentially bridging the civic data void.

Suitable for: Design Modules, Human-Computer Interaction, Computer Science, Design Ethics, Service Design, User Interface and Experience Design



UPDATE Toolkit Development Pipeline

1 Research

Collect and materialise invisible civic frictions via Participatory Data Physicalisation(PDP)

2 Analysis

Analyse qualitative findings from PDP to identify underlying systemic assumptions and failure mechanisms.

3 Narrative Translation

Convert analytical insights into story events, character motivations, secret dossiers, and evidence files.

4 Embodied LARP

Students investigate the fictional incident, uncovering invisible socio-technical mechanisms through role-based inquiry.

5 Reflection

Facilitate debriefing sessions where participants critically re-evaluate professional assumptions through reflection-on-action.

Learning Outcome

- 1 Identify hidden forms of digital exclusions.
- 2 Explain how different stakeholders experience the same digital service.
- 3 Evaluate ethical design decisions, system failures, and professional responsibilities.
- 4 Reflect on their responsibilities as future digital practitioners
- 5 Build critical awareness as future technology practitioners, recognising invisible user struggles and civic data voids in professional practice.

Toolkit Materials Includes



Character
Scripts



Detective
Note
(Game Flow)



Physical
Evidence



Reflection Dashboard

system.UPDATE () {

Participatory LARP Investigation_ };

[CONFIDENTIAL]
A Speculative Mystery of Digital Inclusion & Systemic Failure

LIMITED SPACE

Register to secure your spot!
Join the UPDATE LARP and investigate the human stories behind digital systems.

< NOT JUST A GAME >

UPDATE_v1.0

August_2030

Nova City launches Project Horizon, a fully automated public service system designed to make civic support faster, smarter and more accessible.

For months, everything appears to work perfectly.

Every report is positive_
Every dashboard stays green_
Every system confirms normal_

Inside Horizon Tower,
an older resident dies alone...

Players : 5
(Roles are not restricted by gender)

Difficulty: ★★ (Beginner Friendly)

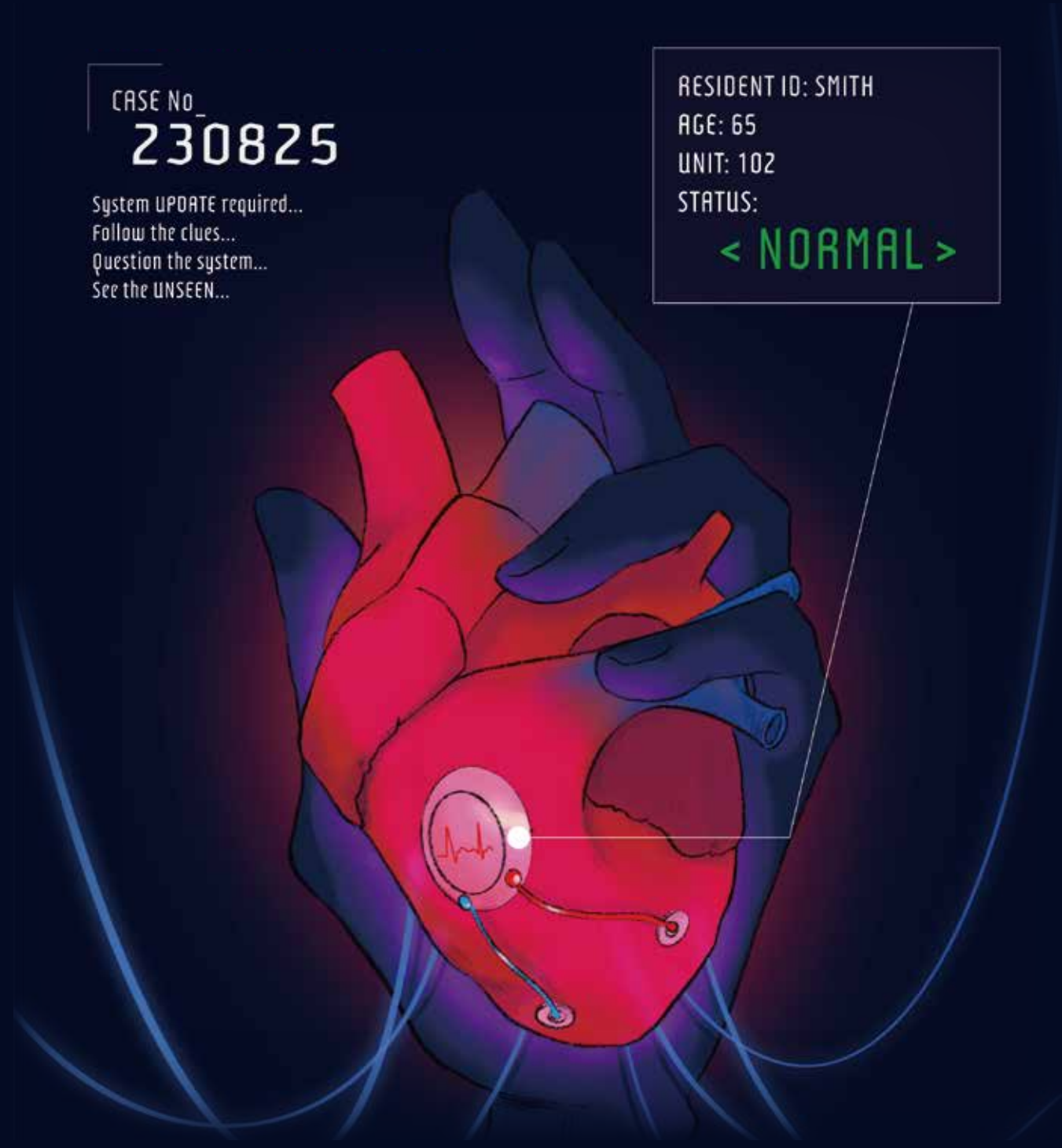
Duration : Approximately 2 hours
(Including facilitated post-game discussion and reflection)

Genre : Contemporary social mystery, investigative LARP & socio-technical drama

CASE No_
230825

System UPDATE required...
Follow the clues...
Question the system...
See the UNSEEN...

RESIDENT ID: SMITH
AGE: 65
UNIT: 102
STATUS:
< NORMAL >



WHY JOIN ?

- _Experience Multiple Perspectives
- _Uncover hidden realities
- _Question design decisions
- _Reflect on your FUTURE PRACTICE

WHAT TO EXPECT?

- _Collaborative small-group experience
- _Everyone's perspective matters
- Safe, Respectful and Facilitated

MISSION: { Follow the clues...
Question the system...
See the UNSEEN...

